



Free Throws Shooting IM Tournament Rules

1. Eligibility

All currently enrolled students; faculty and staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Handbook.

2. Uniforms-Equipment-Safety

- All players must wear proper shoes. Black sole shoes that scuff the floor, cleated turf shoes, and sandals will not be allowed. All rubber sole, non-marking athletic shoes are acceptable.
- Street clothing is prohibited.
- Jewellery is allowed, unless deemed unsafe to a player by the Coordinator of Intramural Sports.
- Under no circumstances will a player wearing a cast or splint be allowed to play.
- Players wearing glasses should have shatter proof lenses and straps.
- The Co-ordinator of Intramural Sports has the final say on the appropriateness of the attire.

3. Conduct and Disqualification- Unsportsmanlike Behaviour

- All players will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the Tournament.

4. Automatic Loss Policy

- All players should be checked in and ready to play at the scheduled time. If a player does not show up within 15 minutes after the arranged time, he will not be allowed to participate in the competition.

5. Officials' Duties

- The Coordinator of Intramural Sports has the right to check ID's, answer questions, and clarify as well as enforce all Intramural and facility rules and regulations.
- When necessary, he has the authority to eject individuals from play, as well as from the facility.

6. Free Throws Shooting-The Game-Rules

- Each participant will attempt as many foul shots as he/she can in one and a half minute period of time.
- The winner will be determined by the total number of free throws made in this particular time frame.

7. Three Point Shoot-Out Rules- The Game-Rules

- Five racks of five balls are placed around the three point line.
- Each shooter will have 45 seconds to shoot as many balls as possible.
- All shots must be taken with both feet of the shooter behind and not on the three point line.
- Each of the first four balls on the rack count as one point. The last ball on the rack counts as two points.
- Following the shooting, the shooter must collect and re-rack the balls. Failure to do this will result in the shooter being dropped from the competition.
- If the individual scores 15 or more points, he/she will be invited back to the championship round.
- Scores from the qualifying round do not carry over to the championship round.
- The person scoring the most points in the championship round will be declared as the winner.