

UNIVERSITY OF MASSACHUSETTS
INTRAMURAL SPORTS

BASKETBALL SHOOTERS CHALLENGE RULES

The *Basketball Shooters Challenge*, which consists of free throws, 3-point shooting and a shoot-around, is a one-day event in Recreation Center during the spring Basketball Finals.

Each player must present his/her [valid UMass UCard](#) to participate in each and every intramural contest.

For the full list of intramural policies and procedures, please read the [Intramural Captains Guide](#).

Team captains are responsible for the conduct and eligibility of their teams and adherence to the rules governing play.

Free Throws & 3-Point Shoot-Out

- Each participant attempts 25 free throws in one round. A second may be used dependent on the number of entries.
- For the 3-point shootout, each participant attempts 25 shots in one round, 5 shots from five different locations around the 3-point arc. The \$ (money) ball is the 5th ball shot from each spot. A second round may be used dependent on the number of entries.
- If necessary, tiebreakers (formats decided at the players meeting) will be used to decide the foul shooting & 3-point shootout champion and runner-up.

Dueling Shoot-Around

- Each shooting spot is worth a different point value, ranging from 1-8 points based on the difficulty of the shot. There are seven (7) shooting spots.
- All shooting rounds will be 30 seconds.
- A team consists of two players. One player begins at the halfcourt line with the ball. The second player/teammate begins at any place within the halfcourt area.
- The court monitor indicates when play begins. The player at halfcourt can either dribble to any shooting spot to shoot or pass the ball to his/her teammate who shoots.
- Teammates **MUST** alternate shots.
- Each player must begin his/her shot touching the marked shooting spot.
- An individual player cannot shoot consecutively from the same spot. If any individual player shoots consecutively from the same spot, the second shot will not count.
- There is no out-of-bounds. Players must rebound their own shots. Court monitors in the area of a ball going out-of-bounds will only stop the ball, and will not pass it back into play.
- The last shot must leave the player's hand before the horn in order to count.
- A 10-point bonus is awarded for teams making at least one (1) shot from each of the seven (7) shooting spots.
- A 30-second shoot-around tiebreaker will determine the winner if there is a tie at the end of any round of competition.

- Court monitors/supervisors have jurisdiction and final ruling on all shots and/or any disputes.

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