



BASKETBALL CHALLENGE RULES

(Free Throws, 3-Point, Dunk)

Mission Statement

To Serve, Educate and Promote Wellness

Vision Statement

We are a service-oriented department dedicated to excellent fitness, and recreation programs that enhance the university experience.

ELIGIBILITY

1. All participants are subject to Eligibility Rules, which are listed, in the current Intramural Sports Handbook.
2. Current UA ID must be presented at each game. UA Faculty/Staff must have a current Department of Campus Recreation Membership or purchase an Intramural Sports participation card.

FREE THROW RULES

1. All free throws must be attempted from behind the free throw line (15 feet) and inside the circle.
2. A free throw is considered out when it touches any support or standard above the backboard or rim.
3. Participants are given two practice attempts before the start of their qualifying round. These practice attempts may be rejected. Only one practice attempt will NOT be allowed. Decisions concerning practice shots need to be made before the shooter attempts a shot.
4. Players will be given a total of 25 attempts.
5. All participants who make 20 or more free throws in the first round will qualify for the next round and will be given 25 more free throw attempts.
6. The total of the two rounds will be added together to determine the top 8.
7. All ties will be broken with a shoot-out at a later date.
8. The top 8 people will advance to the Free Throw Contest Finals
9. The top 4 individuals will advance to the semifinal round.
10. The #1 seed in the semifinal round will face the #4 seed, and the #2 seed will face the #3 seed. The semifinal round will consist of 15 shots.
11. All ties will be broken with a one for one shot until someone misses.
12. The winners in the semifinal round will advance to the final round, which will consist of 15 shots.

3-POINT RULES

1. All 3-pointers must be attempted from behind the 3-point. Any shot made while shooting on or in front of the line will not be counted.
2. A 3-pointer is considered out when it touches any support or standard above the backboard or rim.
3. Players will be given 60 seconds to shoot as many 3-point shots from anywhere behind the 3-point line.
4. Any shots after the buzzer will not count.
5. Scoring will consist of counting the made attempts within the 60-second time frame. An Intramural Sports employee will keep scoring.
6. If a tie exists then each participant will be allotted another 30 second round until the tie is broken.
7. The top 4 scorers advance to the semifinal round. #1 will go against #4 and #2 against #3. Winners will advance to the final round.
8. The highest score of the final round will determine the individual champion.
9. Each participant must rebound their *own* shot, and only one ball used.

DUNK CONTEST RULES

1. Participants will be given three opportunities to dunk on a regulation height basketball goal. The top 2 scoring dunks will be used for Final Score purposes.
2. Judges will rank each dunk on a scale of 1 to 10 (10 being the highest).
3. A missed dunk cannot be scored higher than a score of 7.
4. The primary scoring factors are athleticism and originality. (Props may not be used during a dunk attempt.)
5. The top two individual final scores will advance to the Final Round.
6. The Final Round will consist of 3 dunk attempts with a clean slate. The person with the highest preliminary score will choose if he/she wants to go 1st or 2nd.
7. The individual champion will be determined by the person with the highest total scores received from the top two of the three scores in the Final Round only.

ADDITIONAL INFORMATION

1. No animals in indoor/outdoor facilities. (Exception: Assisted living animals)
2. Forfeit Policy:
 - If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
 - The Sport Assistant will declare a forfeit and award a "win" to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.
 - If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.
 - A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm, the game will be declared a forfeit at 6:10pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
 - A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
 - A team may receive a forfeit due to improper team attire.
 - Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
 - Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
 - Forfeited games will not be rescheduled.
 - If a team forfeits ONCE the first team on the waiting list may replace it (without a refund). If there is no waiting list, the team may continue to play by paying a \$30.00 Re-entry fee at the Intramural Office within 48 hour of the forfeit.
 - If a team forfeits or defaults twice (in league) it is dropped without notice.
 - A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a "win" for the opposing team.
 - A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

3. Forfeit Penalties:

- Lose right to protest the game
- Opposing team gets first serve in each game
- Start the first game with an 8-point deficit

4. Default Policies:

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 4pm).
- Default is recorded as a loss but does not require a fee payment.

5. ID Policy:

Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community. The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to "OUR" participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve. Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. NO ID, NO PLAY, NO EXCEPTIONS!