



UNIVERSITY OF WYOMING

Intramural Sports

INTRAMURAL SPORTS ALL-STAR EVENT

(Updated:1/22)

The All-Star Event will comprise of the following events: Three-Point Contest, Free Throw Contest and Hot Shot. All participants must be registered on IMLeagues and must present their WyoOne Card.

THREE-POINT CONTEST RULES

1. Each shooter will shoot five (5) shots each from five different positions around the 3-point line. The Rec Sports Supervisor will rebound and make the pass to the shooter at the designated spots and will also keep a verbal count. The designated shooting spots along the 3-point arc will be marked with colored poly spots. One spot will be at the top of the key, one will be on each wing, and one will be in each corner. Each shooter may begin at either corner of the court and make his/her way around.
2. A shooter must have both feet behind the 3-point line when he/she releases the ball.
3. The first four balls on each shot are worth one point, and the fifth ball (Moneyball) on each spot is worth two points. A total of 30 points are possible. The Supervisor will indicate when a Moneyball is being shot.
4. A shooter's total score is determined by adding the total points he/she receives for all made baskets from behind the 3-point line.
5. **Tie-Breaker** - The first tiebreaker will be the number of money balls each shooter made in his/her round. The second tiebreaker will be the number of baskets made from the last corner spot. If a tie still exists, proceed backward through the number of marked spots until the tie is broken.

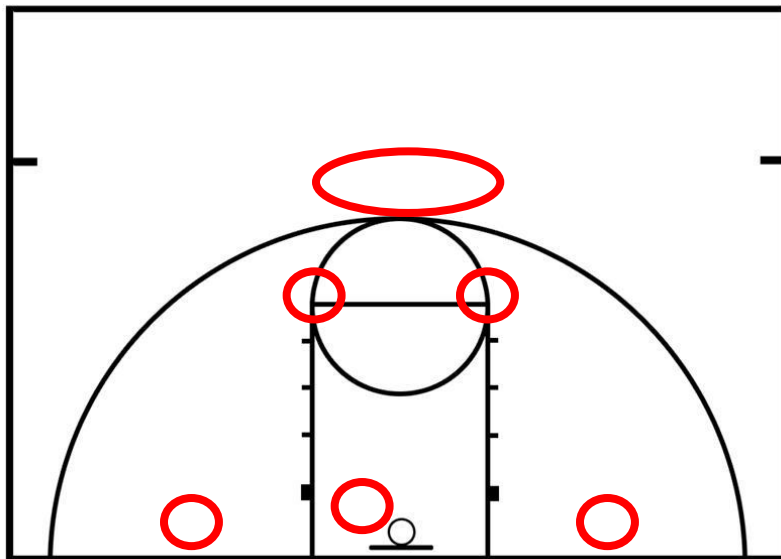


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HOTSHOT COMPETITION RULES

1. Players will be placed in random order to attempt their shots.
2. In the first round of competition, participants will be given 1 minute to attempt as many shots as they can from the designated spots placed on the floor. A player is only given points if the attempt at the shot is made.
3. Point System
 - Each marked spot on the court is an eligible spot. A shot from the elbow is worth 2 points, a layup is worth 1 point, a short corner shot is worth 4 and a shot behind the 3-point arch being worth 3.
 - A contestant may only earn one (1) point from the layup spot per round.
 - A contestant will receive five (5) bonus points for attempting a shot from each of the designated spots.
4. Each contestant has one minute to make as many shots as they can. The top four participants with the highest scores from the first round will advance to the final round. The final round will follow the same format as the first round of competition. The winner will receive an Intramural T-shirt.





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FREE THROW CONTEST RULES

1. Each shooter will shoot two (2) rounds of twenty (20) free throws. The best round counts for the shooter's final score.
2. If two or more shooters are tied for first place, the score from the second-best round will be used to break the tie.
3. Shooters must use basketballs provided by the Intramural Basketball Supervisor.