



# UNIVERSITY OF WYOMING

## Intramural Sports

### **INTRAMURAL ALL-STAR EVENT**

(Updated:8/21)

The All-Star Event will comprise of the following events: Three-Point Contest, H-O-R-S-E and Hot Shot.

### **THREE-POINT CONTEST RULES**

1. Each shooter will have 60 seconds to shoot five balls from five racks positioned around the 3-point line. One rack will be stationed 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. The designated shooting spots along the 3-point arc will be marked with colored poly spots.
2. The clock will start on the shooter's first release. A shooter must have both feet behind the 3-point line when he/she releases the ball.
3. The first four balls on each rack are worth one point, and the fifth ball (moneyball) on each rack is worth two points. A total of 30 points are possible.
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 rack. If a tie still exists, proceed backward through the number of racks until the tie is broken.

### **H-O-R-S-E Rules**

**1. The Game:** H-O-R-S-E is a game played by two or more people on a basketball court. The idea of the game involves matching the same baskets that your opponent makes. The player who makes the most shots that the opponent does not duplicate, wins the game. For example: The second person shooting must duplicate the first person's shot, if it is made. If the second shooter misses, he/she receives the letter "H". If the first person's shot is missed, the second shooter may attempt any shot. If his/her shot is made, the opponent is obligated to duplicate it in the same way from the same shooting spot. Each time a shooter misses a shot that he/she attempted to duplicate, a letter is "awarded". The game continues until one person accumulates 5 letters or H-O-R-S-E.

**2. Area of Play:** H-O-R-S-E will be played on a Half Acre basketball court on one basketball hoop.

**3. Equipment:** Basketballs for men and women will be provided by RecSports.

**4. General Rules:**

- a.) The shooting order will be determined by rock, paper scissors. Winner gets choice of shooting first or second.
- b.) Shots can be attempted from anywhere on the court. However, dunks of any form are not allowed.
- c.) Shots may be normal/slop shots or called shots. Called shots must be made as the individual specifies before the shot is attempted, or it will be counted as a miss. Some called shot examples include:

- 1.) Bank Shot – A shot made off the backboard and into the basket, it may touch the rim.
- 2.) Bank Swish – A shot made off the backboard and into the basket without touching the rim.



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- 3.) Swish Shot – A shot that directly goes into the basket without touching the backboard or rim.
  - 4.) Opposite Hand Shot – A shot that is made with their non-dominant hand.
  - 5.) Jump Shot – A shot that is made with both feet off the court when the ball is released.
  - 6.) Set Shot – A shot made with both feet in contact with the court when the ball is released.
  - 7.) Hook Shot – A shot that is made with the ball being released in an arch over the body.
- d.) If you make a shot your opponent made, it counts as nothing and your opponent now has another open shot opportunity.
  - e.) You cannot earn a letter if your opponent misses a shot immediately before you. This is an open shot opportunity for you, and if you now make a shot, your opponent must duplicate this shot. If you miss on the open shot, your opponent now has the open shot.
  - f.) Trick shots involving spins and ball movement prior to the release of the shot are not allowed.
  - g.) No shot may be attempted twice in a row from the same spot to give the opponent 2 consecutive letters.
  - h.) Made lay-ups must be performed by the opponent in the exact same manner.
  - i.) All games will be self-officiated on the honor system by the players. The RecSports Supervisors will help determine the official call on any discrepancies.
  - j.) Each player is allowed a “second chance”. A “second chance” allows the player one more try at the shot that eliminated them.
  - k.) If there are time constraints for any reason the game will become P-I-G. The same rules above will apply, however, you will only spell pig to speed up the game.

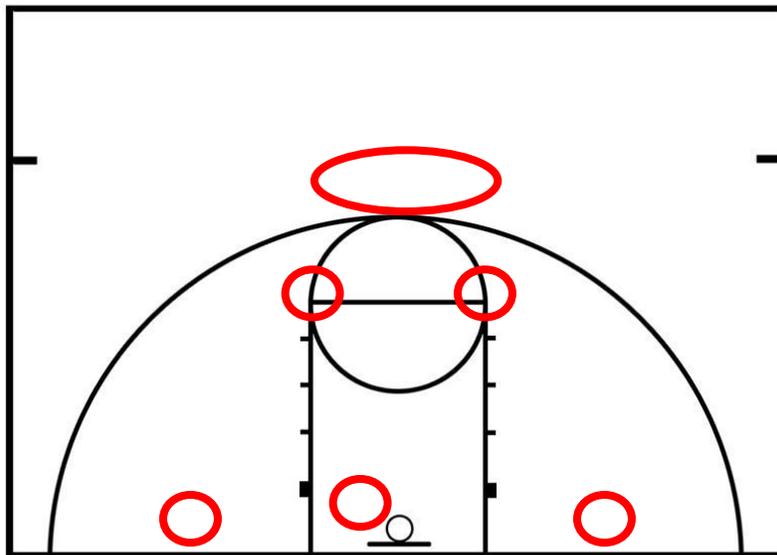


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### **HOTSHOT COMPETITION RULES**

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 persons 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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### ***King of the Court RULES***

#### **GAMEPLAY:**

- Only the King's side earns points. If the team on the Challenge side wins the sequence they don't earn a point but move to the King's side.
- If either team loses a sequence they have to leave the court and wait on stage.
- If the team on the kingside wins the sequence, they will stay on the kingside and get 1 point.
- Teams are only able to score points while they are on the kingside.
- If there's a situation when two teams with the same amount of points at the end of a round, the first tiebreaker will be who scored the most amount of points during one turn on the kingside (called a stay). Team with the most points in one turn advance to the next round. If the longest stay scores are also the same; the team that got the longest stay first will proceed to the next round.
- The next round will start in order of result of the previous round. There are no time-outs and no breaks. The game is played on time. Each round begins and ends on the buzzer. Points will still be awarded to the current round if the current game is not finished. The team with the lowest score at the end of each round will be eliminated.

**FORMAT:** The exact format will depend on the number of teams/participants that register. King of the Court can be ran via 1v1 or 2v2 style. Teams will play in 4 rounds on 2 courts, the final round will play on 1 court.

#### **ROUNDS**

##### Round 1

- First round lasts 20 minutes. Team with fewest points is eliminated.

##### Round 2

- Second round is 16 minutes. Team with fewest points is eliminated.

##### Round 3

- Third round is 12 minutes. The top two people/teams with the highest score from the third round from both courts will advance to the final round.

##### Round 4

- During the final round, the same format will be followed. The top three will receive an Intramural T-shirt.