

**STUDENT RECREATION & WELLNESS CENTER  
WASHBURN UNIVERSITY**

**ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.**  
ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate.  
Washburn Intramural guidelines concerning eligibility are in effect.

**INTRAMURAL THREE POINT CONTEST RULES**

1. Each contestant will shoot 5 balls from 5 different spots behind the 3 point arc.
2. The first 4 balls at each spot will be worth 1 point each. The last ball at each spot is the bonus ball, which is worth 2 points.
3. The contest will be un-timed.
4. Tie breaker:
  - a. Most bonus balls made.
  - b. Most consecutive shots made, starting with the last ball.

**INTRAMURAL FREE THROW CONTEST RULES**

1. Each contestant will shoot 25 free throws.
2. If a contestant makes 21 or more free throws out of 25, he/she will shoot a second set of 25 free throws.
3. Results of both rounds will be combined to determine final standings.
4. Contest will be un-timed.
5. Tie breaker:
  - a. Starting from the last or 50th free throw shot, the person who made the most consecutive shots will win.
  - b. If there is still a tie, then continue on to the next miss until a winner is determined.

**INTRAMURAL HOT SHOT CONTEST RULES**

1. Each contestant will have one (1) minute to take as many shots as possible.
2. There will be colored disks placed in various spots on the court. Shots must be taken at or near these disks.
3. Each disk will have a corresponding point value, if the shot is made, that point value will be listed by the official scorer.
4. The contestant may not take the same shot, for the same point value twice in a row.
5. Tie breaker
  - a. Most made four point shots.
  - b. Most made three point shots.

Revised 07/2005