3-Point Shootout Tournament Rules

The following is a summary of rules and regulations for the Intramural 3-Point Shootout. Some alterations may have been made specifically for WWU Campus Recreation. A complete list of our policies and procedures can be found in the Intramural Sport Participant Handbook. Questions can be directed to the Intramural Sports Office during normal business hours at intramurals@wwu.edu.

All participants must have their physical WWU ID in order to participate in any and all Intramural Sports. Please read the Intramural Participant Handbook for more participation policies.

Facility
The Intramural 3-Point Shootout tournament will be played inside the Wade King Recreation Center on the Court A. Your game schedule on IMLeagues will indicate which playing surface you will be playing on. Should you need assistance locating your game, please ask the on-duty building staff at the Wade King turnstile entrance. The address for the Wade King Recreation Center is: 1880 Bill McDonald Pkwy, Bellingham, WA 98225

Teams
No varsity basketball players will be permitted to participate in this tournament.

Open
This is an individual sport. There are no gender requirements for open games, all are welcome to participate together!

Equipment
A player wearing illegal equipment may not be permitted to play. This applies to any equipment which, in the opinion of the Intramural Sports staff, is dangerous or confusing.
Gameplay

- Each shooter will have 45 seconds to shoot five balls from three racks positioned around the 3-point line.
  - One rack will be stationed at the top of the key and one will be on each wing.
  - Each shooter may begin at either corner of the court. The designated shooting spots along the 3-point arc will be marked. The shooter will stand behind the marked spot when shooting.
- Participants may shoot up to two times to obtain the best score.
  - This may be changed by the onsite Intramural Sport Staff depending on the amount of sign-ups and time allotted.
- The clock will start on the shooter’s first release.
- The first four balls on each rack are worth one point, and the fifth ball (the last ball shot at each spot) on each rack is worth two points. A shooter must have both feet behind the 3-point line when they release the ball.
- A shooter’s total score is determined by adding the total points they receive for all made baskets from behind the 3-point line.
- The top 5 players (with the highest score) will advance. Each player will shoot again. Then the top 2 players will compete for the championship! If there are ties, have the shooters go again.

Injury and Blood Rule

Campus Recreation does not provide accident insurance coverage for injuries received by Intramural Sports participants. Each participant should make sure they have their own coverage prior to participating. Injuries are a possibility. Campus Rec Intramural Sports assumes no responsibility for injuries. However, basic First Aid will be available.

A player who is bleeding, has an open wound, or has any amount of blood on his/her uniform or on the player shall be considered an injured player. No player will be permitted to enter or reenter the game as long as there is blood on his/her jersey or uniform.

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

*Intramural sports staff has the right to withhold a player from play*

Sportsmanship

The Sportsmanship Rating System is intended to be an objective scale by which teams’ attitude and behavior can be assessed throughout the regular season and the playoffs. Behavior before, during, and after an Intramural Sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with their team about the system. Furthermore, the team is responsible for the actions of the individual team members and spectators related to it.

At the conclusion of each contest, the Intramural Sports staff present will assign each team a Sportsmanship rating based on a grading scale of “1-5”.

5 pts- Above and Beyond Conduct and Sportsmanship: Players work to create a fun, inclusive, and welcoming space for everyone on the field/court. They keep a positive attitude and ensure their pace is clean after their game. These teams embody what Intramural Sports strives to be through good sportsmanship and friendly competition.

4 pts- Good Conduct and Sportsmanship: Players cooperate fully with the officials and Intramural Sports staff. The captain is the only player to converse about rule interpretations and calls and does so in a polite and respectful manner. The captain also has full control of their teammates. Team is respectful to their opponents, officials, scorekeepers, spectators and Intramural Sports staff.

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*Teams who default will receive a 4-sportsmanship rating

3 pts- Average Conduct and Sportsmanship: Team members complain about decisions made by the Officials and/or show minor dissenting. Team members show minor disrespect to someone involved in the contest.

2 pts- Below Average Conduct and Sportsmanship: Team shows verbal dissent towards officials And/or the opposing team. Captain exhibits minor self-control and little or no control over their team.

1 pts- Poor Conduct and Sportsmanship: Players constantly comment to the officials and/or opposing Team from the playing area or sidelines. Team captain has no self-control and no control over their team’s actions.

0 pts- Very Poor Conduct and Sportsmanship: Team is completely uncooperative. Captain has no Control over teammates and/or themselves.

*Teams who no show
*3 Unsportsmanlike infractions or game forfeiture.

Any player that is ejected during an intramural sports game will be removed from the game. Please see the ejection process outlined in the Intramural Sport Participant Handbook to review the process of returning to play.

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