

TOWSON UNIVERSITY
INTRAMURAL SPORTS
2009-2010 3-POINT COMPETITION RULES

INJURIES ARE A POSSIBILITY IN ANY SPORT. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

STARTING THE GAME

1. **START TIME:** Players are to be at the court and signed in before the official contest time. If any player is not at the court and ready to play at the scheduled contest time, it will be declared a forfeit. It is recommended that players arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid Towson University identification card in order to be checked in and ruled eligible to participate prior to the beginning of each contest.
3. **GAME EQUIPMENT:** Players may use their own basketballs, provided they are regulation size. Intramural Sports will also provide basketballs.

PLAYING THE GAME

4. **PARTICIPANTS:** All participants will compete in the preliminary round.
5. **FINALS:** The top four (4) shooters (and ties) will qualify for the final round.
6. **SHOTS:** Participants will shoot twenty-five (25) shots; five shots from five (5) different spots on the court (two corners, two wings, and the top of the key). All shots must be attempted behind the three point line. Shots attempted inside the three point line will not be counted.
7. **SCORING:** The first four (4) balls from each spot will count as one (1) point if made. The last ball at each location will count as two (2) points if made.
8. **TIME:** Participants will be given two (2) minutes to complete his/her shots.