

# Gonzaga University Intramural Department “March Madness” Event Rules

**Every player must present a GU ID card and a liability waiver before the contest to be eligible to participate.**

## **Team Ball Rules**

1. Half-court play consisting of a one minute time period.
2. Seven shooting spots: Six designated shooting spots, each with an assigned point value and a lay-up is worth two (2) points and must be attempted from within a three foot radius of the basket.
3. Players accumulate points by making official baskets from the designated shooting spots.
4. One foot must begin on the shooting spot.
5. One player cannot shoot consecutive shots. Teams must alternate shots.
6. Players must pass or dribble between spots.
7. 7 Bonus points will be awarded for teams that attempt a shot and score from each of the seven shooting spots.
8. The team with the highest score wins.
9. A tiebreaker competition will be held if two teams in the competition have the same winning score.
10. An official size men’s basketball will be used for men and an official size women’s basketball will be used for woman. Coed teams will choose which ball they will use prior to the start of the contest.

## **“Let It Rain” 3 Point Shooting Rules**

### Women’s and Men’s Individual Rules

1. Each player will have 1 minute to make as many baskets as possible.
2. There will be 5 racks with 4 balls around the 3-point arc.
3. Players will shoot all the balls from each rack before moving on to the next rack.
4. Each rack will have 3 regular balls and 1 red, white and blue (money) ball.
5. The regular balls are worth 1 point each and the “money” ball is worth 2 points.
6. The money ball must be shot last on each rack to be worth 2 points.
7. Any balls that haven’t been shot by the buzzer, will not count.
8. The goal is to receive the highest score after the minute.
9. Men will shoot with an official size men’s basketball ball and women will shoot with an official size women’s basketball.
10. The top 4 shooters will advance onto the second round. Shooters tied for the 4<sup>th</sup> place will have a sudden death shoot off to advance to the second round. The top 2 shooters will advance to the finals.

### Team Rules

1. A team consists of 2 people (2 men, 2 women or 1 man and 1 woman for Co-ed).
2. Each team will have 45 seconds to make as many baskets as possible.
3. There will be 5 racks with 4 balls around the 3-point arc.
4. Players will shoot all the balls from each rack before moving on to the next rack.
5. Each rack will have 3 regular balls and 1 red, white and blue (money) ball.
6. The money ball must be shot last on each rack to be worth 2 points.
7. The 5<sup>th</sup> rack can be shot by either of the 2 players.
8. Both players of the team have to participate in each round.
9. Any balls that haven’t been shot by the buzzer, will not count.
10. Men will shoot with an official size men’s basketball ball and women will shoot with an official size women’s basketball.
11. The top 4 teams will advance onto the second round. Teams tied for the 4<sup>th</sup> place will have a sudden death shoot off to advance to the second round. The top 2 teams will advance to the finals.

## Slam Dunk Competition Rules

1. There are two rounds of competition, with 4 participants advancing to the second round.
2. In both rounds, each player performs one dunk at a time and is scored on that dunk before the next participant performs.
3. In round one, each player will attempt three dunks.
4. One overall score (a composite of the scores, with the lowest score excluded) will be awarded.
5. In the final round, each player will attempt two dunks.
6. The combined score of the two dunks will determine the champion.
7. A player may replace one missed dunk in the final round with an extra attempt to complete a dunk.
8. Ties in both rounds will be broken by a one-dunk "dunk-off".
9. The order of the first round will be determined by a draw. In the final round, players will dunk in ascending order of the first round scores.

## Skills Challenge Rules

The skills challenge is an obstacle course that requires in motion, dribbling, passing and shooting. The event will be a timed competition and participants with the best times will advance to the final round.

## Blood Rule

Any player who is bleeding must be substituted for until the bleeding stops. An intramural supervisor or game official has the authority to remove the player from the game. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (5), the following will apply: The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to re-enter. If the bleeding is not stopped within the allotted five (5) minutes the team will forfeit the game. **THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.**

## Player/Team Conduct

The officiating will be done by an official who is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in ejection or forfeiture of the game. Spectators must also remain in the designated area. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. Only a protest of player eligibility or rules interpretation will be accepted. Official's judgment is not protestable. Individual and team sportsmanship is of the utmost importance to the Intramural program and all of its participants. Certain behaviors will not be tolerated before, during, or after intramural activities:

- a) Actions meant to cause harm to any person.
- b) Verbally abusive or threatening language towards players, spectators, or officials.
- c) Lack of control by individuals or the team.

Consequences of these actions will result in ejection from the game or suspension from intramural events and/or forfeiture of the game/season. Consequences will be given out as seen fit by the Intramural Officials, Supervisors, and Director. Anyone ejected from a game must serve a minimum of one game suspension **AND** meet with the Director of Intramurals prior to being reinstated to intramural activities. **If a player has been ejected he/she will not be allowed a replacement and must leave the Field house, Rudolf Fitness Center and/or any other area deemed inappropriate by the Intramural Supervisor.**