

Hot Shots Basketball Rules

updated 08/17/11

GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU student or current FIU Recreation Member.** All expired memberships must be updated before the individual may play in any game. Participants must have their Panther ID at every game. Any games in which an ineligible player signs in will be considered a forfeit.
2. All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.
3. **Teams are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
4. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
5. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.
6. Official NFHS (National Federation of State High School Associations) rules will be observed with the following Intramural Sports modifications.

EQUIPMENT

1. Appropriate gym footwear must be worn.
2. Balls will be provided by Intramural Sports.

CONTEST RULES

1. The object of Hot Shots Basketball is to score points by making field goals from designated spots on the court with different point values.
2. Each participant will start at half court and be given 1 minute on the clock.
3. The participant must dribble while moving the ball. Failure to dribble will result in loss of one point per occurrence. Likewise, participants may not double dribble or palm the basketball. Standard basketball definitions for these terms apply.
4. Participants may earn 1 point for a successful lay-up. Participants may receive points for only two lay-ups during competition.
5. Participants who attempt at least one shot from all of the hot spots will receive a bonus of 3 points.
6. The following diagram indicates the location and point value of each hot spot:

A=2
B=4
C=5
D=3
E=3

