

**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

INTRAMURAL HORSE RULES

1. **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.
2. Game time is forfeit time. Individuals failing to show shall forfeit the game. The intramural supervisor shall have the official time piece.
3. The person who will shoot first will be determined by coin flip or basket shot.
4. Shots can be attempted from anywhere near the court, including behind the backboard.
5. No dunking or stuffs.
6. Shots may be "slop" shots or "called" shots. "Called" shots must be made as the call indicates or counts as a miss. "Called" shots must be called before the shot. "Called" shots are as follows:
 - **Bank** - off backboard and into basket, may touch rim.
 - **Bank Swish** - off backboard and into basket without touching rim.
 - **Straight In** - must go into basket without touching backboard or rim.
 - **Swish** - directly into basket without touching backboard or rim.
 - **Opposite Hand** - if shooter is right handed the shot is attempted with left hand and vice versa.
 - **Jump Shot** - both feet off court when ball is released.
 - **Set Shot** - both feet in contact with court when ball is released.
 - **Hook Shot** - ball is released in arch over the body.
7. Trick shots involving spins and ball movement prior to release are not allowed.
8. No shot may be attempted twice in a row from the same spot to give the opponent 2 consecutive letters.
9. All games will be self-officiated on the honor system.
10. Match - best 2 out of 3 games or 20minute time limit.

Revised 09/2006