All participants must show a valid KENT STATE UNIVERSITY ID or Government Issued ID no less than 5 minutes before the start of every game. Anyone without an ID will not be allowed to participate. **No exceptions.**

**THE GAME**
- One (1) Player will run the course at a time
- Player will get one attempt at the course
- Penalties:
  - If ball misses hula hoop, 5 seconds are added to final time
    - Maximum of a 10 second penalty
  - If the 3-point shot is made on first attempt, 5 seconds will be deducted from final time

**LAYOUT**

**COURSE DETAILS**
1) Start at the baseline
2) Dribble through the 10 cones
3) Stop at the 3-point line and air pass the ball into the hula hoop
   a. If ball misses hula hoop, 5 seconds are added to final time
4) Retrieve new ball and run across the court to the opposite basket
5) Make the layup
6) Run to the 3-point line and bounce pass the ball into the hula hoop
   a. If ball misses hula hoop, 5 seconds are added to final time
7) Retrieve new ball and dribble through the 10 cones
8) Make a three-point shot from anywhere behind the 3-point line
   a. If 3-point shot is made on first attempt, 5 seconds will be deducted from final time
   b. Players will have 3 shot attempts
      i. Clock will stop after the third attempt hits the floor or stops moving
   c. **Clock will be stopped:** When the ball goes through the rim on a successful shot

**THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY**