



## 2022 Skills Challenge

### FORMAT

(4) Round Competition (Rounds 1-3 and Final Round)

(3) Teams of (3) players per team

Top (2) teams with the most "Challenge Points" after 3 rounds advance to the Final Round

### ROUND 1 – Team Shooting

- All players from each team participate individually with their (2) teammates rebounding
- Each player has :30 to shoot from (5) different spots on the court
- Each shooter must start from Spot 5
- Players cannot repeat the same shot consecutively
- Shots made from each shooting location have different values
  - Spot 1: Right side 10ft shot outside the lane (1pt)
  - Spot 2: Left elbow extended (2pts)
  - Spot 3: Top of the key 3ptr (3pts)
  - Spot 4: Left corner 3ptr (4pts)
  - Spot 5: Right slot 30ft Deep 3ptr (5pts)
- Individual player scores are added together to determine the Team Score
- The team with the highest Team Score wins Team Shooting
- Winning team earns 100 "Challenge Points"
- Round 1 TIEBREAKER - 1st – Team FG%, 2<sup>nd</sup> - Total number of shots made from Spot 5, 3rd - Total number of shots made from Spot 4

### ROUND 2 – Team Passing

- Teams compete one at a time
- Each team has :30 to amass the most points

- All (3) players participate together
- Each team must make at least one pass attempt at each target
- Individual players cannot make consecutive passes at the same target
- All passes originate from designated areas at the baseline
- (3) oversized, passing targets vary in size and distance
  - 32' Outlet Pass, forward and back moving target (2pts)
  - 22 Chest Pass, side to side moving target (6pts)
  - 12' Short Pass, forward and back moving target (4pts)
- The team with the most total points wins Team Passing (e.g. highest Team Score)
- Winning team earns 100 "Challenge Points"
- Round 2 TIEBREAKER - 1<sup>st</sup> - Total number of outlet passes made, 2<sup>nd</sup> - Total number of passes made, 3<sup>rd</sup> - Total number of chest passes made

### **ROUND 3 - Team Relay**

- Teams compete one at a time
- All players from each team participate in a timed relay
- Each player must complete the course
  - 32' outlet pass at a moving target from the baseline, complete the pass to move on or max (3) valid attempts
  - Dribble downcourt through (3) moving pylons
  - Short shot in the lane, max (3) valid attempts, move on after a make or (3) attempts
  - Left corner 3pt shot, max 3 valid attempts, move on after a make or (3) attempts, automated defender
  - Dribble to opposite goal and make a basket (dunk, layup, jumpshot, etc.)
- Next player starts when they either rebound the previous players shot or receive a pass from the previous player after the made basket
- Team 1 sets the time to beat, clock counts up
- The countdown clock for Team 2 is set to Team 1's time
- The countdown clock for Team 3 is set to the lesser time between Team 1 and Team 2
- The team with the fastest time (lowest Team Score) wins the Team Relay (time = Team Score)
- Winning team earns 200 "Challenge Points"

- ROUND 3 TIEBREAKER - Teams choose one player to repeat the course, the team with the player that had the fastest time will advance. If a second tie occurs, teams choose a different player to repeat the course

CHALLENGE POINTS TIEBREAKER (when two teams are tied after Round 3) - Each team chooses one player to participate in the tiebreaker. Players take three-point shots from the top of the key.

After (3) tiebreaker rounds the shooting location is moved back 3'. The player that misses a shot in the round where the other player made the shot loses the tiebreaker.

### **FINAL ROUND - Half-Court Shot**

- Teams compete one at a time
- All players on each team participate
- Team 1 sets the time to beat with a made shot or expiration of the clock, clock counts up (maximum of 1:30)
- The countdown clock for Team 2 is set to Team 1's time
- The team that makes a half-court shot in the fastest time wins
- TIEBREAKER – repeat the final round