



## **2024 AT&T Slam Dunk**

**FOUR DUNKERS will compete in the two-round competition.**

### **RULES**

- **JUDGES** - There will be 5 judges. For each dunk, a score from 40 to 50 will be given by each judge. The average of the 5 judges scores will be the individual dunk score
- **TIME LIMIT and ATTEMPTS PER DUNK** – For each scored dunk in both rounds (Dunks #1 and #2 in the First Round and Dunks # 1 and #2 in the Final Round), each dunker will be given 1:30, plus one additional try, to complete one dunk and will be limited to three attempts.
- **ATTEMPT DEFINITION** – An “attempt” is defined as the player controlling the basketball while airborne and moving it towards the rim.
- **TRY DEFINITION** – a “try” is defined as any action taken in effort to attempt at dunk
- **OFFICIATING** – A referee will judge whether a dunk is considered a made dunk or a missed dunk. Made dunks cannot be “replaced”, even if the dunker has remaining attempts.
- **PROPS** – Use of any props or other people in any way during the slam dunk competition must be approved in advance of the competition by the NBA Basketball Operations department.
- **INSTANT REPLAY** – At the discretion of the referee, instant replay may be utilized for rules compliance.

### **FIRST ROUND – Two Dunks (#1 and #2)**

- The competition order for Dunk #2 of the First Round will be determined by the inverse order of the Dunk #1 scores (e.g., player with the lowest score on Dunk #1 goes first for Dunk #2).
- The two dunkers with the highest composite scores (Dunk #1 + Dunk #2) advance to the Final Round – maximum 100, minimum 80.

### **FIRST ROUND TIEBREAKER**

- In the event a tie in the First Round needs to be broken in order to determine one or both of the top two finishers, the advancing dunkers will be determined by “Judges Choice.” The judges would then be asked to choose the advancing dunker(s) by raising a card that has the dunker’s name on it.

### **FINAL ROUND – Two Dunks (#1 and #2)**

- The dunker with the lowest total score from the First Round will go first in the Final Round.
- The competition order for Dunk #2 of the Final Round will be determined by the inverse order of the Dunk #1 scores (e.g., player with the lowest score on Dunk #1 goes first for Dunk #2).
- The dunker with the highest Final Round composite score (Dunk #1 + Dunk #2) will be the Dunk Champion.

### **TIEBREAKERS**

- In the event of a tie after the Final Round, a One Dunk Dunk-Off will take place to determine the champion.
- Each dunker will be limited to one attempt (same definition as above) during the dunk-off round.
- If still tied after the one-dunk dunk-off the champion will be determined by “Judges’ Choice.” The judges would then be asked to choose the winner by raising a card that has the dunker’s name on it.