



2024 Kia Skills Challenge

FORMAT

(3) Round Competition

(3) Teams of (3) players per team

The team with the most “Challenge Points” after 3 rounds will be the champion

ROUND 1 – TEAM RELAY

- Teams compete one at a time
- All players from each team participate in a timed relay
- Each player must complete the course
 - 35’ 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 pilons
 - 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 player’s shot or receive a pass from the previous player after the made basket
- Team 1 sets the time to beat, clock counts up (the clock stops when the ball clears the net)
- 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
- For Team’s 2 and 3, a successful shot released before the clock reaches zero will be counted as a made basket
- The team with the fastest time (lowest Team Score) wins the Team Relay (time = Team Score)
- Winning team earns 100 “Challenge Points”
- **Round 1 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

ROUND 2 – TEAM PASSING

- Teams compete one at a time
- Each team has :30 to amass 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 must originate from designated areas near the baseline and must be made at the target immediately in front of the designated area
- (3) oversized, passing targets vary in size and distance
 - 35’ Outlet Pass, forward and back moving target (2pts)
 - 20’ Bounce Pass, side to side moving target (4pts)
 - 25’ Chest Pass, forward and back moving target (6pts)
- The team with the most total points wins Team Passing (e.g. highest Team Score)
- Winning team earns 100 “Challenge Points”
- **Round 2 TIEBREAKER** - 1st - Total number of passes made, 2nd - Total number of chest passes made, 3rd - Total number of outlet passes made

ROUND 3 – TEAM SHOOTING

- Teams compete one at a time
- All (3) players participate together with one ball
- Each team has :60 to amass points while shooting from (5) different spots on the court
- Each team must attempt their first shot from Spot 5
- Each player must attempt at least one shot
- Players must alternate shot locations
- Teams 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)
- The team with the highest Team Score wins Team Shooting
- Winning team earns 200 “Challenge Points”
- **Round 3 TIEBREAKER** – The tied teams will choose one player from their respective team to shoot from Spot 5. Each player will attempt at least one shot. Any player that makes a shot will be given an additional attempt. If no players make their shot, all players will be given an additional attempt. The last player to make a shot will win the tiebreaker.

SKILLS CHALLENGE CHAMPION


- After Round 3, the team that earned the most Challenge Points will be named Skills Challenge Champion.
- In the event two teams are tied with 200 Challenge Points each after Round 3, those teams will compete in the **Challenge Points Tiebreaker** to determine the champion.


CHALLENGE POINTS TIEBREAKER


Half-Court Shot


- Teams compete one at a time
- All (3) players participate together
- 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
- For Team 2, a successful shot released before the clock reaches zero will be counted as a made basket
- The team that makes a half-court shot in the fastest time wins
- TIEBREAKER – repeat the final round





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passing target
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large ball rack
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pylon
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defender
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single ball holder
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medium ball rack
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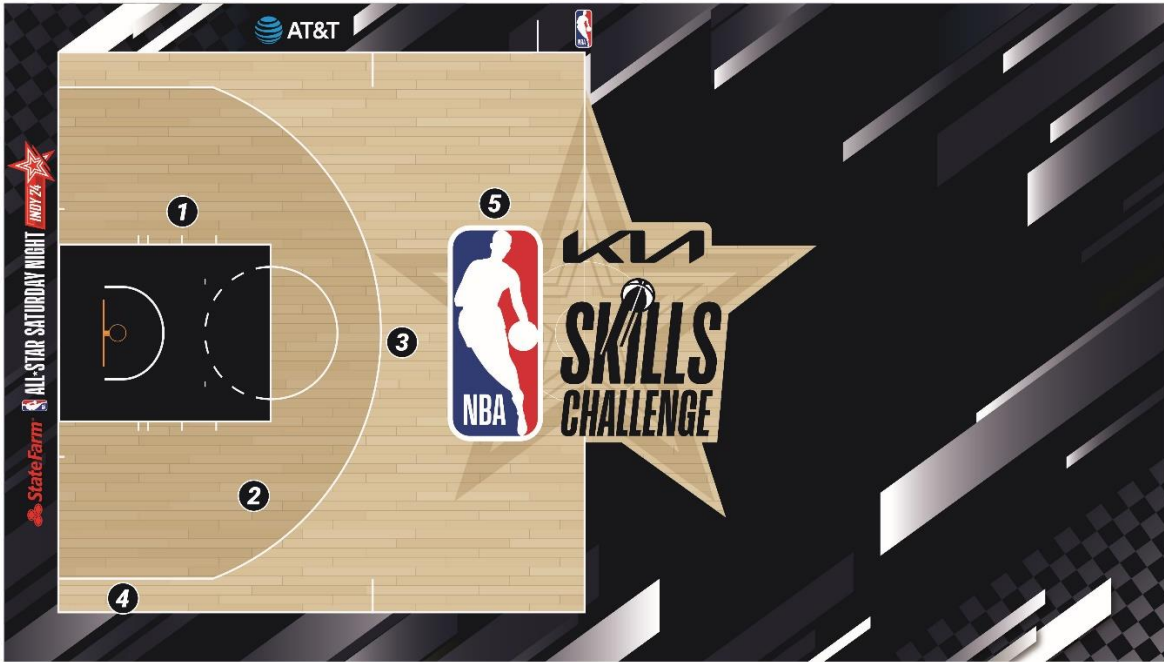
wall



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passing target
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large ball holder



large ball holder