



## 2019 NCBBA Skills Competition Rule Book

### 3-Point Shooting Competition

- This will be a timed event in which a stopwatch will be keeping track of the amount of time it takes you to complete the task.
- Each contestants will be timed as to how quickly they can make 5 3-Point shots, 1 from each of 5 different spots marked by cones (corner, wing, top of key, wing, and corner)
- All contestants will start in either corner position and the stopwatch will start as soon as the first shot leaves the players hand.
- The contestants may not move onto the next position until they make the shot in the particular position they are in.
- Time will stop when the player's ball travels through the net on the last position.

### Format

- 12 shooters will compete in the first round with the top 6 shooters moving onto the next round.
- 6 shooters will compete in the second round with the top 3 shooters moving onto the final round.
- 3 shooters will compete in the championship round with the top shooter (champion) being decided by that player achieving the least amount of time to make baskets from all 5 spots.

### 3-Point Challenge Winner Explanation

Shooter Name	1 <sup>st</sup> Round	2 <sup>nd</sup> Round	Champ Round
1	2:30	Eliminated	Eliminated
2	2:29	Eliminated	Eliminated
3	2:28	Eliminated	Eliminated
4	2:27	Eliminated	Eliminated
5	2:26	Eliminated	Eliminated
6	2:25	Eliminated	Eliminated
7	2:24	1:58	Eliminated
8	2:23	1:57	2:11
9	2:22	1:56	1:59
10	2:21	1:55	1:48 (winner)
11	2:20	2:45	Eliminated
12	2:19	2:17	Eliminated

### NCBBA Obstacle Course



- **Designed course by the NCBBA in order to test the basketball all around skills of a player.**
- **12 contestants will compete in this competition**
- **Contestants will be involved in 5 different obstacles that will take place over the entirety of the basketball court**
- **Players will have their ball handling skills, shooting ability, and basic agility tested throughout the obstacle course**
- **All contestants will be timed on a stopwatch which will start on the player's first move and will stop once the foul shot travels through the net.**

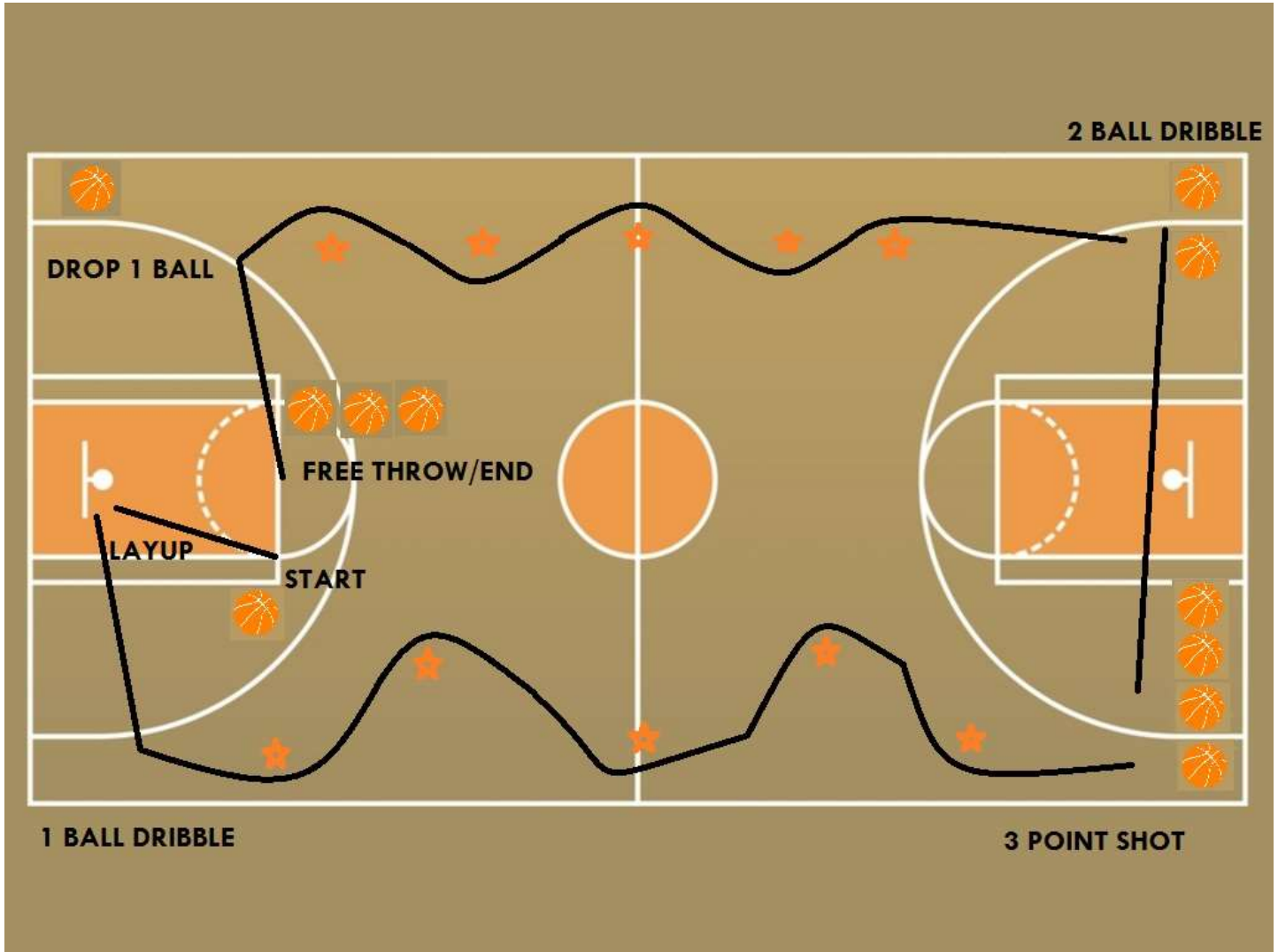
### **Format**

- **Each contestant will start with a ball on the elbow at the top of the key**
- **The clock starts on the player's first movement, the player will then have to make a layup.**
- **Following the made layup the player will have to get his own rebound and dribble through the slalom course of cones starting outside of cone 1.**
- **When the player reaches the opposite corner of the court he will shoot a 3-pointer which he must make before moving on (NCBBA Staff will be rebounding if ball rack goes empty)**
- **After the 3-pointer is made the player will then run to the opposite corner from where he shot the 3-pointer and picks up 2 basketballs.**
- **The player must then dribble both balls through the next slalom course of cones starting outside of cone 1.**
- **Once past cone 5, the NCBBA judge will shout "Clear" signaling the player to drop one ball and dribble the other to the near foul line.**
- **The player must then shoot foul shots until one is made thus stopping the clock.**
- **5 Seconds will be added to the final time for every cone that is knocked over. 10 Seconds will be added to the final time for every cone that is missed.**
- **12 Players will compete in the first round with the best 6 times moving onto the next round.**
- **6 Players will compete in the second round with the best 3 times moving onto the final round.**
- **3 Players will compete in the championship round with the best time in the final round being declared the champion.**



**NATIONAL CLUB**  
**BASKETBALL**  
**ASSOCIATION**

850 Ridge Avenue  
Suite 301  
Pittsburgh, PA 15212  
Office: (412) 321-8440  
Fax: (412) 321-4088





### NCBBA Slam Dunk Challenge

- 8 contestants will compete in the slam dunk challenge
- Dunks will be scored by 3 judges on a scale of 1-10
- There will be 3 rounds total for the dunk competition

### Format

- 1<sup>st</sup> round will consist of 8 players with each having 3 opportunities to get dunks scored by the judges in a total 2 minute window. The highest scored dunk being counted.
- The top 4 scoring players plus anyone tied for the 4 spot will move onto the 2nd round where they will again have 3 opportunities to get dunks scored.
- The top 2 scoring players plus anyone tied for the 2 spot will then move onto the championship round where they will now have just 2 opportunities to get dunks scored. With the highest scoring dunker in the championship rounded being declared the champion.

### Slam Dunk Winner Explanation

Slam Dunker Name	1st Round	2 <sup>nd</sup> Round	Championship Round
1	27	23	Eliminated
2	26	24	Eliminated
3	25	25	27 (Winner)
4	24	26	25
5	23	Eliminated	Eliminated
6	22	Eliminated	Eliminated
7	21	Eliminated	Eliminated
8	20	Eliminated	Eliminated

### Shooter's Chaos Competition



- This will be a timed event in which each contestant will have one minute to see how many points they can accumulate.
- Players will start from behind the half court line then shoot from their choice of locations while rebounding their own shots.
- Each area on the court will be worth a different amount of points:
  - Inside the paint- 1 point
  - Inside the arc- 2 points
  - Top of the key (free throw area)- 3 points
  - Beyond the arc- 5 points
  - Beyond half court- 10 points
- The contestant's point total will accumulate and totaled once the one minute period is complete.
- "Xtraman" props will be placed around the left, right, and front of the basket (represented by "X" on the challenge map).
- Three points will be subtracted from the player's score each time a player knocks an "Xtraman" prop to the ground.
  - An exception would be if the ball hits an "Xtraman" prop and knocks it to the ground.
- The player must dribble the ball when carrying it.
- One point will be subtracted from the player's score each time a moving violation is committed (ex. travelling or double dribbling).
- The Player's feet must be completely in the zone when shooting.
  - If a player's toe touches the line of another zone while shooting the player will be given point(s) for the lesser of the two zones.
- 10 bonus points will be awarded to the shooter's score if a shot is attempted from all five zones during the one minute period.

### Format

- 12 shooters will compete in the first round with the top 6 shooters plus anyone tied for the sixth spot moving onto the next round.
- 6 shooters will compete in the second round with the top 3 shooters plus anyone tied for the third spot moving onto the final round
- 3 players will compete in the championship round with the player scoring the most points being the champion.


### Shooter's Chaos Winner Explanation



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Shooter Name	1st Round	2 <sup>nd</sup> Round	Championship Round
1	27 points	23 points	Eliminated
2	26 points	24 points	Eliminated
3	25 points	25 points	27 points (Winner)
4	24 points	26 points	25 points
5	23 points	27 points	24 points
6	22 points	23 points	Eliminated
7	21 points	Eliminated	Eliminated
8	20 points	Eliminated	Eliminated
9	19 points	Eliminated	Eliminated
10	18 points	Eliminated	Eliminated
11	17 points	Eliminated	Eliminated
12	16 points	Eliminated	Eliminated

-  1 Point
-  2 Points
-  3 Points
-  5 Points
-  10 Points

