

# 2020 PLAYBOOK



# Rules

## GENERAL

1. All participants will compete in three events – Dribbling, Passing and Shooting.
2. Shoes must be worn. Only sneakers (gym shoes) will be allowed.
3. A participant's final score is his/her cumulative total of points received in each event based on how he/she finished within that event.
4. The following basketball and basketball rim specifications are recommended at all local competitions and will be used at all sectional and state competitions.

## \*BASKETBALL SPECIFICATIONS

- 6/7 boys and girls shall use a junior basketball with a minimum circumference of 27 inches to a maximum of 27 1/2 inches.
- 8/9 boys and girls, 10/11 boys and girls and 12/13 girls shall use an intermediate basketball with a minimum circumference of 28 ½ inches to a maximum of 29 inches.
- 12/13 boys shall use an official basketball with a minimum circumference of 29 ½ inches to a maximum of 30 inches.

## RIM SPECIFICATIONS

- 6/7 boys and girls shall use an 8-foot rim for the shooting competition.
  - 8/9, 10/11 and 12/13 boys and girls shall use a 10-foot rim for the shooting competition.
5. Each local park and recreation agency or youth organization hosting the Denver Nuggets Skills Challenge must be able to provide an 8' and 10' basket. Note: all local hosts are encouraged to offer an 8' rim at their local competition. If your organization cannot provide an 8' rim, you may allow your participants to compete on the 10' rim with the understanding that if they qualify, they will use the 8' rim at sectionals. Please make every effort to use an 8' rim at your local.
  6. Inclement Weather: Competitions should be held if possible. Threatening or dangerous weather conditions will result in on-site cancellation and rescheduling of the event at another time. If a sectional is cancelled, call your state director to determine when your event will be rescheduled.

*\*Participants must use basketballs provided by the local, sectional and state host. Participants may not use their own ball.*

## TIE BREAKERS

1. Due to the number of participants involved in the local competitions, the shooting score will be used first to break ties at this level. In the event of an overall tie at for any place (1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup>), the participants involved will have their scores compared, and the participant with the highest shooting score will be declared the winner of that place. If a tie continues to exist, a playoff will consist of the participants competing head to head in the shooting event. The player with the best score will be declared the winner of that place. If a tie still exists, the players will repeat the shooting contest head-to-head until a winner is determined.

## Rules (Continued)

### EVENTS

#### DRIBBLING

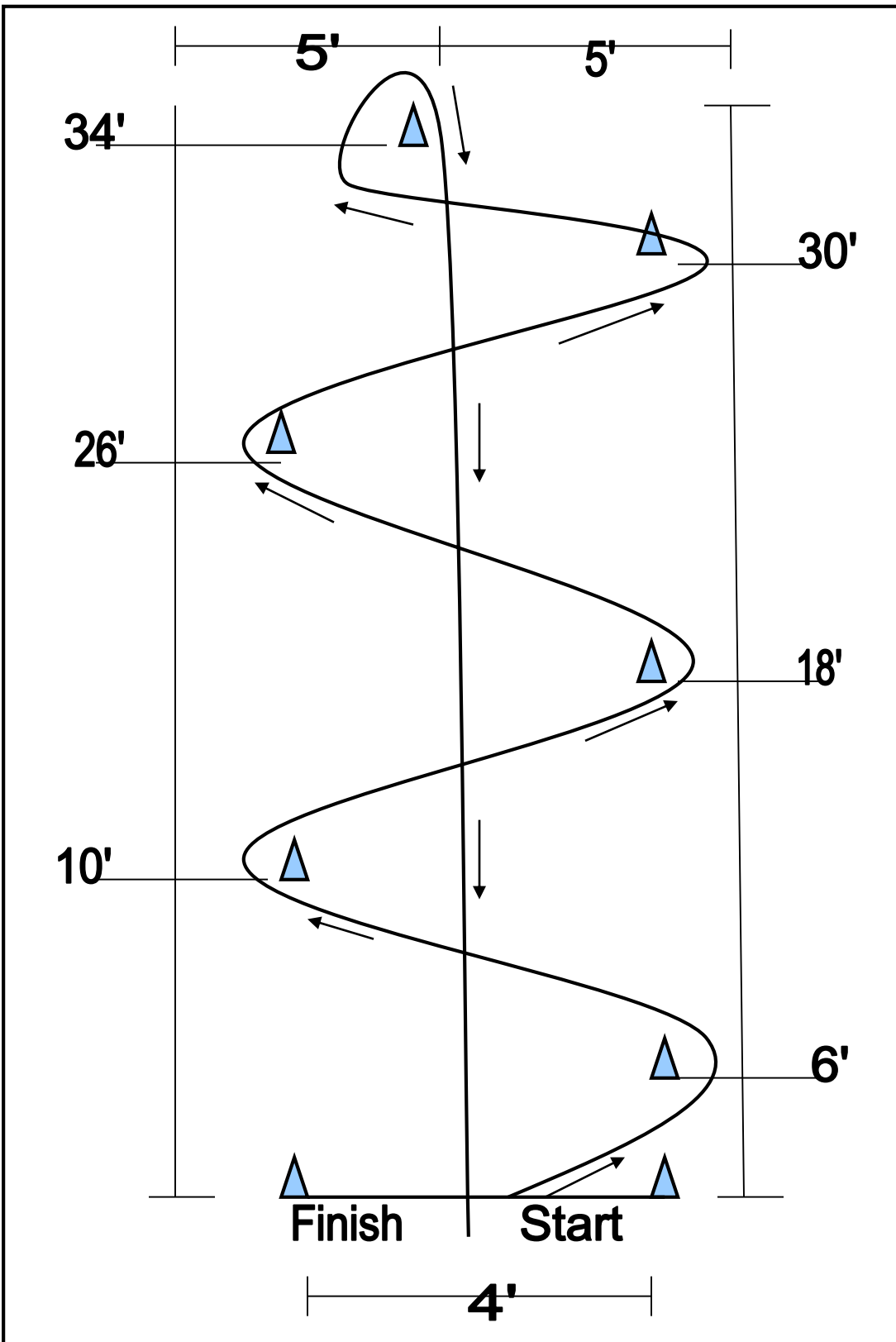
For the skills challenge, players will be timed on a stopwatch as they weave around six cones and return down the middle of the cones. Each time will be given corresponding points reflecting how quickly the challenge was completed. Each participant is rewarded a minimum of 22.5 points for his/her attempt.

1. Participants must use a ball provided by the host agency.
2. Each participant makes one (1) attempt through an obstacle of cones.
3. Cones should be 12" in height and should not be taped down to the floor.
4. Placement of cones. See diagram - Dribbling page 11.
5. Starter will start clock when participant begins and stop the watch when the finish line is crossed.
6. Participants must begin with both feet behind the starting line.
7. Participants must start to the first right cone.
8. Participants must dribble around each cone with his/her feet going on the outside of each cone. The ball does not have go outside of the cone, just the participant's feet.
9. Participants must dribble back down the middle of the course.
10. The ball may be in front of the cone throughout the course, however, the player's body must go around (to the outside of) the cone.
11. Penalty for a missed cone or a knocked down cone is five (5) seconds. Five (5) seconds will be added to the time for every cone missed or knocked down.
12. For a cone(s) missed/knocked down the scorer shall mark the appropriate cone on the score sheet to indicate cones missed/knocked down.
13. Participants must retrieve their own ball.
14. For safety purposes, cones should be placed with a minimum of 10' clearance of obstructions.

#### Dribbling Scoring Chart

Seconds	Points	Seconds	Points	Seconds	Points	Score
9 & Under	120	15.1 – 15.5	87.5	21.6 – 22.0	55	Time _____  Plus Penalties _____  Total Time _____   Total Score _____
9.1 - 9.5	117.5	15.6 – 16.0	85	22.1 – 22.5	52.5	
9.6 – 10.0	115	16.1 – 16.5	82.5	22.6 – 23.0	50	
10.1 – 10.5	112.5	16.6 – 17.0	80	23.1 – 23.5	47.5	
10.6 – 11.0	110	17.1 – 17.5	77.5	23.6 – 24.0	45	
11.1 – 11.5	107.5	17.6 – 18.0	75	24.1 – 24.5	42.5	
11.6 – 12.0	105	18.1 – 18.5	72.5	24.6 – 25.0	40	
12.1 – 12.5	102.5	18.6 – 19.0	70	25.1 – 25.5	37.5	
12.6 – 13.0	100	19.1 – 19.5	67.5	25.6 – 26.0	35	
13.1 – 13.5	97.5	19.6 – 20.0	65	26.1 – 26.5	32.5	
13.6 – 14.0	95	20.1 – 20.5	62.5	26.6 – 27.0	30	
14.1 – 14.5	92.5	20.6 – 21.0	60	27.1 – 27.5	27.5	
14.6 – 15.0	90	21.1 – 21.5	57.5	27.6 – 28.0	25	
				28.1 & Up	22.5	

DIAGRAM- Dribbling



**PASSING**

**In this challenge, each participant gets 30 seconds to PASS as many times as possible from any of the three marked lines on the floor.**

1. Participants must use a ball provided by the host agency.
2. Each participant gets 30 seconds to attempt as many passes, chest or bounce, from the stationary numbered lines marked on the floor. The farther back a participant is, the more points he/she can earn. Participants will decide where they will pass from.
3. Participants will start with the ball 30' from target and dribble to first pass attempt.
4. A participant must not cross the marked line when attempting a pass at the 10' mark. If the participant does cross the line, that attempt will be a scratch and no points will be given for pass. If the participant crosses either the 15' or 20' marked line, if pass is successful, participant will be awarded the closer point total.
5. Participants must retrieve their ball.
6. Placement of lines: see diagram passing page 13.
7. Numbered marked lines:

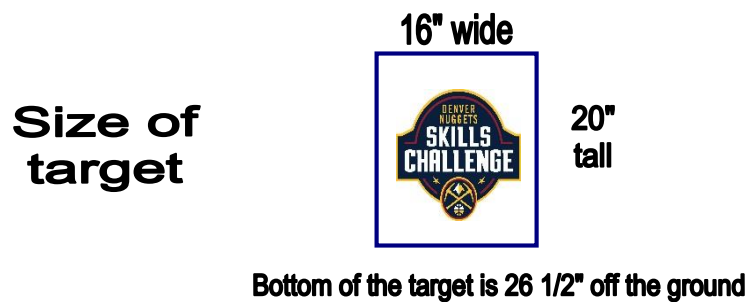
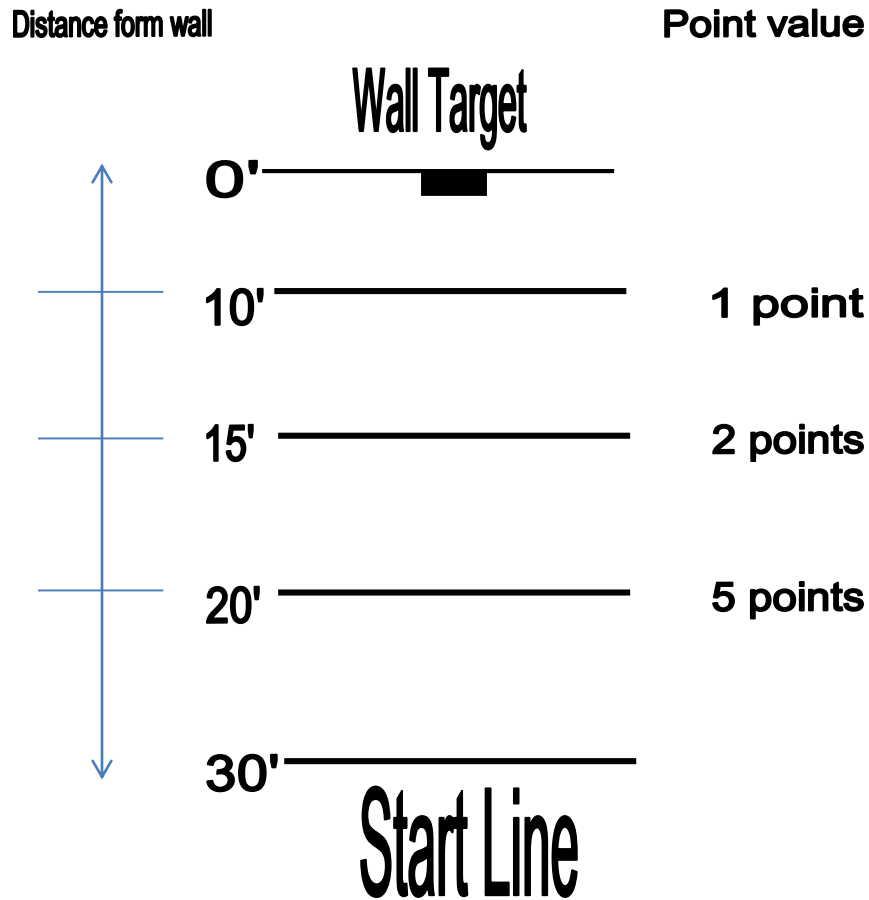
Passing lines marked at:

<b>10'</b>	1 points
<b>15'</b>	2 points
<b>20'</b>	5 points

Starting line marked at **30'** from wall target.

7. A majority of the ball must hit inside the target outline in order for the pass to count.
8. Target is 16 inches wide, 20 inches tall and 26 ½ inches from the bottom of the target to the ground. See an example of the target in the host files.
9. Basketball specifications are recommended at all local competitions and will be used at all sectional and state competitions.
  - 6/7 boys and girls shall use a junior basketball with a minimum circumference of 27 inches to a maximum of 27 1/2 inches.
  - 8/9 boys and girls, 10/11 boys and girls and 12/13 girls shall use an intermediate basketball with a minimum circumference of 28 ½ inches to a maximum of 29 inches.
  - 12/13 boys shall use an official basketball with a minimum circumference of 29 ½ inches to a maximum of 30 inches

**DIAGRAM - Passing**



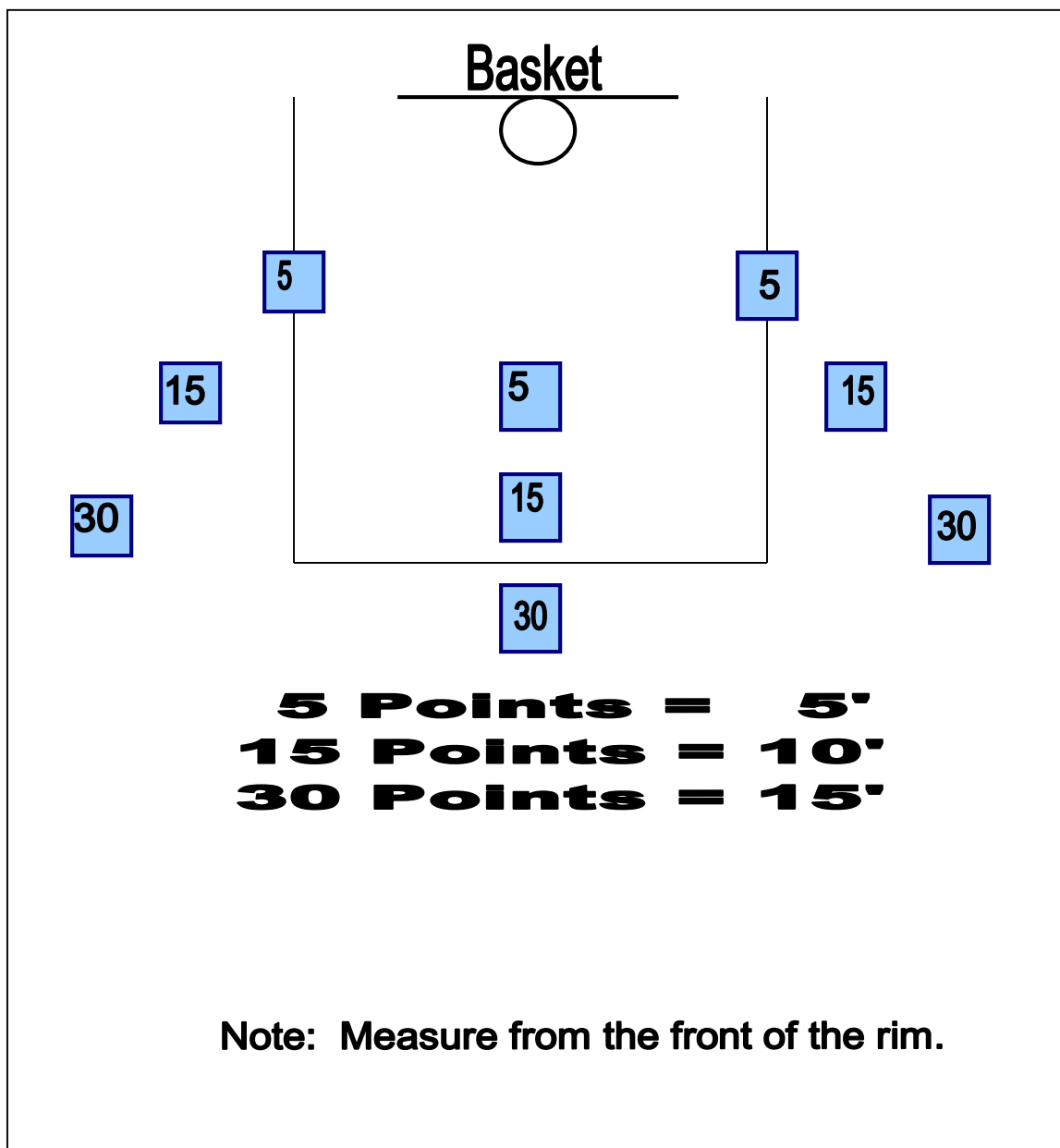
## **SHOOTING**

**In this challenge, each player gets 30 seconds to shoot as many times as possible from any numbered, marked spot on the floor.**

1. Participants must use a ball provided by the host agency.
2. Each participant gets 30 seconds to attempt as many shots as possible from the stationary numbered spots marked on the floor. The farther back a participant is, the more points he/she can earn. Participants will decide where they will shoot their shots.
3. Each participant's foot must be in contact with the spot at time of release for the score to count. The player's foot must be touching the spot at the beginning of the act of shooting. No continuation.
4. Participants must retrieve their ball.
5. Placement of spots: see diagram Shooting page 15. Use shooting angle lines (page 16) to place markers.
6. Numbered marked spots:
  - 8' rim** 6/7 boys & girls will have spots marked at
    - 5'      5 points
    - 10'     15 points
    - 15'     30 points
  - 10' rim** 8/9, 10/11 and 12/13 boys & girls will have spots marked at
    - 5'      5 points
    - 10'     15 points
    - 15'     30 points
7. Basketball specifications are recommended at all local competitions and will be used at all sectional and state competitions.
  - 6/7 boys and girls shall use a junior basketball with a minimum circumference of 27 inches to a maximum of 27 1/2 inches.
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Note: all local hosts are encouraged to offer an 8' rim at their local. If your organization cannot provide an 8' rim, you may allow your participants to participate on the 10' rim with the understanding that if they qualify, they will use the 8' rim at sectionals.

DIAGRAM - Shooting





## Shooting Angle Chart

Use this string chart at the front of the rim to give proper angles as you measure out markers.

