



FOUR DUNKERS will compete in the two-round competition.

RULES

- **JUDGES** – There will be five judges. For each dunk, a score from 40 to 50 will be given by each judge. The average of the five judges' scores will be the individual dunk score.
 - Four of the judges will be individuals selected by the NBA in consultation with the NBPA.
 - The fifth judge will be an individual designated as the “NBAID Member Rep” whose role will be to represent the fan vote. Following each dunk, NBAID members can submit a score for the dunk via the NBA APP or NBA.com. The NBAID Member Rep will score each dunk as the average of all scores submitted by the NBAID members for the dunk.
- **TIME LIMIT/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 have 90 seconds and a maximum of three attempts to complete the dunk. If the player has not completed the dunk at the expiration of the 90 seconds, he will be given a final try to complete the dunk. If the player does not complete the dunk, he will receive a score of 40 points.
 - **ATTEMPT DEFINITION** – An “attempt” is defined as the player controlling the basketball while airborne and moving it toward the rim.
 - **TRY DEFINITION** – A “try” is defined as action taken by the player, other than dribbling or running, in an effort to attempt a dunk (e.g., a player tossing the ball to himself, or a player becoming airborne whether controlling the basketball or not).
- **OFFICIATING** – A referee will judge whether a player has made an attempt or try and 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 #1 of the First Round will be determined by the NBA Basketball Operations Department. 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.

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.” For each tiebreak, each of the judges would be asked to choose an advancing dunker. The dunker chosen by the most judges will advance.

FINAL ROUND – Two Dunks (#1 and #2)

- The dunker with the lower 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 (i.e., player with the lower score on Dunk #1 goes first for Dunk #2).
- The dunker with the higher Final Round composite score (Dunk #1 + Dunk #2) will be the Dunk Champion.

FINAL ROUND 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.” Each of the judges would be asked to choose the winner. The dunker chosen by the most judges will win.