



Four teams of 3 players each (2 NBA players and 1 NBA Legend) will compete in a two-round, timed shooting competition.

Competition Format

- Teams will compete one at a time and will have 1:10 to score points from 7 shooting locations.
- Teams must shoot from the locations in order, starting at location 1 and ending at location 7.
- Each player on the team must shoot from each location. Each team will determine its 3-player shooting order prior to the start of its round, and players on the team must shoot in that shooting order at each location. A team will not be credited with any points made from shots taken out of order (and, other than with respect to Location 7, the player who shot out of order will not be permitted to shoot again). See Violations section below for additional information.
- A team must advance from one shooting location to the next as a unit (i.e., after the third player has taken a shot from the location).
- Locations 1-6: location and point values described below
 - Each player attempts one shot at each location
 - A player who shoots out of order will not have his shot count and will not shoot again
- Location 7: location and point value described below
 - Players can attempt as many shots – in order – as possible until the clock expires
- A designated passer at the left wing will pass the ball to each player for each shot. Passes can only be made when the player is on the shooting spot.
- A referee will be on court to enforce rules and make judgments on any potential rules violation.
- At the referee's discretion, instant replay may be utilized.

Shot Order/Locations/Point Value

- Shot #1- Right Lane Layup/Dunk- 2 pts
- Shot #2- 18' Right Baseline- 2 pts
- Shot #3- Right Elbow- 2 pts
- Shot #4- Right Wing 3-pointer- 3 pts
- Shot #5- Top of the Key- 2 pts
- Shot #6- Left Corner 3-pointer- 3 pts
- Shot #7- Long Range 3-pointer- 4 pts

First Round

- The 2 teams with the most points at the end of Round 1 will advance to the Final Round

Final Round

- The team with the lower score in Round 1 will go first
- The team with the higher score in the Final Round will be the winner

Tiebreakers

- *First Round Tiebreaker* - In the event of a tie in the first round that needs to be broken in order to determine the teams for the Final Round, each of the tied teams will compete in the competition described above, but with a 30-second time limit. The score in the tiebreaker round (not taking into account the teams' scores in the first round) will determine which of the tied teams advance.
- *Final Round Tiebreaker* - In the event of a tie, the teams will compete in the competition described above (for the full 1:10). The team with the higher score in the tiebreaker round will win.

Violations

- A team will be disqualified if all players do not make valid shot attempts from a shooting location.
- A team will be disqualified if its players advance to (and then shoot from) shooting locations out of order (i.e., if they advance from Shooting Location 5 to then shoot from Shooting Location 7)
- Any shot taken out of the appropriate player shooting order at a shooting location will not count. The following table provides specific examples of player shooting order at Locations 1-6. **Green** indicates that the player's shot will count. **Red** indicates that the player's shot will not count.

1st Shooter	2nd Shooter	3rd Shooter
Player 1	Player 2	Player 3
Player 1	Player 3	Player 2
Player 2	Player 1	Player 3
Player 2	Player 3	Player 1
Player 3	Player 1	Player 2
Player 3	Player 2	Player 1

- At Location 7, any shots attempted before players shoot in the appropriate shooting order will not count. In other words, if Player 3 takes the first shot, then even if Player 2 takes the second shot, it will not count.

