Basketball

Team Skills Competition Score Sheet



| Team Name: | Division: | · | |
|--|----------------------|----------------------|------------------------|
| Delegation Name: | | | |
| Final Score: | 1 st Half | 2 nd Half | TOTAL Max: 110 points |
| 1st Half | | | |
| 1 st Rotation P C P C | + | P C FG | Bonus Total |
| 2 nd Rotation P C P C | P C | P C FG | Total Bonus |
| | + 🗖 + 🗖 - | + 🗀 + 🗀 |]+ |
| 3 rd Rotation | | | |
| | + | P C FG | Bonus Total + = = |
| 4 th Rotation | | | |
| | + | P C FG | Bonus Total + |
| 5 th Rotation P C P C + + + + + + + + + + + + + + + + + + | + | P C FG | Bonus Total |

^{*}Key: **P**=*Pass* / **C**=*Catch* / **FG**=*Field Goal*



2nd Half

| 1 st Rotation P C P C P C P C FG Bonus H H H H H H H H H H H H H H H H H H H | Total |
|---|-------|
| 2 nd Rotation P C P C P C P C FG Bonus + | Total |
| 3 rd Rotation P C P C P C P C FG Bonus + | Total |
| 4 th Rotation P C P C P C P C FG Bonus + + + + + + + + + + + + + | Total |
| $\begin{array}{c ccccccccccccccccccccccccccccccccccc$ | Total |

*Key: P=Pass / C=Catch / FG=Field Goal

| Athlete Name | Uniform # | Starting Position |
|--------------|-----------|-------------------|
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Team Line-up



TEAM SKILLS COMPETITION RULES

- Mark five spots around the floor, similar to a 2-1-2 zone defense with players positioned 4 meters (13 ft 1 1/2 in) apart from each other.
- Teams should submit their roster prior to the start of the game.
- The game is made up of two halves consisting of five rounds each. Players will be given one opportunity at each of the five positions during the half.
- Each player on the first five-member team attempts to catch the ball and then throw it accurately to the player stationed at the next position.
- The player in position #1 throws the ball to the player at position #2. The player at position #2 throws the ball to the player at position #3. This sequential throwing rotation continues until the ball reaches the player at position #5.
- If the ball is thrown past an athlete, the athlete or official may retrieve the ball. However, the athlete must return to his/her position before throwing the ball to the next player. A correct pass is defined as a ball that is thrown within reach of the receiving player.
- When the ball reaches position 5 the athlete then attempts a field goal. No dunks are permitted.
- Play alternates between each team following the completion of each round.
 Once each team has completed five rounds, the first half ends. A five-minute halftime intermission follows. Teams shall exchange ends of the court following the first half and then complete a set of five rounds at the other goal for the second half. Substitutes are allowed into the game only after a round has been completed.
- Players must rotate in numerical sequence to the next position after each round.
- Team receives 1 point for a correct pass and 1 point for each successful catch.
- Team receives 2 points for each successful made field goal. A bonus of one point is awarded for each complete successful round of passing, catching, AND a made field goal.
- Max points for a half is 55 points and the max for a game is 110.
- In case of a tie game at the end of the ten rounds, we will have Overtime period until a one of the teams scores more points in a round.
- For the first round of overtime, coaches may put any athlete at any of the positions. However, after the first round they must move in sequential order.