

FIBA U17 SKILLS CHALLENGES 2020

Official Rules

- Rule 1.** The teams participating in each Skills Challenge of the Competition shall be composed of five (5) Players appearing on the relevant validated and approved Team Delegation Roster.
- Rule 2.** The court must be set up exactly as per the official court setup provided by FIBA.
- Rule 3.** The FIBA U17 Skills Challenge 2020 shall be played as follows:
- 3.1.** The first player begins the challenge from the START position, behind the baseline and the count-up clock (official time) starts running when he/she crosses the baseline dribbling.
 - 3.2.** The player dribbles to Position 1 and has maximum three attempts to pass the ball through the target located at the Position 2 (three spare balls are available on the right side of Position 1). The task is completed either when the player hits the target or after 3 unsuccessful attempts. A successful attempt will be awarded 1 point.
 - 3.3.** After completing the passing challenge at Position 1, the player goes for a layup as shown in Figure 2. The player must score one successful attempt before continuing. No points shall be awarded for the successful attempt.
 - 3.4.** After scoring, the player dribbles towards the opposite basket around the five cones, starting from the right side of the first cone with both legs always passing around the cones (as per Figure 2).
 - 3.5.** After dribbling around the last cone, the player arrives to the Position 3 and takes a 2-point shot behind the free-throw line. If the Player scores on the first attempt, the Player wins 2 points for the Team. If not successful, he/she must score under the basket (no points are awarded).
 - 3.6.** After scoring, the Player picks up the ball, continues by dribbling to the Position 4 and takes a 3-point shot. If the Player scores on the first attempt, the Player wins 3 points for the Team, if not successful, he/she must score under the basket (no points are awarded).
 - 3.7.** After scoring, the player passes the ball to the next player, waiting at the START position behind the baseline. Once he/she receives the ball **behind the baseline**, he/she commences its turn by dribbling to Position 1 and following the same exact order as the previous player.
 - 3.8.** The challenge concludes after the 5th and last player scores his/her last basket and passes the ball to any other Player on his/her Team, who is waiting at the START position behind the baseline. The clock (official time) shall stop when the Player receives the ball.



Rule 4. The **Final Score** of a team is calculated by deducting the number of points accumulated during the Skills Challenge from the number of seconds needed to complete the Skills Challenge, displayed on the clock (official time).

Rule 5. The team with the **lowest** final score wins the Skills Challenge. In case of identical Final Score the following criteria will decide the winner in the following order:

- Higher number of points made in the Challenge,
- Higher number of 3-point shots made,
- Higher number of 2-point shots made.

If these criteria still cannot decide, the winner will be decided by a draw.

Rule Violations

- The FIBA Representative shall alert the Player on the court to any violation without delay.
- If a Player does not start the Skills Challenge from behind the baseline, he/she must return to the START position, without stopping the official time.
- If a Player steps on the relevant line during the act of shooting, the points shall not be awarded, even if the attempt was successful.
- If a Player does not respect the rule that both legs have to pass around a cone during the dribbling challenge, he/she must repeat the sequence starting from the point at which the violation was made, without stopping the official time.
- Under no circumstances shall a Player be assisted by another Player or any other person during the Skills Challenge. For example, if the ball goes out of bounds, the Player must retrieve the ball on his or her own. If assistance is provided, the FIBA Representative shall direct the Player to return to the spot at which the violation occurred, without stopping the official time.

Official Interpretations

Statement 1. If a player is not in the correct position behind the START line.

Violation 1 – Player crosses the START line too early

- The player crosses the starting line before the whistle is blown by the referee to start the Skills Challenge or before receiving the ball from the previous player.
 - **Interpretation:** The whistle is blown. The player is required to go back to the START line, with both feet behind the line, and start again. The official time will not be stopped.

Statement 2. If a player loses control of the ball at any time of his/her Skills Challenge

Violation 2 – Player loses control of the ball

- The player loses control of the ball while dribbling, the ball rolls to the side and out of the court.



- **Interpretation:** No whistle is blown. The player is required to collect the ball wherever it is, go back to the position where control was lost and continue from there. The official time will not be stopped.

Statement 3. If a player unintentionally steps on the respective line during the act of shooting or passing e.g. if any part of the foot is on the line.

Violation 3a – Passing Challenge

- Part of a player's shoe is on the line drawn for the passing challenge when the player manages a successful pass.
 - **Interpretation:** No whistle is blown. The player will not be required to perform the pass again and he/she shall proceed to the layup, but no points are awarded for the successful pass. The official time will not be stopped.

Violation 3b – 2-point shot

- Part of a player's shoe is on the line drawn for the 2-point shot when the player scores.
 - **Interpretation:** No whistle is blown. The player will not be required to shoot again nor to score from under the basket and he/she shall proceed to the opposite side of the court for the 3-point shot, however no points are awarded for the successful shot. The official time will not be stopped.

Violation 3c – 3-point shot

- Part of a player's shoe is on the line drawn for the 3-point shot when the player scores
 - **Interpretation:** No whistle is blown. The player will not be required to shoot again nor to score from under the basket and he/she shall gain control of the ball and proceed to pass to the player waiting at the START line, however no points are awarded for the successful shot. The official time will not be stopped.

Statement 4. If a player intentionally steps beyond the respective line during the act of shooting or passing, e.g. if the entire foot is beyond the line.

Violation 4a – Passing Challenge

- A player steps beyond the line drawn for the passing challenge with the full shoe, regardless of whether the player scores or not
 - **Interpretation:** The whistle is blown, and the player is required to repeat the pass. No points are awarded in case of successful pass and the pass does not count in the maximum number of attempts the player can make before moving to the layup. The official time will not be stopped. Supporting staff shall immediately supply an additional ball on the rack.

Violation 4b – 2-point shot

- A player steps beyond the line drawn for the 2-point shot with the full shoe, regardless of whether the player manages a successful shot or not



- **Interpretation:** The whistle is blown, and the player is required to shoot again from the same position after collecting his/her own rebound. No points are awarded in case of successful shot. The official time will not be stopped.

Violation 4c – 3-point shot

- A player steps beyond the line drawn for the 3-point shot with the full shoe, regardless of whether the player scores or not
 - **Interpretation:** The whistle is blown, and the player is required to shoot again from the same position after collecting his/her own rebound. No points are awarded in case of successful shot. The official time will not be stopped.

Statement 5. If a player does not respect the rules of the dribbling challenge, e.g. if the player doesn't pass around cones correctly.

Violation 5a – Player does not have both legs passing around the cone

- The player steps over a cone instead of having both legs pass around it
 - **Interpretation:** The whistle is blown. The player is required to go back to the cone where the violation was committed and continue from there. The official time will not be stopped. If a cone is moved out of its position in the violation, it be put back in its correct position immediately by the supporting staff.

Violation 5b – Player hits the cone with the legs but does not gain advantage

- The player hits a cone but still passes around the cone with both legs and does not shorten the trajectory.
 - **Interpretation:** No whistle is blown. The player can continue the dribbling challenge without interruption. The official time will not be stopped. The cone should be put back in its correct position immediately by the supporting staff.

The official time will not be stopped while the above sanctions are implemented.

- Under no circumstances shall a Player be assisted by another Player or any other person during the Skills Challenge. For example, if the ball goes out of bounds, the Player must retrieve the ball on his or her own. If assistance is provided, the FIBA Representative shall direct the Player to return to the spot at which the violation occurred, without stopping the official time.



Classification of Teams

- In a round-robin system teams shall be classified according to their win-loss record, namely two (2) classification points for each Skills Challenge won, one (1) classification point for each Skills Challenge lost and zero (0) classification points for a Skills Challenge lost by forfeit.
- If two (2) or more teams have the same win-loss record in the group, the Skills Challenge(s) between these two (2) or more teams shall decide on the classification. If these two (2) or more teams have the same win-loss record of the Skills Challenge(s) between them, further criteria shall be applied in the following order:
 - Lower cumulative result of all Challenges played,
 - Higher number of game points scored in all Challenges played,
 - Higher number of 3-point shots made in all Challenges played,
 - Higher number of 2-point shots made in all Challenges played.
- If these criteria still cannot break the tie, a draw shall decide on the final classification.