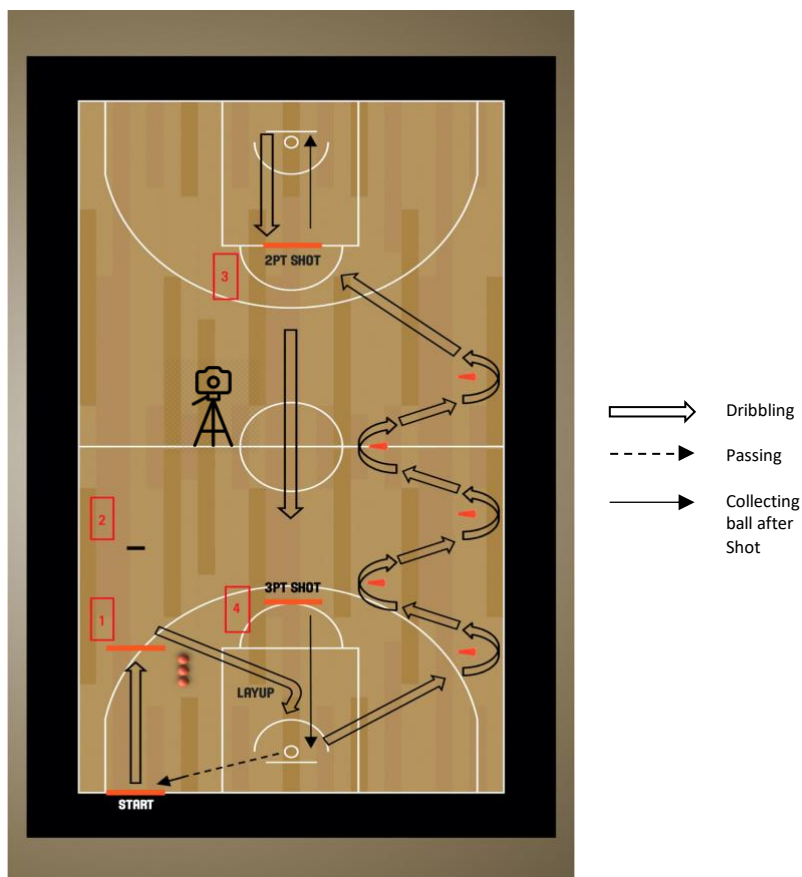




OFFICIAL RULES

- Rule 1.** The Official Basketball Rules are applicable during the Skills Challenge, while players move between or within positions, in particular those concerning dribbling and control of the ball and the respective violations.
- Rule 2.** 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 3.** The court must be set up exactly as per the official court setup provided by FIBA.
- Rule 4.** The FIBA U15 Skills Challenges 2021 shall be played as follows:
- 4.1.** 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.
 - 4.2.** 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, placed in a ball rack or in chairs). For the pass to be valid, both player's feet shall be behind the line when attempting the pass. The task is completed either when the player hits the target or after 3 unsuccessful attempts. A successful attempt will be awarded 3 points (if successful on the first attempt), 2 points (if successful on the second attempt) or 1 point (if successful on the third attempt).
 - 4.3.** After completing the passing challenge at Position 1, the player goes for a layup as shown in Figure 2. The player must grab a ball from the ball rack and move around the top of the ball rack, leaving it on his or her right side, as per the image below. The player must score one successful attempt before continuing. No points shall be awarded for the successful attempt.
 - 4.4.** 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).
 - 4.5.** 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).
 - 4.6.** After scoring, the Player picks up the ball, continues by dribbling to the Position 4 and takes a 2-point shot behind the line marked on the top of the free throw circle. 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).
 - 4.7.** 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.
 - 4.8.** 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 5. 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 6. 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 points made,
- Higher number of 2 points made.

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

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.