## 2020 AT\&T Slam Dunk

## FOUR DUNKERS will compete in the two-round competition.

## RULES

- JUDGES - There will be 5 judges. For each dunk, a score from six to ten will be given by each judge, resulting in a maximum score of 50 and a minimum score of 30 .
- 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 be limited to three attempts to complete his dunk.
- ATTEMPT DEFINTION - An attempt is defined as the player controlling the basketball and moving it towards the rim.
- OFFICIATING - A referee will judge 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 \#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 maximum 100, minimum 60.


## FINAL ROUND - Two Dunks (\#1 and \#2)

- The dunker with the lowest 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 (e.g., player with the lowest score on Dunk \#1 goes first for Dunk \#2).
- The dunker with the highest Final Round composite score (Dunk \#1 + Dunk \#2) will be the Dunk Champion.


## TIEBREAKERS

- 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, a one-dunk "dunk-off" involving the tied players will take place to determine which player(s) will advance to the Final Round. In the event of a tie after the Final Round, a one-dunk dunk-off will take place to determine the champion.
- If still tied after the one-dunk "dunk-off" in either round, the advancing dunker(s) or winner would be determined by "Judges' Choice". The judges would then be asked to choose the advancing dunker(s) or winner by raising a card that has the dunker's name on it. Consistent with the rules applicable to the First Round and the Final Round, each dunker will have three attempts to complete a dunk in any dunk-off.

