

RAYBA Skills Competition

Players will be able to compete against other players within their **own grade** in one of three individual skills competitions.

The three skills which the players can choose from are: Free Throw Shooting, Speed Dribble and Hot Shots.

Awards will be presented in the Middle School cafeteria at 1:30 Sunday between games.

Awards will be given for 1st, 2nd and 3rd place finishers in **each** grade level.

Free Throws

3rd/4th Grade – Gym A

5th/6th Grade – Gym C

Each player will have 5 attempts to make as many free throws as possible. Players must start behind the designated free throw line. Crossing the line before the ball contacts the rim will result in a failed attempt.

The referee will report the time to the recorder.

Players will be ranked based on score. Tiebreakers will be resolved by running the drill again only with the players involved in the tie.

Speed Dribble

Gym B

All 3rd Graders will be run first. Two lines of cones will be set up and two players will run the event at the same time.

When completed move to next grade until all grades are complete.

Speed Event

Each player will have 2 attempts to run the cones as fast as possible. Times will be recorded with the best time of the two used to determine rankings. Two players will run the cones at the same time.

Players must start behind the end line. On the referee's whistle, both players will dribble the ball down the court; weaving between the cones. At the end of the court, they will round the final cone and dribble the ball back; again weaving between the cones.

Penalties will be charged if a player misses a cone or fails to use the outside hand (hand away from the cones) in dribbling around the cones.

Missed cones = disqualification

Dribbling with the inside hand around a cone = 1 second per infraction

Referees will be positioned at the end of each line of cones and will be watching their lane for infractions. After the run, the referee will hold up fingers to indicate the number of infractions that should be penalized. Crossed arms will indicate a missed cone infraction.

The timer will report the time to the recorder. The recorder will confirm score before the next two players are allowed to start.

Players will be ranked based on score. Tiebreakers will be resolved by running the drill again only with the players involved in the tie.

Hot Shots

3rd/4th Grade – Run after Free Throws Completed – Gym A

5th/6th Grade – Run after Free Throws Completed – Gym C

Timed Event

Each player will have 1 minute to score as many points as possible by shooting both free throw and inside shots.

Points will be awarded based on location of shot, with 2 points for shots made from the free throw line and 1 point for shots made inside of the free throw line.

Players must start at the free throw line. If they make their free throw attempt, they are awarded 2 points and can either return to the free throw line for a second attempt at 2 points or move inside to attempt a 1-point shot. If they make an inside shot, they **MUST** return to the free throw line to attempt another 2-point shot. If they miss the free throw, they **MUST** move inside to attempt a 1-point shot and cannot return to the free throw line until they are successful from inside.

The player continues attempting shots until the buzzer sounds at the one-minute mark.

The referee will report the score to the skills recorder.

Players will be ranked based on score. Tiebreakers will be resolved by running the drill again only with the players involved in the tie.