

Valley of the Sun Shootout Rules

General information:

- Male shooters ages 12 and up will use the men's regulation size ball - 29.5
- All other shooters will use the provided 28.5 regulation size ball
- Pee Wee Competitors will use the provided 27.5 size ball.
- Valley of the Sun Shootout will be comprised of 5 events including Hot Shot competition, Free Throw competition, Lay up competition, 3 point competition, and the Mikan competition. Points in each event will be combined to determine the overall point value. The top 3 scores will receive the Valley of the Sun Shootout awards.
- The top 3 participants in individual events shall place 1st, 2nd and 3rd. In the event of a tie for any of top 3 places, those participants will shoot another round until a confirmed winner has been determined.
- The obstacle course will be an individual event but not counted in the shootout totals.
- The Mulligan is a "do over" for an individual event. Each competitor will be allowed to purchase 2 mulligans that can be used for one individual event. The mulligan score will replace the original score. Two mulligans cannot be used for the same event.
- The Pee Wee competition will be comprised of 3 events using a 7 foot rim. Events include Hot Shot competition, Lay up competition, and Free Throws competition. (Pee Wee Free Throws will be limited to 10 shots.)

Hot Shot Shooting Contest Rules

- Shooters will have 60 seconds to make as many points as possible.
- Each shooter will make as many baskets as possible from designated spots on the court.
- Each designated spot will be assigned a point value ranging from 1 to 5.
- Shooter must take at least one attempt from each of the point value spots.
- Shooters may not shoot from the same spot twice in a row.
- Each shooter will be responsible for rebounding their own shots.
- Total points will count towards the overall shootout score

Free Throw Contest Rules:

- Each participant will shoot 15 consecutive free throws.
- Shots during which the participant steps on or over the free throw line before the ball touches the rim or basket will not count.
- The winner will be declared as making the most free throws out of 15 attempts.
- Each free throw that is made will count for one point towards the overall score.
- Total points will count towards the overall shootout score

3 Point Shootout Contest Rules:

- Shooters will have 60 seconds to make as many 3-pointers as possible.
- Only legally attempted shots, both feet behind the arc at the release of the ball, will count.
- The volunteer staff will be responsible for all rebounding.
- Shooters will have 60 seconds to attempt 3 shots from 5 different spots on the floor. There will be a total of 15 possible shots (20pts).
- The 3rd ball shot from each location shall be the “moneyball” and worth 2 pts.
- Total points will count towards the overall shootout score

Lay Up Contest Rules:

- Shooters will have 60 seconds to make as many baskets as possible.
- Shooter starts at the right corner of the free throw line goes in for a layup and then dribbles around the cone to do a left handed layup. Shooter must alternate sides each attempt.
- The shooter is responsible for all rebounding
- Each layup that is made will count for one point towards the overall score
- Total points will count towards the overall shootout score

Mikan Contest Rules:

- Shooters will have 60 seconds to make as many baskets as possible.
- Shooter starts under the net and starts with a right side shot then alternates to a left side shot.
- The shooter is responsible for all rebounding

- Each shot that is made will counts for one point towards the overall score
- Total points will count towards the overall shootout score

Obstacle Contest Rules:

- Players will be timed as each dribbles through a clearly defined obstacle course.
- Player will start when the timer says “Go”
- Time will end when the player crosses the final baseline.
- There will be two stop watches and an average of the two will be taken between the two final times.
- The player is responsible for recovering any lost balls during the course. The clock will not stop if the player loses the ball during the obstacle course.
- If a player does not follow the defined course they will be disqualified from the competition.
- Awards will go to the lowest times on the course.

