

WIRSA State Basketball Tournament

Dunk Competition Rules

Rules:

1. Each player will be given 2 minutes to complete their dunk attempt in each round. Players will have as many attempts per round that they can fit within the time limit. If the player has failed to complete a dunk within the two minutes, they will be given 1 final attempt.
2. A player will only be judged on the successful dunk per round
3. Officiating crews will have the final say on what is a dunk and what is not
4. If a participant wishes to use a prop, they must receive prior approval by the tournament committee. A teammate is considered a prop.
5. In the event of a tie, a one dunk "dunk off" will determine the winner. One attempt will be given to each player and the highest score will move on.
6. **No hanging on the rim will be allowed, if a contestant hangs on the rim they will be automatically eliminated from the contest.**

Judging:

1. Five judges will be preselected for the event
2. Each judge will award the completed dunk a score between 6-10 points, making a 50 the maximum score per dunk
3. Dunks will be judged on athletic ability, style, showmanship, and creativity.

Round 1:

The order of the contestants will be determined before the competition begins. Each contestant will be given 2 dunk attempts (2 minutes per dunk). The score of the first dunk determine the order of the second attempts, with the lowest score going first and the highest score going last. The two contestants with the highest composite score will advance to the final round. In the event of a tie, the tie breaker procedures will follow.

Round 2:

Each contestant will be given two dunk attempts (two minutes per attempt). The player with the lower composite score from the first round will dunk first. After both players have attempted their first dunk, the player with the lower score will attempt his second dunk attempt first. The player with the higher composite score from round 2 will be the winner.