

Suffield All-Star Challenge:

Skills Contest Rules

Skills Contest:

The Skills Contest is a competition that will focus on the fundamental skills of basketball. Each player will complete the same series of passing, agility, dribbling, and shooting challenges. Out of all the players in their division, the fastest time wins.

Course Sequence:

Passing → Agility Ladder → Two-Ball Dribbling → Layup → Elbow Shot → Finish

Starting Position:

- The boys division will be positioned at one end of the court, while the girls division will be at the opposite end.
- One player will begin at opposite ends of the court.
- Players will start behind the designated start line
- Players must wait for the referee/official's signal before beginning.
- A false start will result in a restart at the official's discretion.

Passing Challenge:

- Player must successfully complete three (3) passes to the designated cones/targets in the following order:
 1. Bounce pass
 2. Chest pass
 3. Bounce pass
- The ball must make contact with the designated cone/target for the pass to count.
- Players must complete the task in the correct order.
- If a pass misses the designated target, the player must retrieve the ball and repeat and complete that pass before continuing.
- Players may not skip the passing station.

Agility Ladder:

- Upon finishing all three passes, players will move directly to the agility ladder.
- Players must complete the designated footwork pattern through the full length of the ladder.
- If a player completely skips a section of the ladder, they must return and complete the missed section before continuing.

- Stepping outside the ladder does not automatically require a restart, unless the volunteer determines that the player has intentionally skipped part of the drill.

Two-Ball Dribbling:

After completing the agility ladder, the player will pick up two basketballs.

- The player must simultaneously dribble both basketballs.
- The player must maintain control of both basketballs while moving toward the three-point line.
- Both basketballs must be dribbled continuously.
- If a player loses control of one or both basketballs, they must retrieve the ball(s) and resume the two-ball dribble before continuing.
- The player may not carry or hold one ball while advancing with the other.

Layup:

Once the player reaches the three-point line, they will:

1. Stop the two-ball dribble.
2. Release one basketball.
3. Continue with the remaining basketball.
4. Attack the basket and attempt a layup.

Layup Rules

- The layup must be made before the player can continue.
- If the layup is missed, the player must retrieve the rebound, start from the three-point line, and continue attempting layups until one is made.
- After making the layup, the player retrieves their rebound and proceeds to the elbow.

Elbow Shot:

After making the layup, the player will proceed to the designated elbow shooting area.

- The player must take a shot from the designated elbow area.
- The elbow shot must be made before the player can continue. After more than four (4) attempts at making the elbow shot, if the shot is not made, the volunteer will use their discretion to allow the player to move to the next portion of the contest.
- If the shot is missed, the player must retrieve the rebound and continue shooting until the shot is made.
- Once the elbow shot is made, the player gets their rebound, and moves to the final portion of the challenge.

Finish:

After making the elbow shot:

- The player must retrieve the basketball and run back toward the opposite end of the court.
- The player must cross the designated finish line.

Timing and Competition:

- Two players from each division (boys and girls) will compete simultaneously.
- An official will be placed on opposite ends of the court. The official will start their respective player with a signal.
- Volunteers will be positioned throughout the course reminding and encouraging players on what to do.
- The clock begins when the official gives the starting signal.
- The clock stops when a player crosses the finish line.
- Official times will be recorded for every player.
- If players would like to try for a better time, if time allows, reruns will be permitted.
- The fastest overall time for each division will be recognized as the Skills Challenge Champion.

Suffield All-Star Challenge:

3-on-3 Tournament Rules

3-on-3 Tournament Rules:

Get ready for fast-paced, exciting basketball! Players will compete in 3-on-3 games on a half court, giving every player plenty of opportunities to handle the ball, pass, shoot, defend, and make plays.

Tournament Format:

- The tournament will have two divisions:
 - **Boys Division:** 6 teams
 - **Girls Division:** 6 teams
- Each team consists of three (3) players.
- Each team is guaranteed two (2) games.
- All three players are on the court at all times.
- Games will be played on half court.
- All points are worth 1 point.
- Each division will compete separately.
- Each court will have a referee and scorekeeper present.
- Tournament staff will determine the game schedule and bracket before the event.

Game Length:

- Each game will be played for 10 minutes.
- The clock will run continuously except during injuries or at the referee's discretion.
- Games will be played until one team reaches seven (7) points or the ten (10) minutes have expired, whichever happens first.
- If the game is tied at the end of regulation, the game will go to sudden-death overtime.
- In overtime, the first team to score one (1) point wins.
- There will be a three (3) minute break in between games. If teams are ready to start before the three (3) minutes are up, games may start before.

Starting the Game:

- Each game begins with a check ball at the top of the three-point line.
- The referee will determine which team receives the first possession.
- The offensive player must pass the ball to a teammate to begin play.

- The defensive team must give the offensive team reasonable space to begin the possession.

Taking the Ball Back:

Whenever a team gains possession after a change of possession, the ball, not just the player's feet, must be taken completely behind the cone before the team can attempt to score.

This applies after:

- Defensive rebounds
- Steals
- Blocked shots
- Missed shots recovered by the defense
- Any other change of possession

After a Made Basket:

- The team that was scored on gets possession.
- The ball must be taken behind the cone before the team can attempt to score.
- The defending team may defend immediately once the offensive team begins its possession.

The team does not need to check the ball with the referee after every made basket.

Checking the Ball:

A check ball will be used after a dead-ball situation, including:

- Fouls
- Out-of-bounds plays
- Violations
- Other stoppages determined by the referee

The ball will be checked at the top of the three-point line.

The offensive player must pass the ball to a teammate before play resumes.

Fouls:

- The referee will call fouls.
- Players should avoid excessive physical contact.
- Fouls will generally result in the opposing team receiving possession.
- The referee may use age-appropriate judgment when determining contact.
- Players will not be penalized for normal physical contact that occurs during play.

Traveling & Double Dribble:

Change of possession will apply in instances of:

- Traveling
- Double dribble
- Carrying/palming
- Kicking the ball
- Illegal use of the hands

Out of Bounds:

- If the ball goes out of bounds, possession goes to the opposing team.
- The ball will be checked at the top of the cone before play resumes.
- The defensive team must give the offensive player reasonable space to restart play.

No Half-Court Press:

- No half-court pressing after a made basket.
- The defending team must allow the offensive team to advance the ball into the half-court area.
- Once the offense establishes the ball in the half court, normal defense may be played.

Substitutions:

- Each team has 3 players, so all players will be on the court throughout the game.
- There are no regular substitutions.
- If a player becomes injured or needs to leave the game, tournament staff will determine how the situation is handled.
- A player who leaves the game may return if they are able to safely participate.

Referee Authority:

- The referee has final authority over calls made during the game.
- Tournament staff has final authority over tournament scheduling and administrative decisions.
- Players and parents are expected to respect officials' decisions.
- Tournament staff may modify rules when necessary for safety, fairness, or scheduling.

Championships:

- The team who wins the most games in each pool will move on to the finals round.
- The final game is fifteen (15) minutes.
- Games will be played until one team reaches ten (10) points or the fifteen (15) minutes has ended.

- All rules listed above will apply to the championship game.

Suffield All-Star Challenge:

3-on-3 Tournament Bracket

3-on-3 Tournament Structure			
BOYS		GIRLS	
Pool A (CT 1)	Pool B (CT 2)	Pool A (CT 3)	Pool B (CT 4)
Team 1 Team 2 Team 3	Team 4 Team 5 Team 6	Team 1 Team 2 Team 3	Team 4 Team 5 Team 6
Pool Play			
Game 1: 1v2 Game 2: 2v3 Game 3: 1v3	Game 1: 4v5 Game 2: 5v6 Game 3: 4v6	Game 1: 1v2 Game 2: 2v3 Game 3: 1v3	Game 1: 4v5 Game 2: 5v6 Game 3: 4v6
Finals			
Winner of Pool A vs. Winner of Pool B		Winner of Pool A vs. Winner of Pool B	