2021 AT&T Slam Dunk





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 Dunk #1 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 - Each competitor performs TWO Dunks (Dunk #1 and Dunk #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.

FIRST ROUND TIEBREAKER

■ 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, the advancing dunkers will be determined by "Judges Choice." The judges would then be asked to choose the advancing dunker(s) by raising a card that has the dunker's name on it.

FINAL ROUND – Each competitor performs ONE dunk

- The dunker with the lowest total score from the First Round will go first in the Final Round.
- The winner will be determined by "Judges Choice" once both dunkers have completed their dunks. The judges will choose the winner by raising a card that has the dunker's name on it.