

Jr. NBA Skills Challenge Official Rules

No Purchase Necessary To Enter or Win.

Void Where Prohibited By Law.

PROMOTION OVERVIEW AND DATES: Jr. NBA Skills Challenge (the “Program”) will consist of two (2) Phases: 1) Local Competitions which will take place between January 2023 – April 2023; 2) National Finals which will take place between June 21, 2023 - June 23, 2023.

ELIGIBILITY: The Program is open to legal residents of the (50) United States and the District of Columbia who are ages 13 and under as of August 31, 2023 (Contestant or Participant). For the purpose of clarity, Participants must be born between September 1, 2009 and August 31, 2011 to participate in the 13 and under age group; and to participate in the 11 and under age group, Participants must be born on or after September 1, 2011. Minor entrants must have parent/legal guardian's permission to enter. Employees, officers, directors, representatives and agents of NBA Properties, Inc. (Sponsor), NBA Media Ventures, LLC, the National Basketball Association (NBA) and its member teams (collectively, the “NBA Entities”), and the immediate family members (parents, spouses, siblings, children and their respective spouses, regardless of where they reside) and/or those living in the same household of any such individual, whether or not related, are not eligible to enter or win. This Program is subject to all applicable federal, provincial/territorial and local laws and regulations. Void where prohibited by law.

PROGRAM IMPORTANT NOTE: By entering the Program, each Contestant (and his/her parent or legal guardian) represents that he/she is in good physical condition and that he/she has the physical capacity to participate in the Program and understands and accepts all risks associated with participation in the Program. Each Contestant also expressly acknowledges his/her understanding that the Program can be dangerous and can involve the risk of serious physical injury. Each Contestant represents that he/she is participating in the Program voluntarily, with full knowledge of the potential risks entailed and he/she is expressly, knowingly and voluntarily assuming the risk of any and all physical injury associated with or caused by his/her participating in the Program, evidenced by the signing an online waiver by his/her guardian.

PHASE 1- LOCAL COMPETITIONS: To participate in Phase 1 of the Program, while at one of the participating Jr. NBA Phase 1 Skills Challenge (each, a Phase 1 Event) (visit www.JrNBA.com/Skillschallenge for Phase 1 Event times/locations) between January 2023 – April 2023, eligible Contestants parent/legal guardian will be able to register for the Phase 1 Event online. Sponsor does not guarantee that every eligible individual who wishes to participate in the Phase 1 Event will be able to do so. Boys and Girls will compete separately in four (4) different age and gender groups: Group 1: Boys Ages 12-13, Group 2: Girls Ages 12-13, Group 3: Boys 11 and under, Group 4: Girls 11 and under.

Each Contestant will participate in the Phase 1 Event, in the manner and according to the rules, procedures and conditions specified by Sponsor in its sole discretion. All judging for the Program Phase 1 Event, will be done onsite.

Contestants can sign up online and participate in multiple Phase 1 Events' however they will only be able to compete once in any subsequent levels of the competition. Any disputes (including but not limited to eligibility, event rules, event clock malfunctions, etc.) will be resolved by the Sponsor (or the supervising staff designated by Sponsor for the Program), whose decisions shall be final, conclusive and binding. All Contestants must complete the Phase 1 Event in the sequence presented by Sponsor. Only basketball(s) in the designated area that are provided by Sponsor will be used for the Event. Contestants will be disqualified if he/she does not complete all five individual skills to determine his/her overall cumulative time.

LOCAL JR. NBA SKILL CHALLENGE DETAILS AND SCORING: At each Event, each age and gender group outlined above will participate in the Phase 1 Event in five different basketball skills:

DRIBBLING

To challenge the participant in control, speed, eye-hand coordination, changing directions, and dribbling ability in the fastest time possible.

SHOOTING

To challenge the participant in shooting, speed, eye-hand coordination, and ball handling to dribble, rebound and make 2 shots from the elbow in the fastest time possible.

LAY-UP

To challenge the participant in speed, ball handling, and shooting to make 3 total lay-ups in the fastest time possible.

PASSING

To challenge the participant in arm strength, endurance, speed, and eye-hand coordination for passing and receiving accurately 5 times towards a wall target in the fastest time possible.

DEFENSE

To challenge the participant in lateral quickness, change of direction, foot speed, proper defensive stance, and sprinting after 6 defensive slides in the fastest time possible. Participant is awarded a bonus free throw at the end of the drill.

Each skill will be conducted as follows:

DRIBBLING

- 1) Participant starts behind Start/Finish Line; timer yells “Go!” and starts stopwatch.
- 2) STATIONARY: Using designated ball, participant completes 5 stationary dribbles with one hand, then 5 stationary dribbles with the other hand (still behind start line).
- 3) ZIG-ZAG: Using either hand, participant should dribble in a zig-zag pattern through the 5 cones, starting on the outside of the first cone, and changing direction toward the second cone. A kicked over cone is permitted, provided that the participant dribbled, rounded, and weaved past the cone correctly.
- 4) SPEED: After rounding the last cone, the participant should touch the baseline with a foot, then turn around and speed dribble using either hand until they reach the Start/Finish Line.
- 5) Once the participant reaches the Start/Finish line, the timer should stop the stopwatch, and the scorer records the final time on the score sheet.

SHOOTING

- 1) Participant starts at either elbow shooting spot; timer yells “Go!” and starts stopwatch.
- 2) Participant shoots once, rebounds their own shot, then must switch spots (make or miss). While shooting, some part of the participant’s foot must be touching any part of the spot when the ball is released for the shot to count. If the participant jumps as he/she shoots the ball, they may land anywhere.
- 3) Participant should continue back and forth between spots until 2 required shots have been made. Scorer should mark each made shot on score sheet (to assist with keeping track).
- 4) Once the second shot goes in and the ball is completely through the net, the timer should stop the stopwatch, and the scorer should record the final time on the score sheet.

5) If after 30.00 seconds the participant does not make the 2 required shots, the participant's turn will be over, and they will receive a score of 30.00 seconds.

LAY-UP

- 1) Participant starts with one foot on either elbow shooting spot with basketball in hands; timer yells "Go!" and starts stopwatch.
- 2) Participant then dribbles from the elbow to the hoop for a lay-up shot, then rebounds their own shot, and dribbles to the opposite elbow spot (make or miss).
- 3) Participant must touch elbow spot with one foot prior to returning for their next lay-up attempt, and should continue dribbling to alternating elbow spots and shooting lay-ups from each side of the basket until 3 total lay-ups have been made. Scorer should mark each made shot on score sheet (to assist with keeping track).
- 4) Once the third shot goes in and completely through the net, the timer should stop the stopwatch, and the scorer should record the final time on the score sheet.
- 5) If after 30.00 seconds the participant does not make the 3 required lay-up shots, the participant's turn will be over, and they will receive a score of 30.00 seconds.

PASSING

- 1) Participant starts with both feet behind passing line; timer yells "Go!" and starts stopwatch.
- 2) Remaining behind the line for the entire drill, participant should perform a chest pass towards the wall, aiming to hit the target on the wall.
- 3) Participant should continue passing until they hit the target 5 times. Scorer should mark each accurate pass on score sheet (to assist with keeping track).
- 4) After the fifth accurate pass is complete, timer should stop the stopwatch, and the scorer should record the final time on the score sheet.
- 5) If after 30.00 seconds the participant does not make 5 accurate passes, the participant's turn will be over, and they will receive a score of 30.00 seconds.

DEFENSE

- 1) With their body in the lane, participant starts with one foot on the block in a defensive stance; timer yells "Go!" and starts stopwatch.
- 2) Participant should shuffle (not turn their body and run) to the other block and touch with their hand (1st touch). Next, the participant shuffles back, and touches the original block with their hand (2nd touch). Participant continues to shuffle back and forth between blocks for a total of 6

touches.

3) After the sixth touched block, participant will sprint to free throw line/finish line. Once participant crosses the line, the timer should stop the stopwatch, and the scorer records the time on the score sheet.

4) Immediately following the participant defensive skill, they will attempt 1 free throw. Participant must attempt the free throw with both feet behind the line and must remain behind the line until the ball touches the rim, as if in a normal game.

5) If the participant makes the free throw, scorer should mark on score sheet and subtract 1.00 second from the participant's defense time.

To determine the order of finish for all participants, the 5 individual skill times are added to determine each participant's overall cumulative time. The goal of this challenge is to get the lowest cumulative time in your respective age and gender group in accordance with the Scoring section below.

For the Phase 1 Event, The Champion (1st place overall) for each age and gender group is eligible to advance to the National Finals. The Local Champion in each age and gender division DOES NOT automatically advance to the National Finals. Their final time will be compared to other top local competition scorers in their age and gender division to determine the top three (3) scorers advancing to the National Finals. Only the top three (3) ranked scores (1st place overall Champion) from all Local Competitions will be invited to the National Finals. All qualifiers will be notified directly by the Jr. NBA as to their advancement. In each age and gender group, the 1st Place Finisher (Contestant with the lowest cumulative time), 2nd Place Finisher (Contestant with the 2nd lowest cumulative time), and 3rd Place Finisher (Contestant with the 3rd lowest cumulative time) will receive Certificates.

TIEBREAKERS

In the event of a tie, all players involved in the tie will have their individual skill times compared and the order of finish will be determined by:

1. Fastest dribbling time
2. Fastest shooting time
3. Fastest lay-up time

4. Fastest passing time
5. Fastest defense time

PHASE 2- NATIONAL FINALS COMPETITION: To participate in Phase 2 of the Program, the top three (3) Contestants from the Phase 1 Event with the lowest cumulative time in each age and gender group will be invited to participate in the National Finals Competition set to take place in New York, NY (Phase 2 Event).

For the Phase 2 Event (National Finals Competition), invited Local Champions will compete against each other in their respective age and gender group. The Local Champions will be flown (if necessary) to New York, NY (as described further in the Prizes section below) where they will have the opportunity to compete in the Jr. NBA National Finals. Minor's parent/legal guardian will need to accompany the minor on the trip. If any Local Champion is unable to attend the event for any reason, Sponsor reserves the right to make a substitution or alter the event at its sole discretion and no additional compensation will be awarded to the respective Local Champion.

While at Phase 2 Event between June 21, 2023 and June 23, 2023, the eligible Contestants will compete separately in four (4) different age and gender groups: Group 1: Boys Ages 12-13, Group 2: Girls Ages 12-13, Group 3: Boys 11 and under, Group 4: Girls 11 and under.

Each Finalist will participate in the Phase 2 Event, in the manner and according to the rules, procedures and conditions specified by Sponsor in its sole discretion. All details regarding the mechanics and other rules, procedures and conditions for participation in the Phase 2 Event will be determined by Sponsor (in its sole discretion) and will be provided immediately prior to the

start of the applicable Phase 2 Event. All judging for the Program Phase 2 Event, will be done onsite.

Any disputes (including but not limited to eligibility, event rules, event clock malfunctions, etc.) will be resolved by the Sponsor (or the supervising staff designated by Sponsor for the Program), whose decisions shall be final, conclusive and binding. All Contestants must complete the Phase 2 Event in the sequence presented by Sponsor. Only basketball(s) in the designated area that are provided by Sponsor will be used for the Event. Contestants will be disqualified if he/she does not complete all five individual skills to determine his/her overall cumulative time.

NATIONAL JR. NBA SKILL CHALLENGE DETAILS AND SCORING: Each age and gender group outlined above will participate in the Phase 2 Event as follows: Boys in the 11U age group and all girls will use 28.5 Basketball and Boys in the 13U age group will use the 29.5 Basketball; compete in five different basketball skills:

DRIBBLING

To challenge the participant in control, speed, eye-hand coordination, changing directions, and dribbling ability in the fastest time possible.

SHOOTING

To challenge the participant in shooting, speed, eye-hand coordination, and ball handling to dribble, rebound and make 2 shots from the elbow in the fastest time possible.

LAY-UP

To challenge the participant in speed, ball handling, and shooting to make 3 total lay-ups in the fastest time possible.

PASSING

To challenge the participant in arm strength, endurance, speed, and eye-hand coordination for passing and receiving accurately 5 times towards a wall target in the fastest time possible.

DEFENSE

To challenge the participant in lateral quickness, change of direction, foot speed, proper defensive stance, and sprinting after 6 defensive slides in the fastest time possible. Participant is awarded a bonus free throw at the end of the drill.

Each skill will be conducted as follows:

DRIBBLING

- 1) Participant starts behind Start/Finish Line; timer yells “Go!” and starts stopwatch.
- 2) STATIONARY: Using designated ball, participant completes 5 stationary dribbles with one hand, then 5 stationary dribbles with the other hand (still behind start line).
- 3) ZIG-ZAG: Using either hand, participant should dribble in a zig-zag pattern through the 5 cones, starting on the outside of the first cone, and changing direction toward the second cone. A kicked over cone is permitted, provided that the participant dribbled, rounded, and weaved past the cone correctly.
- 4) SPEED: After rounding the last cone, the participant should touch the baseline with a foot, then turn around and speed dribble using either hand until they reach the Start/Finish Line.
- 5) Once the participant reaches the Start/Finish line, the timer should stop the stopwatch, and the scorer records the final time on the score sheet.

SHOOTING

- 1) Participant starts at either elbow shooting spot; timer yells “Go!” and starts stopwatch.
- 2) Participant shoots once, rebounds their own shot, then must switch spots (make or miss). While shooting, some part of the participant’s foot must be touching any part of the spot when the ball is released for the shot to count.
- 3) Participant should continue back and forth between spots until 2 required shots have been made. Scorer should mark each made shot on score sheet (to assist with keeping track).
- 4) Once the second shot goes in and the ball is completely through the net, the timer should stop the stopwatch, and the scorer should record the final time on the score sheet.
- 5) If after 30.00 seconds the participant does not make the 2 required shots, the participant’s turn will be over, and they will receive a score of 30.00 seconds.

LAY-UP

- 1) Participant starts with one foot on either elbow shooting spot with basketball in hands; timer yells “Go!” and starts stopwatch.
- 2) Participant then dribbles from the elbow to the hoop for a lay-up shot, then rebounds their own shot, and dribbles to the opposite elbow spot (make or miss).

- 3) Participant must touch elbow spot with one foot prior to returning for their next lay-up attempt, and should continue dribbling to alternating elbow spots and shooting lay-ups from each side of the basket until 3 total lay-ups have been made. Scorer should mark each made shot on score sheet (to assist with keeping track).
- 4) Once the third shot goes in and completely through the net, the timer should stop the stopwatch, and the scorer should record the final time on the score sheet.
- 5) If after 30.00 seconds the participant does not make the 3 required lay-up shots, the participant's turn will be over, and they will receive a score of 30.00 seconds.

PASSING

- 1) Participant starts with both feet behind passing line; timer yells "Go!" and starts stopwatch.
- 2) Remaining behind the line for the entire drill, participant should perform a chest pass towards the wall, aiming to hit the target on the wall.
- 3) Participant should continue passing until they hit the target 5 times. Scorer should mark each accurate pass on score sheet (to assist with keeping track).
- 4) After the fifth accurate pass is complete, timer should stop the stopwatch, and the scorer should record the final time on the score sheet.
- 5) If after 30.00 seconds the participant does not make 5 accurate passes, the participant's turn will be over, and they will receive a score of 30.00 seconds.

DEFENSE

- 1) With their body in the lane, participant starts with one foot on the block in a defensive stance; timer yells "Go!" and starts stopwatch.
- 2) Participant should shuffle (not turn their body and run) to the other block and touch with their hand (1st touch). Next, the participant shuffles back, and touches the original block with their hand (2nd touch). Participant continues to shuffle back and forth between blocks for a total of 6 touches.
- 3) After the sixth touched block, participant will sprint to free throw line/finish line. Once participant crosses the line, the timer should stop the stopwatch, and the scorer records the time on the score sheet.
- 4) Immediately following the participant defensive skill, they will attempt 1 free throw. Participant must attempt the free throw with both feet behind the line and must remain behind the line until

the ball touches the rim, as if in a normal game.

5) If the participant makes the free throw, scorer should mark on score sheet and subtract 1.00 second from the participant's defense time.

The goal of this challenge is to get the lowest cumulative time in your respective age and gender group in accordance with the Scoring section below. For the Phase 2 Event, four (4) Skills Challenge Finalists (one (1) from each age and gender group) with the lowest cumulative time will be named the National Champion for his/her age and gender group.

TIEBREAKERS

In the event of a tie, all players involved in the tie will have their individual skill times compared and the order of finish will be determined by:

1. Fastest dribbling time
2. Fastest shooting time
3. Fastest lay-up time
4. Fastest passing time
5. Fastest defense time

JR. NBA SKILL CHALLENGE EVENT PROCEDURES (LOCAL AND NATIONAL):

DRIBBLING

- 1) Participant starts behind Start/Finish Line; timer yells "Go!" and starts stopwatch.
- 2) **STATIONARY:** Using designated ball, participant completes 5 stationary dribbles with one hand, then 5 stationary dribbles with the other hand (still behind start line).
- 3) **ZIG-ZAG:** Using either hand, participant should dribble in a zig-zag pattern through the 5 cones, starting on the outside of the first cone, and changing direction toward the second cone. A kicked over cone is permitted, provided that the participant dribbled, rounded, and weaved past the cone correctly.
- 4) **SPEED:** After rounding the last cone, the participant should touch the baseline with a foot, then turn around and speed dribble using either hand until they reach the Start/Finish Line.

5) Once the participant reaches the Start/Finish line, the timer should stop the stopwatch, and the scorer records the final time on the score sheet.

SHOOTING

1) Participant starts at either elbow shooting spot; timer yells “Go!” and starts stopwatch.

2) Participant shoots once, rebounds their own shot, then must switch spots (make or miss).

While shooting, some part of the participant’s foot must be touching any part of the spot when the ball is released for the shot to count.

3) Participant should continue back and forth between spots until 2 required shots have been made. Scorer should mark each made shot on score sheet (to assist with keeping track).

4) Once the second shot goes in and the ball is completely through the net, the timer should stop the stopwatch, and the scorer should record the final time on the score sheet.

5) If after 30.00 seconds the participant does not make the 2 required shots, the participant’s turn will be over, and they will receive a score of 30.00 seconds.

LAY-UP

1) Participant starts with one foot on either elbow shooting spot with basketball in hands; timer yells “Go!” and starts stopwatch.

2) Participant then dribbles from the elbow to the hoop for a lay-up shot, then rebounds their own shot, and dribbles to the opposite elbow spot (make or miss).

3) Participant must touch elbow spot with one foot prior to returning for their next lay-up attempt, and should continue dribbling to alternating elbow spots and shooting lay-ups from each side of the basket until 3 total lay-ups have been made. Scorer should mark each made shot on score sheet (to assist with keeping track).

4) Once the third shot goes in and completely through the net, the timer should stop the stopwatch, and the scorer should record the final time on the score sheet.

5) If after 30.00 seconds the participant does not make the 3 required lay-up shots, the participant’s turn will be over, and they will receive a score of 30.00 seconds.

PASSING

- 1) Participant starts with both feet behind passing line; timer yells “Go!” and starts stopwatch.
- 2) Remaining behind the line for the entire drill, participant should perform a chest pass towards the wall, aiming to hit the target on the wall.
- 3) Participant should continue passing until they hit the target 5 times. Scorer should mark each accurate pass on score sheet (to assist with keeping track).
- 4) After the fifth accurate pass is complete, timer should stop the stopwatch, and the scorer should record the final time on the score sheet.
- 5) If after 30.00 seconds the participant does not make 5 accurate passes, the participant’s turn will be over, and they will receive a score of 30.00 seconds.

DEFENSE

- 1) With their body in the lane, participant starts with one foot on the block in a defensive stance; timer yells “Go!” and starts stopwatch.
- 2) Participant should shuffle (not turn their body and run) to the other block and touch with their hand (1st touch). Next, the participant shuffles back, and touches the original block with their hand (2nd touch). Participant continues to shuffle back and forth between blocks for a total of 6 touches.
- 3) After the sixth touched block, participant will sprint to free throw line/finish line. Once participant crosses the line, the timer should stop the stopwatch, and the scorer records the time on the score sheet.
- 4) Immediately following the participant defensive skill, they will attempt 1 free throw. Participant must attempt the free throw with both feet behind the line and must remain behind the line until the ball touches the rim, as if in a normal game.
- 5) If the participant makes the free throw, scorer should mark on score sheet and subtract 1.00 second from the participant’s defense time.

JR. NBA SKILL CHALLENGE EVENT RULES (LOCAL AND NATIONAL):

- All skills are conducted to simulate an in-game experience to avoid “turnovers”.
- To the best of their ability, players should avoid double dribbling, traveling, carrying the ball, etc., as if in a real game.
- Participants must dribble throughout the Dribbling, Shooting and Lay-Up skills.

- Court measurements and height of basketball goal (10 feet) must remain consistent throughout the entire competition.
- For the purposes of the competition, there is no out of bounds.
- Male players in the 13U age division will use a size 7 (29.5 size) basketball.
- Male players in the 11U age division and all female players will use a size 6 (28.5 size) basketball.
- Participants may shoot using any technique desired.
- All participants will shoot from the same designated 15 foot free throw line.
- Each participant receives only one official attempt to complete the challenge for a total cumulative timed score. All times should be recorded to the nearest hundredth of a second (**example 12.68**).

JR. NBA SKILL CHALLENGE SCORING (LOCAL AND NATIONAL): DRIBBLING

Participant starts behind Start/Finish Line; timer yells “Go!” and starts stopwatch. Once the participant reaches the Start/Finish line, the timer should stop the stopwatch, and the scorer records the final time on the score sheet.

SHOOTING

Participant starts at either elbow shooting spot; timer yells “Go!” and starts stopwatch. Once the second shot goes in and the ball is completely through the net, the timer should stop the stopwatch, and the scorer should record the final time on the score sheet. If after 30.00 seconds the participant does not make the 2 required shots, the participant’s turn will be over, and they will receive a score of 30.00 seconds.

LAY-UP

Participant starts with one foot on either elbow shooting spot with basketball in hands; timer yells “Go!” and starts stopwatch. Once the third shot goes in and completely through the net, the timer should stop the stopwatch, and the scorer should record the final time on the score sheet. If after 30.00 seconds the participant does not make the 3 required lay-up shots, the participant’s turn will be over, and they will receive a score of 30.00 seconds.

PASSING

Participant starts with both feet behind passing line; timer yells “Go!” and starts stopwatch. After the fifth accurate pass is complete, timer should stop the stopwatch, and the scorer should record the final time on the score sheet. If after 30.00 seconds the participant does not make 5 accurate passes, the participant’s turn will be over, and they will receive a score of 30.00 seconds.

DEFENSE

With their body in the lane, participant starts with one foot on the block in a defensive stance; timer yells “Go!” and starts stopwatch. After the sixth touched block, participant will sprint to free throw line/finish line. Once participant crosses the line, the timer should stop the stopwatch, and the scorer records the time on the score sheet. If the participant makes the free throw, scorer should mark on score sheet and subtract 1.00 second from the participant’s defense time.

To determine the order of finish for all participants, add up the 5 individual skill times to determine each participant’s overall cumulative time. Record the final cumulative time on the score sheet for each player. The player with the **LOWEST** cumulative time in each age/gender is the Champion.

LOCAL CHAMPION WINNER VERIFICATION/DOCUMENTATION REQUIREMENT:

Once the top three (3) Contestants in each age and gender group across all Local Competitions are determined and invited to Phase 2, his/her parent or legal guardian will be required to execute (where permitted by law) an Affidavit of Eligibility and a Release of Liability, (where legal) a Publicity Release on-site and in the time period specified by Sponsor. Failure to comply with these Official Rules or to execute the above stated documents may result in disqualification and, at Sponsor's sole discretion; the applicable prize may be awarded to the next runner-up from the applicable Event. This process may be repeated if the next event runner-up is ineligible at any point throughout the Promotion Period including up to dates of travel. Released Parties are not responsible for lost, late, stolen, undelivered, delayed, damaged, postage-due or misdirected mail. Noncompliance with the foregoing, with these Official Rules, the inability to contact a potential Winner within a reasonable

time period or any notification being returned as non-deliverable may result in disqualification and, at Sponsor's discretion, a runner-up Winner may be notified (at the sole discretion of the Sponsor).

OWNERSHIP OF VIDEOS, PHOTOGRAPHS, AND FOOTAGE: Contestants who participate in an Event may be videotaped and photographed during their participation (collectively, Footage) and by participating, agree to such videotaping and photographs. All Footage will be owned by the NBA Properties, Inc., which will have the right to use, edit, adapt, post, stream, copy and exploit such Footage, and all elements embodied therein, including any names, voices, likenesses and performance embodied therein, in any and all media, now or hereafter devised, without further payment or consideration, notification or permission, worldwide and in perpetuity, except where prohibited by law. Without limiting the foregoing, by entering the Program and without limiting any other rights granted hereunder, each Contestant hereby grants permission for the Footage of him/her and/or his/her video (as applicable) to be posted Sponsor's sites or other websites and social media channels.

OTHER RESTRICTIONS: Noncompliance with the foregoing or with these Official Rules may result in disqualification and all associated entries will be void. Each Contestant agrees that Released Parties are not responsible for any unauthorized use of videos and/or Footage by third parties. The use of script, macro or any other device to automate or subvert the entry process is prohibited and any such entries will be void.

Other than for prize notification or for promotional emails, neither Sponsor, nor anyone acting on its behalf, will enter into any communications with any Contestant regarding this Program or acknowledge any entry not meeting all entry requirements stated herein and all such entries will be void. Released Parties are not responsible for incomplete, lost, late, inaccurate, delayed, undelivered, garbled, stolen, damaged or misdirected entries, registrations, (or any component thereof), inaccurate Program-related information provided by Sponsor or for interrupted or unavailable network, server, cable, satellite, Internet Service Provider (ISP), wireless or other connections, miscommunications, computer or software malfunctions or telephone line, cellular tower, or transmission problems or technical failures, garbled transmissions, damage to a user's computer equipment (software or hardware) or other errors or malfunctions of any kind whether

caused by equipment, programming used in this Program, mechanical, electronic, network, technical or human error or otherwise relating to or in connection with the Program, including, without limitation, errors which may occur in connection with the administration of the Program, the processing or judging of entries, the uploading of videos, the cancellation or postponement of any Event, the tabulation of votes and/or the taping of onsite entries, the announcement of the prizes or in any Program-related materials. Released Parties reserve the right, in their sole discretion, to void suspect entries or modify, cancel, terminate or suspend the Program (or portion thereof) should virus, bugs, non-authorized human intervention or other causes corrupt or impair the administration, security, fairness or proper play of the Program and, in the event of such cancellation or termination, at its discretion, determine the winner(s) and/or Finalist(s) for the applicable portion(s) of the Program from all eligible non-suspect entries received prior to event requiring cancellation or termination using the judging procedure stated herein. By participating, Contestants agree to abide by these Official Rules and the decisions of the Sponsor and judges, which shall be final and binding.

PRIZES: The top three (3) Phase 2 Contestants in each age and gender group will receive the Local Champion Prizes up to a 3-day/2-night trip for two (2) -- winner and his/her respective parent/legal guardian to the National Finals Championship which will take place in New York, NY consisting of round-trip coach air transportation via Sponsor's selected air carrier, from a major airport nearest to winner's residence in U.S. to New York, one (1) standard room double-occupancy hotel accommodations, ground transportation to/from the airport and the applicable hotel, and the chance to compete in the National Jr. NBA Skills Challenge. In addition, each top three (3) Phase 2 Local Prize Winner will receive two (2) tickets to 2023 NBA Draft (ARV of Grand Prize package=\$3,500). Details of prize Events are at Sponsor's sole discretion. Actual prize value will vary depending on winner's city of departure. Sponsor, in its sole discretion, reserves the right to provide ground transportation in place of air transportation if trip Prize winner lives within a reasonable driving distance of the event location as determined by Sponsor, and to award no additional compensation or substitution for the difference in prize value. Travel and hotel arrangements determined by Sponsor in its sole discretion and must be made through Sponsor's agent, on a carrier of Sponsor's choice. Trip must be taken on dates and times designated by Sponsor or prize will be forfeited in its entirety and may be awarded to an alternate winner. The winner and his/her parent/legal guardian must travel together on the same itinerary. The Regional

Prize Winner and his/her guest are responsible for obtaining all necessary travel documents prior to travel. If events are canceled or postponed for any reason, travel prize will be awarded less applicable prize-related activity(s) and Sponsor will substitute that activity(s) with an item(s)/activity(s) of comparable or greater value as determined solely by Sponsor. Tickets are subject to certain terms and conditions specified thereon. The winners and their respective guests must comply with each event venue's rules and regulations. Failure to do so may result in forfeiture of applicable prize element(s). Exact seat locations at event(s) to be determined by Sponsor in its sole discretion. Certain travel restrictions may apply.

Four (4) National Champion Prizes/One (1) Per Age and Gender Category: Each winner will receive one (1) trophy and recognition as the National winner in his/her category. (ARV=\$1,500).

Total ARV of all prizes in the Program will not exceed: \$118,000. All prize details are at Sponsor's sole discretion.

MISCELLANEOUS: Winners are responsible for all federal, state, and local taxes, including but not limited to any applicable income or withholding taxes or like fees and all other costs and expenses associated with prize acceptance and use not specified herein as being provided including, if selected as a Local Champion, luggage fees, additional ground transportation, meals, gratuities and souvenirs. No transfer, assignment, or substitution of prizes except by Sponsor, which may substitute a prize (or portion thereof) with one of comparable or greater value, at its sole discretion. Each Contestant agrees that by participating in this Program: (1) the NBA Properties, Inc. shall have the right and permission to use (unless prohibited by law) each Contestants' name, voice, city and state of residence, photograph and/or likeness for advertising and/or trade and/or any other purpose in any media now or hereafter known without further compensation, permission, authorization or notification to Participant, (2) the Released Parties and each of their respective employees, officers, directors, parent companies, subsidiaries, affiliates owners, distributors, retailers, agents, representatives, assignees, and advertising/promotion agencies have the right to use the entry form data for marketing and promotional purposes (subject to applicable law); and (3) the Released Parties and their designees and assigns and all of their respective officers, directors, employees, representatives and agents shall have no liability for, and such Contestant will release and hold harmless the Released Parties from, and indemnify the

Released Parties against, any claim, liability, loss, injury or damage, including but not limited, to personal injury, death or damage to any Contestant or any other person or entity, personal or real property, due in whole or in part, directly or indirectly, by reason of such Participant's participation in this Program, the use of any entry for the Program by the Released Parties or such Participant's acceptance and/or use or misuse of any prize (including any travel or activity related thereto) or any of the rights granted herein. NBA Properties, Inc. are not responsible for any inability of the winner and/or Finalists to accept a prize and reserve the right, at their sole discretion, to disqualify or eliminate any Finalist who is unable to travel on the dates specified by Sponsor or is otherwise not in compliance with these Official Rules. CAUTION: Any attempt to deliberately damage the website or undermine the legitimate operation of this Program is a violation of criminal and civil laws and should such an attempt be made, the Sponsor reserves the right to seek damages (including attorneys' fees) and/or other remedies from any such person(s) responsible for the attempt to the fullest extent permitted by law.

Sponsor reserves the right to conduct a background check of any and all records of winner/travel companion, including without limitation, civil and criminal court records and police reports. To the extent necessary under law, winner/travel companion shall authorize this background check. Sponsor may also take all steps necessary to corroborate any information provided to Sponsor by winner/travel companion in his/her interview. In that regard, winner/travel companion will be obligated to provide necessary contacts and information so that Sponsor may conduct such investigation. Sponsor reserves the right (at its sole discretion) to disqualify the winner/travel companion from any prize element, based on the background check.

Sponsor reserves the right to disqualify any Contestant in the event he/she commits a crime or, in the reasonable opinion of Sponsor, Contestant's personal conduct (including use of social media) disparages or embarrasses the NBA, its member teams, or any of its sponsors or partners

ARBITRATION: Except where prohibited by law, as a condition of participating in this Program, Contestant agrees that: (1) any and all disputes and causes of action arising out of or connected with this Program, or any prizes awarded, shall be resolved individually, without resort to any form of class action, and exclusively by final and binding arbitration under the rules of the American Arbitration Association and held in New York County, New York; (2) the Federal Arbitration Act shall govern the interpretation, enforcement and all proceedings at such arbitration; and (3) judgment upon such arbitration award may be entered in any court having jurisdiction.

Under no circumstances will Participant be permitted to obtain awards for, and Participant hereby waives all rights to claim, punitive, incidental or consequential damages, or any other damages, including attorneys' fees, other than Participant's actual out-of-pocket expenses (i.e., costs associated with participating in this Sweepstakes), and Participant further waives all rights to have damages multiplied or increased.

CHOICE OF LAW: All issues and questions concerning the construction, validity, interpretation and enforceability of these Official Rules, or the rights and obligations of Participant and Sponsors in connection with the Sweepstakes, shall be governed by, and construed in accordance with, the substantive laws of the State of New York, USA without giving effect to any choice of law or conflict of law rules or provisions that would cause the application of any other state's law.

WINNERS LIST: For the names of the National Winners, visit www.JrNBA.com/Skillschallenge after August 7, 2023.

Sponsor: NBA Properties, Inc., 645 Fifth Avenue, New York, NY 10022.

Administrator: teamDigital Promotions, Inc., 6 Berkshire Blvd., Bethel CT 06801/www.teamdigital.com.