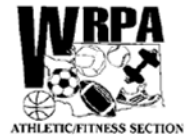


# 2011-2012 W.R.P.A. HotSpot HANDBOOK

## GENERAL INFO



### Eligibility

This event is open to all girls and boys ages 7-14, residing in the state of Washington. Age is determined by the participant's age on March 31, 2012.

Contestants may participate in only one Local event.

### Separate Competition Divisions for Girls and Boys in these Age Groups:

7/8

9/10

11/12

13/14

Please be sure to assign competitors based on the age they will be on March 31, 2012.

See age chart on next page

### Contest

Individuals shoot from five "Hot Spots" marked on one half of a basketball court trying to score as many points as possible in a series of one-minute rounds.

### Equipment

Participants will wear non-marking gym shoes. Participants must shoot with the official game ball provided by the event organizer.

Girls Basketball Size Based on age as of March 31, 2012	
7/8	28.5 (Women's)
9/10	28.5
11/12	28.5
13/14	28.5

Boys Basketball Size Based on age as of March 31, 2012	
7/8	28.5
9/10	28.5
11/12	Men's Reg
13/14	Men's Reg

### Sportsmanship

Competitors are not to be aided or coached during their shooting rounds.

Competitors and spectators must follow the direction of event staff.

Competitors and spectators must abide by facility rules & guidelines.

Competitors and spectators may not attempt to distract, verbally harass or demean the attempts of fellow participants.

Unsportsmanlike conduct may result in disqualification, suspension or ejection at the discretion of the event director.

## AGE CHART



### Age Chart for all 2011-2012 HotSpot Competitions

Contestants must compete by age-group division based on their age as of March 31, 2012.

For consistency & fairness, we require that all *Hotspot* Event Directors follow these same guidelines.

Birthdate	Division
before 4/01/97	*Not eligible
4/01/97 thru 3/31/99	13/14
4/01/99 thru 3/31/01	11/12
4/01/01 thru 3/31/03	9/10
4/01/03 thru 3/31/05	7/8
after 3/31/2005	*Not eligible

\*Optional: Local event directors may choose to allow children who are too old or too young to compete at their Local event with the understanding that they cannot be considered for awards or advancement to the State Competition.

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## COURT SET UP



### Competition Courts

1. All baskets will be set at the standard height of ten feet.
2. Each HotSpot circle is 2 feet in diameter. (Organizers may use gym floor tape to outline the border of the spot.)
3. The measurement for each spot is taken from the point on the floor directly beneath the center of the basket to the center of each spot.

Spot & Value	Location on Court	Distance measured from directly beneath the center of the basket	
		Ages 7/8 & 9/10	Ages 11/12 & 13/14
Spot "A" 2 points	Right Baseline	8 feet	12 feet
Spot "B" 4 points	Right Wing	15 feet	18 feet
Spot "C" 5 points	Top of the Key	18 feet	21 feet
Spot "D" 3 points	Left Wing	12 feet	15 feet
Spot "E" 3 points	Left Baseline	12 feet	15 feet
Spot "F" 2 points per lay-up Max 2 pts from right Max 2 pts from left	Lay-Up	(no need to mark a Hotspot circle)	



See diagram on the next page



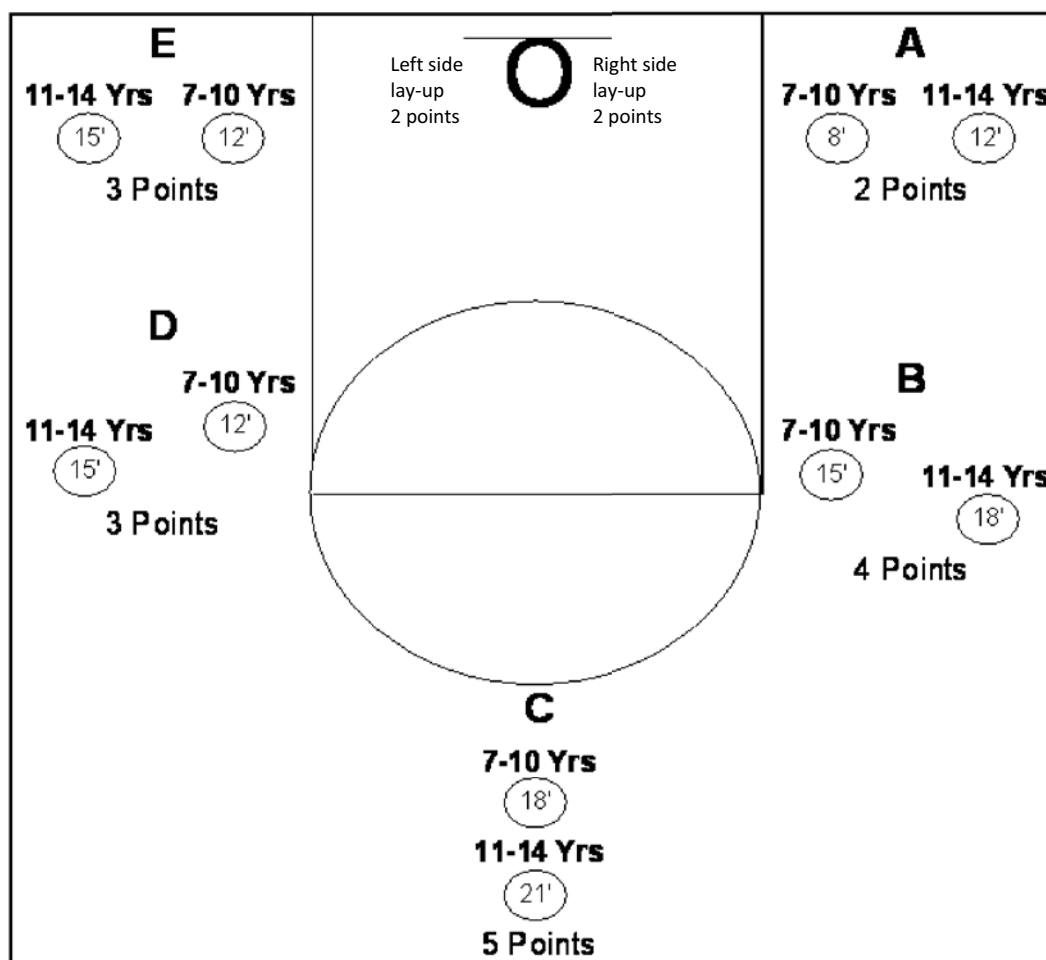
# 2011-2012 W.R.P.A. HotSpot HANDBOOK

## COURT SET UP



### Court Diagram

	<u>7-8 &amp; 9-10 Yrs</u>	<u>11-12 &amp; 13-14 Yrs</u>
Hot Spot A (Right Baseline)	8' from basket	12' from basket
Hot Spot B (Right Wing)	15' from basket	18' from basket
Hot Spot C (Top of Key)	18' from basket	21' from basket
Hot Spot D (Left Wing)	12' from basket	15' from basket
Hot Spot E (Left Baseline)	12' from basket	15' from basket



**\*\*Be sure that the baseline spots are not set up behind the backboard**  
**\*\*Be sure that both ends of the floor are set up identically.**

# 2011-2012 W.R.P.A. HotSpot HANDBOOK

## GUIDELINES



### Competition Rules

1. A minimum of two (2), and up to three (3), one-minute rounds will constitute a competitor's score at the *Local/Level* Competition. (Local Directors will determine the appropriate amount of shooting rounds for their competition.) State will consist of two (2), one-minute rounds run consecutively.
2. Competitors must use the basketballs provided by event organizer.
3. All competitors start with one foot at the half-court line.
4. The contestant must rebound all shots attempted or made. The clock will not stop if the ball goes out of bounds, even if adjoining courts are running simultaneously. However if a ball lodges between the basket and the backboard, or is not retrievable by the shooter, an extra ball will be made available to the shooter to complete the round.
5. The competitor must dribble when moving with the ball on the court.
6. One (1) point is subtracted for each moving violation (traveling, double-dribbling, blatant carrying of the ball). Note: In the first shooting round, a warning will be issued before points are subtracted.
7. If a contestant's shooting round is severely disrupted due to unintentional error or event, (example: competitor from adjoining court collides with the contestant), the contestant should continue and conclude the round. Then the contestant may choose to accept their score as is, or request a re-shoot of that round from the event director. If the event director agrees that a re-shoot is in order, the contestant must accept the score from the re-shot round. The event director's decision is final and may not be appealed.

# 2011-2012 W.R.P.A. HotSpot HANDBOOK

## GUIDELINES



### Scoring

8. Competitors will be awarded 5 points on their overall score just for participating in the event.
9. Competitors will be awarded points for each basket made during a legal attempt.
10. For a legal attempt, players must have most of one foot on or in the circle when releasing the shot. If the player jumps and releases the shot, it is the point where they jumped from, not the point where they land, which is to be considered.
11. The amount of points awarded for a made shot is:

Spot "A"	2 points	Right Baseline
Spot "B"	4 points	Right Wing
Spot "C"	5 points	Top of the Key
Spot "D"	3 points	Left Wing
Spot "E"	3 points	Left Baseline
Spot "F"	2 points Max 2 pts from right side Max 2 pts from left side	Lay-Up

12. In each one-minute round, the contestant may earn bonus points:
  - A legal attempt made from each spot (A - E) = 5 Bonus points.
  - An additional 10 Bonus points will be awarded for attempting a legal shot from all 5 spots a second time in the same round.

The total possible Bonus points in a single one-minute round are 15.

# 2011-2012 W.R.P.A. HOTSPOT HANDBOOK

## GUIDELINES



### Advancement, Tie-Breakers and Appeals

1. The top two (2) scorers in each division at each local event will qualify to attend the State Championship. (No alternates.)
2. If there is a tie for first place at the local level, both participants advance to State with no need for a tie-breaker. At the State level, a 30 second round shoot will be used as a tie-breaker, as needed, to determine 1st - 3rd.
3. At the discretion of the Event Director, National Federation of State High School Association rules govern play unless otherwise stated.
4. The *HotSpot* Program does not offer a formal appeal process. In the spirit of a free event, which is often run with the assistance of volunteers, we ask participants and parents to accept that judgment calls will not be overturned and human error cannot always be reversed. As members of the WRPA Athletic-Fitness Section, however, we pledge to operate each competition as fairly as possible and to do our utmost to prevent mistakes. Each event director has the final authority on all rulings and will make the best decision possible based on the resources available to them.
5. The Washington Parks and Recreation Association, its state chairperson and organizers of *HotSpot* reserve the right to rule and make any recommendations regarding the competition that they feel are beneficial to the continuance of the program. All decisions of the event director are final and may not be appealed.