

Athletix 2023 Buzzer Beater

Shooting League

When the game is on the line and a team needs a basket in the closing seconds, they need to get the ball in the hands of their best shooter. The ability to succeed in these situations does not come overnight; it is a skill that players can develop through hard work. This skill is sometimes referred to as “Clutch Shooting”.

The Athletix “Buzzer Beater” League will provide clutch shooters an opportunity to measure their shooting proficiency in a controlled yet challenging environment.

The “Buzzer Beater” League is for spot up shooters. Each team is composed of three shooters who compete against another team of three shooters to attain the higher team score in head-to-head competition. A team score is based on the cumulative scores of each team member completing the “Buzzer Beater” Game. Each game a team will compete against another team in the league. Team standings will be maintained, as well as individual/team scores and averages. At the end of the league there will be a 3-point and free throw shooting contest. League awards will be given for team and individual finishes. All standings (team and individual) can be tracked on our EZ Leagues website.

Each team must have 3 players

Overview

A game for each player consists of 6 “frames”. In these frames, players will shoot a specified shot and number or be given a time clock to complete shots. Some frames will be on hoops with Dr. Dish shooting machines and other frames on open hoops.

- A perimeter shot may be a 3-pointer (beyond 19’ 9”) or a 2-pointer (beyond 15’).
- Perimeter shots must be taken in “around the world” fashion from 5 designated spots: Corner, Wing, Center, Opposite Wing, Opposite Corner
- Note: Shot locations on the court will change from week to week

Frame 1...ten free throw shots (90 seconds per shooter time limit)

Frame 2...ten perimeter shots (60 seconds per shooter time limit)

Frame 3...ten free throw shots (90 seconds per shooter time limit)

Frame 4...ten perimeter shots (60 seconds per shooter time limit)

Frame 5...five free throw shots (45 seconds per shooter time limit)

Frame 6...five perimeter shots (30 seconds per shooter time limit)

Scoring

Points for each player are awarded according to the following system:

Made Free Throw = 1 point

Made 2-pointer = 2 points

Made 3-pointer = 3 points

Scoring Bonuses | Free Throw Rounds:

- 8 out of 10 = 1 bonus point
- 9 out of 10 = 2 bonus points
- 10 out of 10 = 5 bonus points

Scoring Bonuses | Perimeter Shooting Rounds

- 6 out of 10 (2's) = 2 bonus points
- 6 out of 10 (3's) = 3 bonus points
- 7 out of 10 (2's) = 4 bonus points
- 7 out of 10 (3's) = 6 bonus points
- 8 out of 10 (2's) = 6 bonus points
- 8 out of 10 (3's) = 9 bonus points
- 9 out of 10 (2's) = 8 bonus points
- 9 out of 10 (3's) = 12 bonus points
- 100% = DOUBLE ROUND POINTS

Game Format

Play begins with each shooter on the first team completing frame one (i.e., 10 free throws each). Then, the second team takes their turn shooting frame one. Play continues in this fashion with teams alternating after each frame.

Each player gets one practice shot in every frame. This practice shot is the first shot in each Frame. If the shooter makes it, then it counts and play progresses to the next shot. If the shot is missed, then another attempt is allowed before play progresses to the next shot.

All shots must be rebounded by a teammate and passed back to the shooter. If using a Dr. Dish hoop a rebounder is still required in case a ball gets outside of the netting.

No shooter may advance to the next frame until all shooters have completed the current frame. The next shooter must begin shooting frame shots within 30 seconds after the previous shooter. The shot clock will be started at this time and the shooter will be penalized accordingly.

If all 3 team members are not present at scheduled game time, a 5-minute grace period will be initiated. After the grace period expires and the team is not present a forfeit will be given to that team. The opposing team will still shoot for a team score. The team with less than 3 players will still shoot for individual scores.

League

The league will consist of 30 "head to head" games. Each team will play 3 games per day. Teams will play each other in a round robin pool play fashion, playing as many different teams as possible. Due to the side of individual league, some teams may play each other more than once.

League begins- June 5th

Duration of league will depend upon number of teams that join.

League games may be played at any time through the day Monday through Friday. Schedule TBD

Substitute Shooter

A team may have a substitute shooter which may only play on 1 day of games played. To be eligible the shooter must present a current report card the day of the game(s). No exceptions. A record will be kept of substitute shooters. Team score and individual scores will still count using substitute shooter.

Divisions

·Junior High age division both boys and girls teams OPEN

·High School age division both boys and girls teams OPEN

OPEN division teams can consist of any 3 players making up a team if they meet grade requirements.

·Junior High age division both boys and girls teams SCHOOL

·High School age division both boys and girls teams SCHOOL

SCHOOL division teams must be 3 players from the same school and meeting the grade requirements.

Junior High team grade eligibility is 5th,6th,7th, and 8th grade

High School team grade eligibility is 9th thru 12th grade

Note: Player must present current year report card to complete league registration.

Cost

League cost per player- \$75, individual player looking to be placed on a team.

League cost per team- \$225, consists of 3 players.

Registration

Team and player registration can be done by clicking on this link.

LINK GOES HERE

Registration for the league will be open until May 25th.

Players may register as individuals and Athletix will place them on a team within their division.