



NBA PARIS JAM

Presented by **Revolut**

10 MINUTE QUARTERS:

Running clocks for all quarters until the last 2:00



TIMEOUTS:

Each timeout will last 1:00

Mandatory timeouts:

- The first dead ball under 5:00 in each quarter.

Team timeouts:

- Each team has (1) timeout per half



OVERTIME:

- 2:00 Running clock
- One timeout for each team

FOUL RULES:

- NBA free throw rules will apply for this game. Teams will be in the penalty and free throws will occur after 5th team foul

BOOSTERS:

There will be windows of time throughout the night where actions in the game can give teams additional points.

• **Pre-game: gm walk-in style**

- Fans will be asked to vote on which gm has the best style, based on what they wear arriving to the game.

- **1st quarter:** double dunks – all dunks are worth double points (4)
- **2nd quarter:** hot shot – points are doubled for all shots this quarter.
- **3rd quarter:** alley hoop – all alley-oop dunks are worth double
- **4th quarter:** fan vote – fans have the option on the points rule for the 4th quarter.

- Options are:

- » 3-pointers are worth 4 points
- » 5-Point halfcourt shots
- » Player advantage – team who is down starting the 4th quarter will play 5 vs. 4 For 1 minute





TEAM CONTESTS:



There will be a number of contests during time outs that will have impact on team scores. Fans will vote on who from each team will compete in these contests.

- **1ST QUARTER – 1ST TIME OUT: 3 POINT SHOOTING CHALLENGE**

- Traditional 3 point contest, where a member from each team will have :45 seconds to make as many 3 point shots from each of the designated racks. Which ever player makes more earns their team an additional 5 points.

- **1ST QUARTER BREAK: INFINITE HOOP**

- A member from each team will start at the baseline opposite of their opponent.
- On the dj's cue, the player will have :10 seconds to race to the opposite basket to make a layup. If they beat the buzzer, they move on to the next round.
- As players move on to the next round, there will be one second removed from the timer countdown.
- We continue this cycle until the player can't make a layup in that timer window.
- The winner will earn their team 5 points.

- **3RD QUARTER – 1ST TIME OUT: MONEY BALL**

- A member from each team will shoot 3 pointers at the top of the arc. As they make a 3 pointer, they will move a prop closer to their zone to win the contest.
- They will need to make enough 3 pointers to get the prop all the way to their winning zone. Winner will get their team 5 points.

- **3RD QUARTER BREAK: SKILLS CHALLENGE**

- A member from each team will race through the coned off course, making layups on each end. Team with the faster time wins 5 points



MOST VALUABLE PLAYER:



FANS WILL VOTE FOR WHO THEY THINK IS THE MVP OF THE GAME.



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