



PRIMARY BASKETBALL CARNIVAL

Venue:

Morphett Vale Basketball Stadium
Wilfred Taylor Reserve, States Road, Morphett Vale

General Information for the Carnival:

1. **Draws will be posted on the SACSA Sports website** prior to the event. Please check two days prior to the event in case of draws changing. Any changes after this will be handed out on the day of the event.
2. Photographs will be taken on the day at the awards presentations and during games and will be posted up online and on social media. If you do not wish for a particular student to be photographed, please can you let the SACSA Sports Coordinator know prior to the event.
3. Teams will need to **supply a scorer** for their games.
4. All team coaches must **be on time for the coaches meeting**.
5. Competitors to wear numbered uniforms/bibs, so scores and fouls can easily be recorded. Please bring a **spare set of bibs** for team colour clashes.
6. **Score sheets** will be provided on the day. Please **fill in all of the information needed each game** e.g. player's names prior to the start of each game, school name, game time and court number.
7. Please ensure that your teams have adequate water and food for the day. **Canteen will be open**.
8. Please ensure your team **cleans up** the area you have occupied during the day. Garbage bags will be supplied.

9. **Blood rule will be enforced.** Any student who has a blood injury must leave the court and have the wound covered before continuing in the game. Any clothing with blood on it must be removed or cleaned.

10. Schools will be responsible for their own general first aid needs, but an **employed First Aid Officer** will be present on the day to help with evaluation of injuries.

11. Normal Basketball rules apply with some slight modifications; please see below for SACSA modifications.

Team, results & draw Information:

- **Maximum number in a team is 10 players.**

- **Crossover Draws** - All teams will play a final crossover game, but only the top two teams from each pool will play off, in a cross-over format, for a spot in the Grand Final.

- Should two teams finish equal first or second then the following method will be used to determine final positions in the order below:
 - i. The result of the match between the teams concerned (if a two-way tie).
 - ii. The team with the least amount of points scored against them.
 - iii. If still tied or more than two teams tied, placing's determined by the highest goal percentage e.g. goals scored for / goals scored against x 100.

- **Matches:**

Please note: game times below are subject to change dependent on number of teams in draw.

- Games will be 14 minutes (4/5) and 18 minutes (6/7) in duration. No half time
- Two 40 second timeouts per game allowed, no timeouts allowed in the last minute of game.
- Only a one minute (4/5) and two minute (6/7) break between games, so please vacate courts immediately after your game.
- If a team arrives late for a game, a two-point penalty each minute will be given with a maximum of 18 points.

- **Table Points:**

3 points for a win, 3 points for a forfeit, 2 points for a draw, 1 point for a loss.

- **Scorers and clock:**

- Each team will need to supply a scorer that is not a coach or player.
- Both scorers will need to:
 - sit next to each other at the scorer's desk
 - score the match
 - time the game
 - confirm the scores at full time with the umpires
 - bring the score sheet to the recorder area immediately after each game.

- **Ball information:**

- Size 6 Basketballs for all age groups and genders.
- SACSA will supply all match balls
- Only bring two balls per team from your school to practice with school name.

- **Medallions & Trophy:**

- Players from the winning team (gold) and the runner-up team (silver) will receive medallions.
- Only ten medallions will be given out for each team.
- A Championship trophy will be rewarded to the overall winners of each age group.
- A challenge shield will be awarded to the highest placed team within the small schools category (please refer to SACSA Sports Booklet for details).

Modified Competition Rules

The competition will be held in accordance with Basketball Australia Rules, as current, with following exceptions:

1. Games will be 18 minutes in length with no half time.
2. Games will start on time with a two-point penalty every minute late

3. The clock does not stop for foul shots, out of bounds, time-outs, etc.
4. Clock may be stopped by referee/convener if deemed necessary for an injury or unexpected incident.
5. If a team is up by 10 points, they must drop back to half-court man to man defense and if up by 20 points, they must drop inside three-point line on defense and can play Zone.

6. Zone Defense

Once the attacking team crosses the half way line, the opponent must play man to man with no traps or zones. Players must follow their attacking opponent and not guard a certain section of the court e.g. standing in the middle of the keyway with no opponent to guard.

This does not affect extended defences (full court pressing). The logic for this approach is that there is ample space available for both the defence and offence to maneuver within the full length and width of the court. The available space will make it difficult for the defense to pressure successfully if opponents possess basic passing, spacing and dribbling skills and likewise difficult for the offence to avoid the pressure if the defense possess superior defensive skills (please contact the Coordinator or Convenor to clarify this rule if needed).

Coaches will be warned about playing a zone and then will be penalized with a technical foul if they continue to play the zone.

7. Teams are NOT ALLOWED to play zone defense
8. Teams are allowed two timeouts per game at 30 seconds per timeout.
9. There are no timeouts in the last minute of the game.
10. Substitutions in all dead ball situations for either team.
11. Only three fouls per player per game.
12. Only five team fouls per match then bonus shots from the foul line.
13. Players who receive a technical foul for unsportsmanlike conduct will be reported to the Coordinator or Convener, who, at his or her discretion, may suspend that player for one match.

14. In the event of a draw, no extra time will be played, except in finals.

15. During Cross Over Finals:

- Overtime will be a two-minute period. A coin toss to determine the basket, teams will go to. Clock will not stop during overtime.
- If tied after two minutes, sudden death with first team scoring, wins the game.

16. Grand Finals:

- Overtime will be a two-minute period. A coin toss to determine the basket, teams will go to. Clock will not stop in the 1st minute.
- During the last minute of overtime,
 - i. the clock will stop in dead ball situations.
 - ii. All fouls will result in two shots.
- If match is tied after over time, then sudden death will be played with first team scoring, wins the game.

If you have any further questions, please contact Zoe Steele or Imbi Shields.

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