

## SECONDARY BASKETBALL CARNIVAL

### Venue:

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The Lights Sports and Community Centre  
244 - 270 East Parkway, Lightsvue

### General Information for the Carnival:

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1. Draws will be put on the SACSA Sports website and the Sportfix App at least a week before the event. (results, ladders and fixtures will be available via the app during the day)  
Please check two days prior to the event in case of draws changing. Any changes after this will be only available on the Sportfix App. <https://sacsasports.com.au/sports/basketball>
2. **Scorers & game times**
  - **Each team will need to supply a scorer that is not a coach or player.**
  - Both scorers will need to:
    - sit at the scorer's desk
    - score the match
    - confirm the scores at full time with the umpires
  - **Score sheets** will be available on court benches. Please **fill in all of the information needed each game** e.g. player's names and numbers prior to the start of each game.
  - Score sheets will need to be brought to the SACSA Officials Desk promptly.

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

  - Games will be either 20 or 24 minutes in duration, no half time, two-minute break.
  - **Two 40 second timeouts** per game allowed.
  - **No timeouts** allowed in the **last two minutes** of the game.
  - **No substitutions** in the **last two minutes** of the game.
  - Clock may be stopped by **referee/convener** if deemed necessary for an injury or unexpected incident.
3. All team coaches must attend the coaches meeting at **8:30am**.  
If this is not possible, please let the SACSA Executive Sports Coordinator know prior to the carnival.  
Please sign your school outside the clubrooms on arrival.
4. Please remind your students that they may not wear anything that will endanger themselves or any other players e.g. NO jewellery or adornments, in accordance with the INF Rules.

5. 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.
6. Photographs will be taken on the day 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/convenor know prior to the event.  
**Team Photos** are the school's responsibility.
7. **Lateness Policy**  
The If a team arrives late for a game, a two-point penalty each minute will be given with a maximum of 18 points.
8. **Blood policy will be enforced.** Any student who has a blood injury must leave the court and have the wound covered before continuing in the game. A substitution must be made for immediate continuation of the game. Any clothing with blood on it must also be removed or cleaned. Time will not be stopped.
9. Paid umpires will be supplied by SACSA Sports from affiliated SACSA Schools, clubs and associations. These umpires have been trained and are experienced.
10. **Medallions & Trophy:**
  - Players from the winning team (gold) and the runner-up team (silver) will receive medallions.
  - Only 10 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).
11. **Spirit of the game**  
At the end of the game all players and coaches should shake hands or foot tap – this is a visual demonstration of the spirit in which the game is played.
12. There will be a canteen available.
13. Please ensure that your teams have adequate water and food for the day.
14. Please ensure your team **cleans up** the area you have occupied during the day.
15. Presentations will be at the end of the day. Teams are expected to stay until the conclusion of the day. Please inform Convenor or SACSA Executive Sports Coordinator if your school needs to leave early.

## Team, results & draw Information:

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- **The Team**
  - Max of 5 players on court at any one time & up to 5 reserves (10 players max).
- **Ball and Ring Height Information**
  - Year 7/8 Boys & All Girls – **Size 6** Synthetic Leather
  - Year 9 to Open Boys - **Size 7** Synthetic Leather
  - SACSAs will supply all match balls
  - Only bring 2 named balls per team from your school to practice with.
  - Ring and backboard height will be regulation Height
- **Coin toss**
  - The Home team on the **score sheet** shall:  
Choose the goal end to shoot to for the start of play.
- 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.
- 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.
- **In the event of a draw** during the minor rounds there will be NO extra time played.
- **Table Points:**  
3 points for a win, 3 points for a forfeit, 2 points for a draw, 1 point for a loss.
- **In the event of a draw** during the minor rounds there will be NO extra time played,
- **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 or more teams finish on equal points 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 or three - way tie).
    - ii. 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.
- **In the event of a draw during Finals and Grand finals:**  
**During Finals:**
  - Overtime will be a two-minute period.
  - Teams will switch attacking goal ends.
  - Clock will not stop during overtime.
  - If tied after two minutes, sudden death with first team scoring, wins the game.

- **In the event of a draw during Grand finals:**

- **Grand Finals:**

- Overtime will be a two-minute period.
- Teams will switch attacking goal ends.
- During the last minute of overtime,
  - i. The clock will stop in dead ball situations.
  - ii. All fouls will result in two shots.
- If the match is tied after over time, then sudden death will be played with the first team that scores, winning the game.

**Normal Basketball rules apply with some slight modifications; please see below**

- **Fouls / foul shots:**

- Only **three personal fouls per player per game**, then player sent off court on the third.
- Only **five team fouls per game** then bonus shots from the foul line on the sixth.
- Players who receive a technical foul for unsportsmanlike conduct will be reported to the SACSA Executive Sports Coordinator or Convener, who, at his or her discretion, may suspend that player for one match.
- Foul shots to be taken from the normal foul line.

- **Zone Defense:**

- Teams are NOT ALLOWED to play zone defense

Once the attacking team crosses the halfway 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).

**Teams will be penalized with a technical foul if they continue to play the zone.**

**We would hope that schools endeavour to stay for the final wrap up of the day.**

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If you have any further questions regarding the carnival, please use contact details below.

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