

SECONDARY BASKETBALL CARNIVAL – DIV 2 & 3

VENUE: THE LIGHTS SPORTS AND COMMUNITY CENTRE

Using GAMZ CONNECT:

Draws will be put on the SACSA Sports website and the GAMZ CONNETC 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 GAMZ CONNECT. <https://sacsasports.com.au/sports/basketball>

Teams, Results & Draw Information:

1. The Team

- 1.1. Max of 5 players on court at any one time & up to 5 reserves
- 1.2. **10 players max**

2. Ball and Ring Height Information

- 2.1. Year 7/8 boys and girls & Year 9/10 girls – **Size 6** Synthetic Leather.
- 2.2. Year 9/10 Boys - **Size 7** Synthetic Leather.
- 2.3. SACSA will supply all match balls.
- 2.4. Only bring 2 named balls per team from your school to practice with.
- 2.5. Ring and backboard height will be regulation Height (10ft)

3. Scorers & game times

- 3.1. **Each team will need to supply a scorer that is not a coach or player.**
- 3.2. Both scorers will need to:
 - 3.2.1. sit at the scorer's desk.
 - 3.2.2. fill out **one** score sheet and operate the scoreboard between them for the match.
 - 3.2.3. confirm the scores at full time with the umpires and coaches and have them sign them.
- 3.3. **PRE-FILLED Score sheets** will be available on court benches.
- 3.4. Please **fill in the information needed for each game** e.g., player's numbers and or names prior to the start.
- 3.5. Score sheets will need to be brought to the SACSA Officials Desk promptly.
 - 3.5.1. Games will be 18 minutes in duration, no half time, and a 2-minute break.
 - 3.5.2. Two x 40 second timeouts per team, per game.
 - 3.5.3. No timeouts in the **last three (3) minutes** of the game.
- 3.6. No substitutions in the **last two (2) minutes** of the game.
- 3.7. Clock may be stopped only by **referee/convener** if deemed necessary for an injury or unexpected incident.

4. Mercy Rule

- 4.1. If a team is up by 20 points, the defensive team must drop behind the halfway line on defense.
- 4.2. If the team fails to do so, then there will be 1x team warning by the umpires.
- 4.3. After that, the attacking team will be awarded 2x Team foul shots. This will be counted as a team foul.

5. Before the start of the Game

- 5.1. The **Home team** on the score sheet shall: Choose the direction to shoot.
- 5.2. Competitors must wear numbered uniforms/bibs, so scores and fouls can easily be recorded.
- 5.3. Please bring a spare set of bibs for team colour clashes

6. Table Points

- 6.1. 3 points for a win, 2 points for a draw, 1 point for a loss.

7. In the event of a draw

- 7.1. **During the Minor and Championship rounds there will be NO Extra time played**

8. Final Rounds

- 8.1. Teams may play a Final after the minor rounds if time permits.
Please check the Gamz Connect app for all updates this will be a separate tab.

9. FINALS RANKING –

9 TEAM COMPETITION

- 9.1. The top 6 teams will play off for a spot in the Grand Final.
 - 9.1.1. Top 2 teams from each pool progress to the CHAMPIONSHIP POOLS (3 teams in each one).
 - 9.1.2. Championship Pool 1 and Championship Pool 2.
 - 9.1.3. The best 1st-place team by percentage has an advantage to go into championship pool 1 with two 2nd-place teams from other pools.
 - 9.1.4. Remaining 1st-place teams plus the remaining 2nd-place team form Championship pool 2.
 - 9.1.5. Example: Championship Pool 1 = A1(highest percentage) B2, C2 & Championship Pool 2 = B1, C1 & A2.
- 9.2. Those that are placed 7th to 9th overall will have their own play-off series for the minor placings. (3rd ranked teams in each pool.)
- 9.3. Please check the Gamz Connect for all updates. **Finals tab**
- 9.4. CHAMPIONSHIP Pool games progressing to FINALS matches:
 - 9.4.1. #1 ranked of Championship 1 vs #1 ranked of Championship 2 go into the Grand-final.
 - 9.4.2. #2 ranked of Championship 1 vs #2 ranked of Championship 2 go into the Bronze Medal Match (3rd & 4th place overall)
 - 9.4.3. #3 ranked of Championship 1 vs #3 ranked of Championship 2 go into a playoff for 5th place overall.

10. If Teams Are Tied on Points - Positions will be decided in this order to create the Championship rounds and for the Finals.

- 10.1. **Head-to-head result** (result of the match between the tied teams)
- 10.2. **Percentage** = (Scores For ÷ Scores Against) × 100
- 10.3. **Least points conceded** (fewest points scored against them)
- 10.4. **Most points scored** (highest total points)
- 10.5. **Refer to starting pool or championship order of 1, 2 & 3. These are ranked from last year's results or the pool games just played.**

11. ROUND ROBIN COMPETITION

- 11.1. **Grand Final for the top two team's overall 1st v 2nd**
- 11.2. **(Optional 3rd v 4th or 5th v 6th playoff depending on team count.)**
- 11.3. **Teams' overall position after Round Robin competition is based on:**
 - 11.3.1. **Result from POINTS first**
 - 11.3.2. **If tied, then the following**
 - 11.3.3. **Head-to-head result** (result of the match between the tied teams)
 - 11.3.4. **Percentage** = (Scores For ÷ Scores Against) × 100
 - 11.3.5. **Least points conceded** (fewest tries/goals/points scored against them)
 - 11.3.6. **Most points scored** (highest total tries/goals/points)

12. 2 POOL COMPETITION

- 12.1. **Teams that play in the finals:** Top 3 teams from each pool selected using the method below to form the Top 6 who process to finals pathway, **Results from points first**,
If tied then the following:
 - 12.1.1. **Head-to-head result** (result of the match between the tied teams)
 - 12.1.2. **Percentage** = (Scores For ÷ Scores Against) × 100
 - 12.1.3. **Least points conceded** (fewest points scored against them)
 - 12.1.4. **Most points scored** (highest total points)
- 12.2. Teams outside of the final placings will play an extra game or two to determine their final placing for the day.

13. Draws during finals: Quarter and Semi Final matches:

- 13.1. where the result of the game will make a difference to whether a team progresses to the next stage of finals, The team who placed highest e.g., Team 3 v Team 6, **Team 3 will progress as the winner.**

14. Draws during ALL Grand finals:

- 14.1. Overtime will be 1 x two-minute period, Teams will not change ends.
- 14.2. This will start with a centre Jump Ball.
- 14.3. If the match is tied after overtime, then sudden death will be played with the first team that scores, winning the game. This will also start with the center Jump Ball.

Rules of the Game:

Normal Basketball rules apply with some modifications; please see below

15. Fouls / foul shots:

- 15.1. Only **three (3) personal fouls per player per game**, then player sent off court on the third.
- 15.2. Only **five (5) team fouls per game** then bonus shots from the foul line on the **sixth (6th)**.
- 15.3. Players who receive a technical foul for unsportsmanlike conduct will be reported to the Convener or SACSA Executive Sports Coordinator, who, at his or her discretion, may suspend that player for one match.
- 15.4. Foul shots to be taken from the normal foul line.

16. Zones:

- 16.1. Up to schools if they decide to play a Zone or not. There are no restrictions.

If you have any questions regarding the carnival prior to the event,
Please use the contact details below.

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