

# YEARS 3/4 PRIMARY BASKETBALL CARNIVAL

## VENUE: THE LIGHTS COMMUNITY & SPORTS CENTRE

244 - 270 East Parkway Corner Hampstead Road and, Lightsvue

---

### Using GAMZ CONNECT:

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

### Team, results & draw Information:

---

#### 1. The Team

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

#### 2. Ball and Ring Height Information

- 2.1. Year 3/4 Boys and Girls competitors use a **size 5** ball.
- 2.2. SACSA will supply all match balls.
- 2.3. Only bring 2 named balls per team from your school to practice with.
- 2.4. Ring and backboard height will be **(8FT)**

#### 3. Scorers & game times

- 3.1. Each team will need to supply a scorer **(That is not the coach or player)**
- 3.2. **Scorers MUST**
  - 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.
  - 3.2.4. **PRE-FILLED Score sheets** will be available on court benches.
  - 3.2.5. Please **fill in the information needed each game** e.g., player's names and numbers prior to the start.
  - 3.2.6. Score sheets will need to be brought to the SACSA Officials Desk promptly.
- 3.3. No half time, two-minute break between games.
- 3.4. Two 40 second timeouts per team, per game
- 3.5. 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 by **referee/convener** if deemed necessary for an injury or unexpected incident.

#### 4. Pre Game

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

## 5. Table Points

5.1. 3 points for a win, 2 points for a draw, 1 point for a loss

## 6. In the event of a draw

6.1. During the minor rounds there will be NO extra time played.

## FINALS RANKINGS:

If a;

## 7. 9 TEAM COMPETITION

7.1. **The top 6 teams will play off for a spot in the Grand Final.**

7.1.1. **Top 2 teams from each pool progress to the CHAMPIONSHIP POOLS (3 teams in each one).**

7.1.2. Championship Pool 1 and Championship Pool 2.

7.1.3. The best 1st-place team by percentage has an advantage to go into championship pool 1 with two 2nd-place teams from other pools.

7.1.4. Remaining 1st-place teams plus the remaining 2nd-place team form Championship pool 2.

Example: Championship Pool 1 = A1(highest percentage) B2, C2 & Championship Pool 2 = B1, C1 & A2.

7.2. Those that are placed 7<sup>th</sup> to 9<sup>th</sup> overall will have their own play-off series for the minor placings. (3<sup>rd</sup> ranked teams in each pool.)

7.3. Please check the Gamz Connect for all updates. **Finals tab**

7.4. CHAMPIONSHIP Pool games progressing to FINALS matches:

7.4.1. #1 ranked of Championship 1 vs #1 ranked of Championship 2 go into the Grand-final.

7.4.2. #2 ranked of Championship 1 vs #2 ranked of Championship 2 go into the Bronze Medal Match (3<sup>rd</sup> & 4<sup>th</sup> place overall)

7.4.3. #3 ranked of Championship 1 vs #3 ranked of Championship 2 go into a playoff for 5th place overall.

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

7.5.1. **Head-to-head result** (result of the match between the tied teams)

7.5.2. **Percentage** = (Scores For ÷ Scores Against) × 100

7.5.3. **Least points conceded** (fewest points scored against them)

7.5.4. **Most points scored** (highest total points)

7.5.5. **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.**

Or

## 8. ROUND ROBIN COMPETITION

8.1. **Grand Final for the top two team's overall 1<sup>st</sup> v 2<sup>nd</sup>**

8.2. **(Optional 3<sup>rd</sup> v 4<sup>th</sup> or 5<sup>th</sup> v 6<sup>th</sup> playoff depending on team count.)**

8.3. **Teams' overall position after Round Robin competition is based on:**

8.3.1. **Result from POINTS first**

8.3.2. **If tied, then the following**

8.3.3. **Head-to-head result** (result of the match between the tied teams)

8.3.4. **Percentage** = (Scores For ÷ Scores Against) × 100

8.3.5. **Least points conceded** (fewest tries/goals/points scored against them)

8.3.6. **Most points scored** (highest total tries/goals/points)

Or if a;

## 9. 2 POOL COMPETITION

### 9.1. 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:

9.1.1. **Head-to-head result (result of the match between the tied teams)**

9.1.2. **Percentage = (Scores For ÷ Scores Against) × 100**

9.1.3. **Least points conceded (fewest points scored against them)**

9.1.4. **Most points scored (highest total points)**

9.2. Teams outside of the final placings will play an extra game or two to determine their final placing for the day.

## 10. Draws during finals: Quarter and Semi Final matches:

10.1. 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.**

## 11. In the event of a draw during Grand Finals ONLY:

11.1. Overtime will be 1 x two-minute period, Teams will not change ends.

11.2. If the match is tied after overtime, then sudden death will be played with the first team that scores, winning the game. This will start with a center Jump Ball.

## Rule to Note:

---

### 12. Normal Basketball rules apply

### 13. A player may only score a maximum of 20pts per game.

### 14. Fouls / foul shots:

14.1. Only **three (3) personal fouls** per player per game, then player sent off court on the third.

14.2. Only **five (5) team fouls** per game then bonus shots from the foul line on the **sixth (6)**.

14.3. 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.

14.4. Foul shots to be taken from U10's foul line (**marked 1.8m in front of normal foul line**).

14.5. **No 3 pointers will be included.**

## 15. Mercy Rule

15.1. 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.

15.2. If the team fails to do so, then there will be 1x team warning by the umpires.

15.3. After that, the attacking team will be awarded 2x Team foul shots. This will be counted as a team foul.

#### 16. NO Zone Defense:

Teams are **NOT ALLOWED** to play zone Defence.

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.

**But will allow a split line defence – This is when a defender is keeping distance from the attacking player, only if the play is on the other side of the court.**

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.**

**GENERAL INFO:** Also, please see the **Event Day Booklet** on the website

<https://sacsasports.com.au/about-us/Booklet>

---

1. All coaches must attend the Coaches meeting at the start of the day. Check run sheet for times. If unable to attend, please contact SACSA Executive Sports Coordinator.
2. No Jewellery or adornments to be worn
3. Each School must have their own First Aid Kit.
4. There will be a canteen available - Food should not be purchased or brought from any other venue.
5. Trophies & Medallions will be presented at the end of the day for the winners and runners up teams.
6. Teams are expected to stay until the conclusion of the day.
7. Please inform the Convenor or SACSA Executive Sports Coordinator at the start of the day if your school needs to leave early.

If you have any further questions regarding the carnival,  
Please contact | SACSA Executive Sports Coordinator  
Email: [luke@sacsasport.com.au](mailto:luke@sacsasport.com.au)