

YEARS 5/6 PRIMARY BASKETBALL CARNIVAL

Venue:

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

General Information for the Carnival:

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.
 - fill out **one** score sheet and operate the scoreboard between them for the match.
 - confirm the scores at full time with the umpires and coaches.
- **PRE-FILLED Score sheets** will be available on court benches.
Please **fill in the information needed each game** e.g., player's names and numbers prior to the start.
- Score sheets will need to be brought to the SACSA Officials Desk promptly.

Please note: game times are dependent on number of teams in draw. Refer to run sheet for times.

- Games will be 18 minutes in duration, no half time, two-minute change over.
 - Two x 40 second timeouts per team, per game.
 - No timeouts in the **last three (3) minutes** of the game.
 - No substitutions in the **last two (2) minutes** of the game.
 - Clock may be stopped by **referee/convenor** 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 in your school on arrival with the convenor.
 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.
 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 may be taken on the day during games. 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.
11. **Spirit of the game**
 - At the end of the game all players and coaches should shake hands.
This is a visual demonstration of the spirit in which the game is played.
 - We would also like for all teams to come together and pray in your last game before the start.
12. There will be a canteen available for hot and cold food and drinks.
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:

- **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 5/6 Boys and Girls competitors use a **size 5** ball.
 - SACSA 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 (**10FT**).
- **Before the start of the Game**
 - The Home team on the **score sheet** shall: Choose the goal end to shoot.
- **Uniform**
 - 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.
- **Mercy Rule**
 - 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.
 - If the team fails to do so, then there will be 1x team warning by the umpires.
 - After that, the attacking team will be awarded 2x Team foul shots. This will be counted as a team foul.
- **Table Points:** 3 points for a win, 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**
- **Finals / Extra Rounds** - Teams will play a Final or Crossover game after the minor rounds if time permits. Please check the sportfix app for all updates.
- **Crossover Draws:**
 - **Teams will play a final crossover game,** but only the top two teams from each pool will play off 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.
 - ii. If still tied, placing's determined by the highest goal percentage.
 - iii. If still tied, the team with the least amount of points scored against them.
- **In the event of a draw during Semi Finals:**
 - Where the result of the game will make a difference to whether a team progresses to the next finals,

The team who placed higher in their group/pool will progress as the winner.

- **In the event of a draw during Grand final:**
 - Overtime will be 1 x two-minute period, Teams will not change ends.
 - 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 centre Jump Ball.

Normal Basketball rules apply with some modifications.

- **Fouls / foul shots:**
 - Only **three (3) personal fouls** per player per game, then player sent off court on the third.
 - Only **five (5) 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 Convener or SACSA Executive Sports Coordinator who, at his or her discretion, may suspend that player for one match.
 - Foul shots to be taken from the normal foul line.

- **NO Zone Defence:**

- 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 – when a defender is keeping distance from the attacking player 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 convenor or coordinator to clarify this rule if needed).

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

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

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