



BASKETBALL - DIV 2

Venue:

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

TEAM, RESULTS & DRAW INFORMATION:

- **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 a scoreboard.
 - confirm the scores at full time with the umpires and coaches.
 - Score sheets will need to be signed by each coach and brought to the SACSA Desk promptly.
 - **PRE-FILLED Score sheets** will be available on court benches.
Please **fill in the information needed for each game**
e.g., player's names and numbers prior to the start.
- 2 x 10min Halves, 3min half time, 7mins between games, altogether 30 mins.
- **Timing rules are as follows:**
 - The clock shall run throughout the whole game except for the last 2 minutes of the 2nd Half, then the clock shall stop for every whistle by the referees if teams are within 10pts of each other.
 - If teams are over 11pts before the last 2mins the clock will only stop for time outs and free throws.
- **The shot clock rule will not apply.**
 - The FIBA rule in which the clock is stopped after a made field goal in the last two (2) minutes of the 2nd half does not apply to any Competition in the Rijken Cup, SACSA Sports. E.g., the clock will continue to run after a made field goal in the last two (2) minutes of the 2nd half and in overtime situations.
- **Time outs**
 - **1 x 30 second time out per quarter, per team. Total of 4 time outs for the match.**
 - Clock may be stopped by **referee/convener** if deemed necessary for an injury or unexpected incident.
 - Time outs are allowed in the last 2 mins of the 2nd half of the game as the clock will be stopped.



- **BALL AND RING HEIGHT INFORMATION**
 - Girls - **Size 6** Synthetic Leather
 - Boys - **Size 7** Synthetic Leather
 - 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.
 - There will be a Jump ball from the centre circle to start the game.

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

- **UNIFORMS**
 - Competitors must wear numbered uniforms, so scores and fouls can easily be recorded.
Please bring a **spare set of uniforms or bibs** for team colour clashes.

- **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 DRAW:**
 - The top two teams from each pool will progress to the semi-finals after the minor round matches (1 v 2 & 2 v 1). The other teams will play a cross over game.
 - Please check the sportfix app for all updates. Finals tab
 - **Teams that play a Semi-final** will be playing for a spot to get into 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 point 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 and Grand Final:**
 - Overtime will be 1 x three (3) -minute period, Teams will not change ends, after a 1 min break.
 - At the end of the game, the team entitled to the next alternating possession will begin the overtime with a throw-in from the centre line extended.
 - The clock will stop in the last two minutes (like the end of the second half)
 - Each team may be granted one (1) 30sec time-out during overtime.
 - All team fouls committed in each overtime shall be considered as being committed in the second half. E.g. fouls continue accumulating from the second half throughout each overtime.
 - If the match is tied after overtime, then sudden death will be played immediately with the current players on court and re starting with a jump ball at centre court, with the first team that scores, winning the game.

RULES OF THE GAME:

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

- **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 (6th)**.
 - Players who receive a technical foul for unsportsmanlike conduct will be reported to the SACSA Convener, who, at their discretion, may suspend that player for one match. Foul shots to be taken from the normal foul line.