

CSSA Primary State Basketball Gala Day 2024

Junior Yr 3/4 Girls & Boys DRAW

Penrith Valley Regional Sports Centre: Cambridge Park
Monday 18 November 2024

8:30am **Teams arrive**
8:40am **Team Managers Meeting for Teams playing in Round 1**
9:10am **Team Managers Meeting for all other Teams**

Game Length: 25 minutes Games 10 min halves with 1min ½ time break
4 minutes between games

GIRLS POOLS			
Pool A	Pool B	Pool C	Pool D
1. Norwest CC	5. Nth Beaches CS	9. Pacific Hills CS	13. Belmont CC
2. Regents Park CS	6. Northcross CS	10. Maitland CS	14. Mamre AS
3. Oxford Falls Grammar	7. Shire CS	11. Penrith CS	15. HopePoint CS
4. BYE	8. BYE	12. Mount Annan CC	16. Wahroonga

BOYS POOLS			
Pool A	Pool B	Pool C	Pool D
1. Norwest CC	5. Nth Beaches CS	9. Pacific Hills CS	13. Belmont CC
2. Regents Park CS	6. Northcross CS	10. Maitland CS	14. Mamre AS
3. Oxford Falls Grammar	7. Shire CS	11. Penrith CS	15. HopePoint CS
4. St George CS	8. Calderwood CS	12. Mount Annan CC	16. Wahroonga

Requirements: Each team is required to supply their own **SIZE 5 ball** + a set of singlets per team.

Please also bring a set of **coloured number bibs** in case the team you are playing has a similar colour playing strip. ie. Green, red, yellow

Students must have a number on their basketball singlet. The only alternative is to write in texta their number on their arms. Students need to be recognised by number to help the referees identify fouls.

Each team is to provide their own match ball (**size 5**)

Scorers: **Each team will need to provide 1 scorer on the day.**
 There needs to be one scorer from each team scoring and both need to sit together to score.

State Convenor: **Amanda Butterworth**
M: 0424 151 071

REFEREES:

One referee for ALL Round games
Two referees for Semi and Final Games

(G) = Girls Draw (B) = Boys Draw

(G) - results will not be recorded. Extra game rather than a bye game*

TIME	Court 1	Court 2	Court 3	Court 4
9:00 - 9:25	2 v 1 (G)	3 v 7 (G)*	6 v 5 (G)	
9:25 - 9:50	2 v 1 (B)	3 v 4 (B)	6 v 5 (B)	7 v 8 (B)
9:50 - 10:15	10 v 9 (G)	11 v 12 (G)	14 v 13 (G)	15 v 16 (G)
10:15 - 10:40	10 v 9 (B)	11 v 12 (B)	14 v 13 (B)	15 v 16 (B)
10:40 - 11:05	2 v 6 (G)*	1 v 3 (G)	5 v 7 (G)	
11:05 - 11:30	4 v 2 (B)	1 v 3 (B)	8 v 6 (B)	5 v 7 (B)
11:30 - 11:55	12 v 10 (G)	9 v 11 (G)	16 v 14 (G)	13 v 15 (G)
11:55 - 12:20	12 v 10 (B)	9 v 11 (B)	16 v 14 (B)	13 v 15 (B)
12:20 - 12:45	1 v 5 (G)*	2 v 3 (G)	6 v 7 (G)	
12:45 - 1:10	4 v 1 (B)	2 v 3 (B)	8 v 5 (B)	6 v 7 (B)
1:10 - 1:35	12 v 9 (G)	10 v 11 (G)	16 v 13 (G)	14 v 15 (G)
1:35 - 2:00	12 v 9 (B)	10 v 11 (B)	16 v 13 (B)	14 v 15 (B)
2:00 - 2:25	Girls Semi Final 1 1 st Pool A v 1 st Pool B	Girls Semi Final 2 1 st Pool C v 1 st Pool D		
2:25 - 2:50	Boys Semi Final 1 1 st Pool A v 1 st Pool B	Boys Semi Final 2 1 st Pool C v 1 st Pool D		
3:00 - 3:25	Girls Finals Winner Semi-Final 1 v Winner Semi-Final 2	Boys Finals Winner Semi-Final 1 v Winner Semi-Final 2		
3:30	Presentations			

CSSA Primary State Basketball Gala Day Rules 2024

Please make sure that coaches and players are aware of normal basketball rules.

1. Teams are to be made up of ten **(10)** players or less for the tournament
2. Match ball – **Size 5** for all primary school aged players
3. **2 x 10min halves, 1min half time. 5mins between games**
4. Schools **late to start** the game will have a 2 points per minute recorded against them. At half time they forfeit.
5. No timeouts in round games/play-offs because of shorter game time.
6. **The last minute will be fully timed in semi finals & finals games only if the score is 6 points or less.**
7. In the event of a draw at the completion of the Semis and Grand Final game, 3 minute extra time will be played with the last minute fully timed. If still a draw after extra time, play continues with **Golden Point** to decide winner.
8. Games start with a jump ball then direction arrows are used to determine possession of the ball.
9. **Personal & Team Fouls for all games including semis & finals**
 - 4 personal fouls **per game** = withdrawal from game
 - 5 team fouls per half – bonus shots on the 6th and subsequent fouls.
10. **Zone defence is not allowed – it is deemed illegal in mainstream basketball for ages 15 and under**
11. The Cross Court rule **WILL NOT APPLY** for Yr $\frac{3}{4}$ division.
12. The Cross Court rule **WILL APPLY** for Yr 5/6 division.
13. The 3 second Key rule **WILL NOT APPLY** for **Yr 3/4 Division** - although we do not play the **3 seconds in the key** rule, coaches are encouraged to play in the right spirit of the game and not have someone stay in the offensive end of the court. Referees will be instructed to speak to players or coaches if they are not returning to the defensive end of the court.
14. The 3 second Key rule **WILL APPLY** for **Yr 5/6 Division**.
15. No three pointers.
16. All jewellery must be removed before students take the court to play. No braids or plaits in hair as they can whip other players in the face.
17. **ONLY** the team manager (teacher) may approach the organiser if there is a concern.
18. Any disputes will be settled by the disputes committee on the day. Disputes must be logged within 15 mins of the completion of the game.
19. CSSA code of conduct applies for players, coaches and spectators.

UPDATED Mercy Rule (Round Games only): If a team is leading by **20 points**, the team leading **must drop back to within the 3 point arc** (staying outside the key).

If **TWO teams** finish on equal points at the end of the round robin phase, the team to progress through will be determined by:

1. **Head to Head game played in the pool game**

If there is still no clear placing, then positions will be determined by:

2. Points Differential – Points/Goals For subtract Points/Goals Against
3. Points/Goals scored Against
4. Points/Goals scores For
5. Coin Toss

If **THREE teams** finish on equal points at the end of the round robin phase, the team to progress through will be determined by:

1. **Points Differential** – Points/Goals For subtract Points/Goals Against

If there is still no clear placing, then positions will be determined by:

2. Head to Head game played in the pool game
3. Points/Goals scored Against
4. Points/Goals scores For
5. Coin Toss

Points: Win = 3 points Draw = 2 points Loss = 1 point Forfeit = 0 points

Score Sheets Scoresheets are the official record of the game.
The winning team must return the score sheet to the results table.

Scorers: **Each team will need to provide 1 scorer on the day.** There needs to be one scorer from each team scoring and both need to sit together to score.

Referees: Qualified referees will be provided for ALL games