

CSSA Primary State Basketball Gala Day 2024

Senior Yr 5/6 Boys – SOUTHERN DRAW

Mt Annan Christian College
Monday 11 November 2024

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

Pool A	Pool B
1. Mt Annan White	5. Cedars CC
2. Shire CS	6. Kingdom Culture CS
3. William Carey CS	7. Southern Highlands CS
4. Green Acre CC	8. St George

Teams playing in Round 1 arrive at 8:00am

TIME	Court 1
8:30 - 8:55	2 v 1
8:55 - 9:20	3 v 4
9:20 - 9:45	6 v 5
9:45 - 10:05	7 v 8
10:05 - 10:30	4 v 2
10:30 - 10:55	1 v 3
10:55 - 11:20	8 v 6
11:20 - 11:45	5 v 7
11:45 - 12:05	4 v 1
12:05 - 12:30	2 v 3
12:30 - 12:55	8 v 5
12:55 - 1:20	6 v 7
1:30 - 1:55	Boys Semi Final 1 1 st Pool A v 2 nd Pool B
1:55 - 2:20	Boys Semi Final 2 2 nd Pool A v 1 st Pool B
2:30 - 2:55	Boys Finals Winner Semi-Final 1 v Winner Semi-Final 2
3:00	Presentation

Requirements:

Each team is required to supply their own 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.

CSSA Primary State Basketball Gala Day Rules 2024

Senior Yrs 5/6 Girls & Boys

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. **2 x 10min halves, 1min half time. 4mins between games.**
3. Schools late to start the game will have a 2 points per minute recorded against them. At half time they forfeit.
4. No timeouts in round games/play-offs because of shorter game time.
5. **The last minute will be fully timed in semi finals & finals games only if less than a 6 point game**
6. In the event of a draw at the completion of the Semis and Grand Final game, a 3 minute overtime will be played with the last minute fully timed.
7. Games start with a jump ball then direction arrows are used to determine possession of the ball.
8. 4 personal fouls **per game** = withdrawal from pool game or semi final. (It seems reasonable that if in a normal 40 minute game 5 fouls are allowed per player, that in a game that is 20 minutes long, they ought to have less fouls to give)
9. 5 personal fouls = withdrawal from Grand Final as per normal rules.
10. 5 team fouls per half – shots will start on the 6th foul in pool games and Semis
11. 6 team fouls per half – shots will start on the 7th foul in the grand final.
12. Bonus – Free Throw Bonus applies after 5 Team Fouls.
13. Zone defence is not allowed.
14. Mercy/Half Court rule applies: If a team is up by **TEN (10) points**, when they shoot a basket they must not defend full court, they must retreat to defend behind the half way line – allowing the losing team to bring the ball down to half way with no defenders. You can choose to play the Mercy/Half Court rule at any time.
15. The Cross Court rule **WILL NOT** apply for Yr 3/4
16. The Cross Court rule **WILL** apply for Yr 5/6
17. The 3 second Key rule **WILL NOT** apply - 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.
18. No three pointers.
19. All jewellery must be removed before students take the court to play.
20. **ONLY** the team manager (teacher) may approach the organizer if there is a concern.
21. 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.
22. CSSA code of conduct applies for players, coaches and spectators.

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