

CSSA Primary State Basketball Gala Day 2024

Senior Yr 5/6 Girls & Boys UPDATED DRAW

Penrith Valley Regional Sports Centre: Cambridge Park
Monday 11 November 2024

8:00am **Teams arrive**
8:15am **Team Managers Meeting for Teams playing in Round 1**
8:45am **Team Managers Meeting for all other Teams**

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

GIRLS POOLS			
Pool A	Pool B	Pool C	Pool D
1. Pacific Hills CS	6. Nth Beaches CS	11. Covenant CS	16. Oxford Falls Grammar
2. HopePoint CS	7. Mt Annan CC	12. Green Point CC	17. Wycliffe CS
3. Penrith CS	8. Northcross CS	13. Mamre AS	18. Leppington AC
4. Wagga Wagga CC	9. Regents Park CS	14. Norwest CC	19. Richard Johnson AC
5. Belmont CC	10. Maitland CS	15. Calderwood CS	20. Shire CS

BOYS POOLS			
Pool A	Pool B	Pool C	Pool D
1. Pacific Hills CS	6. Nth Beaches CS	11. Covenant CS	16. Oxford Falls Red
2. HopePoint CS	7. Kuyper CS	12. Green Point CC	17. Wycliffe CS
3. Penrith CS	8. Northcross CS	13. Mamre AS	18. Leppington AC
4. Wagga Wagga CC	9. Regents Park CS	14. Norwest CC	19. Richard Johnson AC
5. Belmont CC	10. Maitland CS	15. Oxford Falls Blue	20. Condell Park CS

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**

TIME	Court 1	Court 2	Court 3	Court 4	Court 5	Court 6
8:30 – 8.55	1 v 4 (G)	2 v 3 (G)	6 v 9 (G)	7 v 8 (G)	11 v 14 (G)	12 v 13 (G)
8.55 - 9.20	16 v 19 (G)	17 v 18 (G)	1 v 4 (B)	2 v 3 (B)	6 v 9 (B)	7 v 8 (B)
9:20 - 9:45	11 v 14 (B)	12 v 13 (B)	16 v 19 (B)	17 v 18 (B)	3 v 1 (G)	4 v 5 (G)
9.45 - 10:10	8 v 6 (G)	9 v 10 (G)	13 v 11 (G)	14 v 15 (G)	18 v 16 (G)	19 v 20 (G)
10:10 -10:35	3 v 1 (B)	4 v 5 (B)	8 v 6 (B)	9 v 10 (B)	13 v 11 (B)	14 v 15 (B)
10.35 -11:00	18 v 16 (B)	19 v 20 (B)	5 v 3 (G)	1 v 2 (G)	10 v 8 (G)	6 v 7 (G)
11:00 -11:25	15 v 13 (G)	11 v 12 (G)	20 v 18 (G)	16 v 17 (G)	5 v 3 (B)	1 v 2 (B)
11:25 -11:50	10 v 8 (B)	6 v 7 (B)	15 v 13 (B)	11 v 12 (B)	20 v 18 (B)	16 v 17 (B)
11:50 -12:15	2 v 5 (G)	3 v 4 (G)	7 v 10 (G)	8 v 9 (G)	12 v 15 (G)	13 v 14 (G)
12:15 – 12:40	17 v 20 (G)	18 v 19 (G)	2 v 5 (B)	3 v 4 (B)	7 v 10 (B)	8 v 9 (B)
12:40 – 1:05	12 v 15 (B)	13 v 14 (B)	17 v 20 (B)	18 v 19 (B)	4 v 2 (G)	5 v 1 (G)
1:05 – 1.30	9 v 7 (G)	10 v 6 (G)	14 v 12 (G)	15 v 11 (G)	19 v 17 (G)	20 v 16 (G)
1:30 – 1:55	4 v 2 (B)	5 v 1 (B)	9 v 7 (B)	10 v 6 (B)	14 v 12 (B)	19 v 17 (B)
1:55 – 2:20	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	15 v 11 (B)	20 v 16 (B)		
2:30 – 2:55	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				
3:05 – 3:30	Girls Finals Winner Semi-Final 1 v Winner Semi-Final 2	Boys Finals Winner Semi-Final 1 v Winner Semi-Final 2				
3:40	Presentation Court 1					
3:45	Departure					

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. 4mins 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.
11. The Cross Court rule **WILL NOT** apply for Yr 3/4
12. The Cross Court rule **WILL** apply for Yr 5/6
13. 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.
14. No three pointers.
15. 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.
16. **ONLY** the team manager (teacher) may approach the organiser if there is a concern.
17. 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.
18. CSSA code of conduct applies for players, coaches and spectators.

Mercy Rule (Round Games only): If a team is leading by **10 points**, the team leading **takes off one player** and defends from halfway. The player can return when the lead is less than 10 points. If the lead increases to 16 points the leading team takes off a 2nd player. The player can return when the lead is less than 16 points. The maximum number of players to be taken off is 2. ie. 3 players on the court.

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 or 3 point shoot out (sudden death) if time permits

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 or 3 point shoot out (sudden death) if time permits

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