School Sport SA Sapsasa basketball championships
information to finalists

Congratulations on your team making the Sapsasa basketball finals.

The following information is included in this pack:

- Championship rules
- Code of conduct
- Details of the venues

Separate files will be provided for:

- Finals draw
- Team list: to be returned by email to pam.marston@sa.gov.au Team lists will be used to pre-print all scoresheets

Draw

Draws for the finals are also on the website https://www.education.sa.gov.au/teaching/sport/sports-and-competitions/basketball Please ensure each player has a copy of the relevant draw, venue details and the code of conduct. It is expected that teams should arrive at the stadium at least 30 minutes prior to their first match.

Results

A result sheet will be displayed in a prominent place within the stadium.

Schools to supply

- 1 correct size ball – no other ball to be brought to the stadium
- Teams need to wear correct basketball uniforms with numbers
- A set of bibs in case there is a colour clash
- A score/timekeeper. Only 1 scoresheet per game will be used and handed in after each game.
- First aid equipment – all teams are to bring their own first aid kit and strapping tape. A sports trainer will be in attendance at each stadium.

Supervision and referees

A teacher will act as Competition Manager in each stadium and a Basketball SA Referee Supervisor will be sourcing referees for each game. Schools are responsible for providing the appropriate duty of care for their students.

Many of the referees will be high school students and it is expected that all people will accept all decisions as called. People challenging umpiring decisions may be asked to leave the stadium. All parents, spectators, participants and coaches are expected to comply with the code of conduct. All venues are non-smoking and we seek your support in making this day a success.

Tidiness

All managers and coaches are asked to make sure that children leave the stadiums and surrounds in a neat and tidy state. Many teams take the opportunity to take the students outside when they have breaks between matches. The area need to be kept clear of rubbish and students should be under supervision at all times. This has not been the case on some occasions. Many coaches actually bring a gar-bag to assist with this issue.
Playing all matches

All teams must play all matches regardless whether they can still win the carnival or not. It would be appreciated if all of the teams would stay for the presentations. We do understand that some teams will depart once they have played all their matches because of their travelling commitments.

Presentations

The winning teams will be presented with a plaque and engraved gold medals. This presentation will be conducted as soon as possible after the last round of matches. Should two or more teams be equal winners then joint winners will be declared and both teams will receive medals. Any additional winners’ medals will need to be engraved and forwarded to the schools at a later date. The second team will receive runner-up certificates.

Basketball SA stadiums

<table>
<thead>
<tr>
<th>Stadium</th>
<th>Contact details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Wayville Sports Centre</strong></td>
<td>8231 6711</td>
</tr>
<tr>
<td>Car park 2 Car park 2</td>
<td>Fax: 8231 0533</td>
</tr>
<tr>
<td>142 Rose Terrace</td>
<td></td>
</tr>
<tr>
<td>Wayville</td>
<td></td>
</tr>
<tr>
<td><strong>Pasadena Sports Centre</strong> (at Springbank Secondary College)**</td>
<td>8374 4818</td>
</tr>
<tr>
<td>Daws Road</td>
<td>Fax: 8374 4819</td>
</tr>
<tr>
<td>Pasadena</td>
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</tbody>
</table>
Cars and car parking

Please encourage parents to observe the speed limits in stadium car parks and to only park in the designated stadium car park.

Wayville Sports Centre car park entry and exit

Note: it is illegal to turn right from Rose Terrace into Goodwood Road. Entry to Wayville from Greenhill Road is best via Hamilton Blvd. After exiting from Greenhill Road, turn right at Rose Terrace. U-turn lanes exist on Greenhill road, approximately 100m east and west of Hamilton Blvd.

Rose Terrace carpark 2

- Ticketed parking enter Gate 2, not Gate 3 at the end of the street as this is a private car park
- Upon entry into car park 2, take a car park ticket at boom gate in Rose Terrace P2 (push button and wait for ticket to be printed)
- Turn right through car park (do not go through gateway in red fence)
- Drive to end of car park. Stadium entrance is at left hand side at end of car park
- Upon entry (or exit) of stadium, validate ticket in machine adjacent to coke machine
- Place ticket in machine – follow arrow on ticket. Once light has turned from green to red, ticket is validated (there is no cost to basketball patrons)
- This can be done at any time, as there is no time limit to leave venue after validation
- Car park 2 operates in this manner at all times

Do not validate more than once. Exit through car park down left hand side as you head back to where you entered.

Pasadena car park areas

Visitors to Pasadena need to be aware that this is a shared zone with Pasadena High School.

Please note:

- Some car parking is available at the main entrance to the school through Gate 1. Please do not park in spaces that are designated for staff and other visitors.
- Additional car parking is available
  - Enter via Gate 3 on Goodwood Road behind the stadium
  - Along Daws Road.

Please do not leave valuables in cars.
Basketball championship rules

1. School teams:
   a. A maximum of 10 players per team for the entire championship
   b. The same players are to be used in each round robin game and finals. A request may be made to the School Sport Officer to substitute a player for the finals in extenuating circumstances.
   c. Players must be enrolled and attending the school. No combine teams are permitted.
   d. Schools competing must be affiliated with School Sport SA.
2. Minor round games will be 1 x 15mins or 1 x 20mins. Teams are allowed 1 time out per game. No substitutions may be made in the last minute.
3. The game clock will only stop for:
   a. Time outs (30 seconds)
   b. Injury as directed by the referees
4. Players in years 6 and 7 will use a size 6 ball with free throws from foul line
5. Height of goal will be at normal basketball height ie: no low goals
6. Specific rules
   a. Seven team foul rule applies for all games. On the 8th team foul free throws will be awarded
   b. 3 point shot rule does not apply
   c. 3 individual fouls only per 15 minute game and 4 per 20 minute game
   d. Mercy Rule
      To avoid teams playing to win at all costs a mercy rule applies. For any walk over game the score is to be recorded when a team leads by 20 points eg. 22-2. The remainder of the game is to be played as a friendly.
7. In the event of a tie at the end of regulation time, the result will be called a draw.
   a. Points for each match: 3 points for a win, 2 points for a draw, 1 point for a loss and 0 points for a forfeit. The score line will be 20-0 for a forfeit.
   b. Should two teams finish equal top or second then the following method will be used to determine the team advancing to the ‘cross-over final’ and the ‘grand final’
      i. The result of the match involving the two or more teams
      ii. The team with the least number of points scored against them (all minor round matches)
      iii. If still tied percentage will be calculated using points for and against
   If teams in the cross-over final are tied at full time then 3 minutes extra time will be played plus increments of 3 minutes to be played until the tie is broken.
   On the finals day if two teams are equal at the conclusion of the finals competition then joint winners are declared.
8. If a team is late then the opposing team will get 1 point for every minute the team is late. If a team does not arrive to play a game then a forfeit is declared. A team can start with less than 5 players but must have 5 players by the end of the game otherwise a forfeit is declared. For each minute that the team has less than 5 players at the start one point is given to the opposition.
9. Alternating possession arrow will be used. At the jump ball to start the game the team that does not gain control of the ball the arrow is turned to point in the direction they are playing. On each jump ball situation or start of the following quarter the ball is given to the team indicated by the direction of the arrow. When the throw-in has occurred the arrow direction is reversed indicating that it is now the other teams turn to have the ball.
10. Other basketball game rules will be consistent with 12 and under Basketball SA competitions.

School Sport SA playing time policy

It is School Sport SA’s policy that all players in team sports are to have an equal amount of playing time or as close to as possible throughout a series of games in Sapsasa State Carnivals or Championships.
The ‘No Zone’ rule applies at the School Sport SA Sapsasa Championships
Updated wording following conversations and interpretations during the minor round
Reference: Basketball Australia – Zone Buster Manual

Rational
The “no zone” rule was introduced as zone defences in this age group can limit the development of individual and team skills. Whilst the “no zone” rule focuses on the defence, it was introduced to enhance the development of both offensive and defensive skills.

Zone Defence Definition
Any defence played in the half court which does not incorporate normal man to man defensive principles shall be considered to be a zone. For this purpose, trapping defences which rotate back to man to man defensive principles are acceptable.

Zone defence is a form of team defence where each player becomes responsible for defending both an area of the court, and any opponent who may be in that area. When five players work together in a zone it can become a very formidable defence.

Zone defences are primarily designed to protect the area near the basket. This essentially means that the offensive team will be forced to take lower percentage, perimeter shots.

Common examples of zone defence alignment include: 2-3 or 2-1-2 1-2-2 or 3-2 1-3-1

Violations of Man to Man Defence
Violations of the “no zone” rule will generally fall within one of the following categories:

1. One or more players were not in an acceptable man to man defensive position in relation to the player they are guarding and the player with the ball
2. A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques (for example, “bumping” the cutter, following the cutter or switching)
3. Following a trapping or help and recover situation the team made no attempt to re-establish man to man defensive positioning
4. The team zone pressed and did not assume man to man defensive positioning once the ball had been advanced into the quarter court.

Penalties for use of Zone Defence
Essentially it is an honour system with the onus on the coach to develop acceptable man to man principles.

If there are concerns about the defence played by a particular team during the carnival, then a “zone buster” (School Sport SA court supervisor) could be asked to observe the team.

During the game, the “zone buster” may speak to the coach if they are concerned that the team (or any player) is not playing to acceptable man to man defensive principles. It is preferable that the zone buster speaks to the coach prior to any penalty being imposed. However the deliberate and premeditated use of a zone defence at a critical time in a game may be penalised immediately.

Consider the following
Don’t worry about the full court
The rule is only concerned with playing man to man principles in the quarter court (effectively the three point line). Teams can play any defence they want in the full court.

Just because a player or a number of players run back to their defensive key does not make it a zone defence.

Don’t penalize bad man to man defence.

The intention of the rules is to teach good defensive principles and avoid passive, stagnant defences where a big player gets hidden. The rule is not intended to penalise:

a) Lazy or poor defence
b) Poor coaching
c) Tired players
d) Player’s lost in defensive rotations

It does not have to be aggressive defence
The rule does not require teams to be playing “denial” defence, where every pass is contested.

Take into account the intention of the defensive team – what is the coach telling the players to do?
Take into account the time and state of the game. The deliberate and pre-mediated use of a zone defence at a critical time in the game should be acted upon immediately.

Do NOT take into account the opinions of players, coaches or spectators.

Teams can trap: Teams may trap in the quarter court and may stay in a “zone” alignment for one pass, after which all players must resume man to man positions. For example, on the trap, 2 players are on the ball and the remaining 3 players may rotate to protect the basket. As 3 players are now guarding 4, they will legitimately “zone”. 
School Sport SA Codes of Behaviour

The code

For players
- Be a good sport.
- Play for enjoyment.
- Work hard for your team mates as well as yourself.
- Treat all team mates and opponents as you enjoy being treated yourself.
- Play by the rules
- Cooperate with team and game officials.
- Control your behaviour on and off the field.
- Learn to value honest effort, skilled performance and improvement.
- Behave in a manner that respects the rights of others regardless of mediums of communication used eg digital mediums such as twitter, Facebook, email and texts.

For teachers and coaches
- Set a good example for your players.
- Encourage and create opportunities.
- Teach a wide range of team skills.
- Ensure that the sport is appropriate the age group and the skill development level of the players involved.
- Teach your players to be friendly towards officials and opponents.
- Give all interested students a chance to participate in training and games.
- Remove from the field of play any of your young players whose behaviour is not acceptable.
- Keep your own knowledge of coaching and the developments of the game up to date.

For parents
- Encourage participation by your children.
- Provide a model of good sporting spirit for your child to copy.
- Be courteous in your communication with players, team officials, game officials and sport administrators.
- Encourage honest effort, skilled performance and team loyalty.
- Make any new parents feel welcome on all occasions.
- Do not interfere with the conduct of any events.

For spectators
- Demonstrate appropriate social behaviour.
- Remember children play for enjoyment. Don’t let your behaviour detract from their enjoyment.
- Let game officials conduct events without interference.
- Support skilled performances and team play with generous applause.
- Demonstrate respect for opposing players and their supporters.