School Sport SA knockout rules of the competition

Basketball

Updated March 2019

1. **Competition composition**
   1.1. There shall be Open, Year 10 and Year 8/9 competitions for boys and girls
   1.2. Open will have 3 graded pools, A, B and C. Year 10 and Year 8/9 will have 2 graded pools, A and B
   1.3. Pool A is for the top seeded teams, Pool B competitions are for larger/more competent schools and Pool C competitions are for smaller schools
   1.4. Ages: Open i.e. U20 at 1 January of that year. However, all students must be enrolled as full time day students at the school for which they compete.

2. **Players**
   2.1. Maximum of 12 players may be used in all games – round robins and finals

3. **Ball**
   3.1. Ball size – boys – size 7 – girls – size 6

4. **Organising matches**
   4.1. In knockout rounds, schools drawn to play each other are to contact each other to arrange a date, time and location for the match ensuring due dates are adhered to.

5. **Officials**
   5.1. Each team must provide a timekeeper/scorer in all matches
   5.2. Each team must have a coach and / or manager approved by the Principal. A teacher should be in attendance at each match (duty of care).

6. **Rules for minor rounds where appropriate**
   6.1. FIBA rules shall be used with the following exceptions
   The game clock shall only stop as follows:
   a. Time outs (one per team per quarter or half depending on what is played).
   b. In the case of serious injury, the referee may direct the clock to be stopped.
   c. The last 3 minutes of the final quarter shall be played under championship conditions including stopping the clock for all substitutions.
   d. The clock is not stopped after a field goal during the last 3 minutes of the game.

7. **Shot clock**
   7.1. Referees are to give a 10 second warning to teams to take a shot at their discretion. The shot clock will not be used
   7.2. It is important that all referees are made aware of this rule before matches begin

8. **Referees for knockout games**
   8.1. It is appropriate that games at this level be refereed by qualified and / or independent referees due to the standard of the players
   8.2. Each team has the opportunity to organise a referee so there are 2 for a game
   8.3. Through negotiation – host team could pay for referees if other school/s are travelling
   8.4. Any other arrangements to the above have to be negotiated and agreed to by all schools involved and should ideally avoid a lower standard of refereeing.
   8.5. Problems have arisen where:
      a. A student not capable of refereeing at this level has refereed.
      b. Unqualified people have refereed.
c. Only one school has supplied a referee.

9. **Matches**

For 2 or 3 teams

9.1. 4 x 10 minute quarters – 2 minutes for quarter and three-quarter times and 5 minutes for half time.

9.2. Tied game - All matches must be played out for a result – no drawn games

9.3. If the score is a tie at the end of the game, play shall be continued for an extra period of 5 minutes or as many such period of 5 minutes as may be necessary to break the tie. Before the first extra period the teams shall toss for baskets and shall change baskets at the beginning of each additional extra period. At the beginning of each extra period, the ball shall be put in play at the centre. An interval of 2 minutes shall be allowed before each extra period.

4 team draws – 2 basketball courts

9.4. Where 4 teams are scheduled to play, each school must play the other 3 teams. A suggested program is set out below requiring 2 basketball courts. It is suggested that teams play 2 x 15 minute matches. If something different to this, all schools involved must agree with the format.

<table>
<thead>
<tr>
<th>Time</th>
<th>Court 1</th>
<th>Court 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>9.30am</td>
<td>1 v 2</td>
<td>3 v 4</td>
</tr>
<tr>
<td>11.00am</td>
<td>3 v 2</td>
<td>1 v 4</td>
</tr>
<tr>
<td>1.00pm</td>
<td>2 v 4</td>
<td>1 v 3</td>
</tr>
</tbody>
</table>

2 x 4 teams draw (two year levels or girls and boys) – 2 basketball courts

9.5. Where two draws of 4 are to be played, each school must play the other 3 teams. A suggested program is set out below requiring 2 basketball courts. It is suggested that teams play 2 x 15 minute matches. If something different to this, all schools involved must agree with the format.

<table>
<thead>
<tr>
<th>Time</th>
<th>Court 1</th>
<th>Court 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>10.00am</td>
<td>1 v 2</td>
<td>3 v 4</td>
</tr>
<tr>
<td>10.45am</td>
<td>1 v 2</td>
<td>3 v 4</td>
</tr>
<tr>
<td>11.30am</td>
<td>3 v 2</td>
<td>1 v 4</td>
</tr>
<tr>
<td>12.15pm</td>
<td>3 v 2</td>
<td>1 v 4</td>
</tr>
<tr>
<td>1.00pm</td>
<td>2 v 4</td>
<td>1 v 3</td>
</tr>
<tr>
<td>1.45pm</td>
<td>2 v 4</td>
<td>1 v 3</td>
</tr>
</tbody>
</table>

More than 4 teams

9.6. If more than 4 teams involved in a round robin carnival 2 x 10 minutes may be more appropriate, as long as all teams involved agree with the length of time for matches.

9.7. Tied game - no drawn games due to time constraints teams need to decide before the event begins how they will deal with drawn games.

Suggestions are:

a. 5 minutes played if still tied, possession team on the siren take a side ball, first to score wins.

b. 2 minutes played if still tied, possession team on the siren take a side ball, first to score wins.

c. Possession team on the siren take a side ball, first to score wins.

10. **Withdrawal from the finals series**

10.1. In the event of a team/s having to withdraw from the finals, a replacement team/s will be selected in their place; this selection will be an ‘executive decision’.

10.2. Any team eliminated during the knockout rounds may indicate to the School Sport Officer their intention to be selected for re-inclusion.

10.3. Teams forfeiting after commencement of competition must pay a penalty fee of $55 per team. Teams forfeiting in the finals must pay $110.00 forfeit fee.