



## JUNIOR BASKETBALL CHAMPIONSHIPS RULES

### TEAM ELIGIBILITY

- Players must be a current student enrolled at the school in which they are competing
- Years 7 and 8 students are eligible to play in the Year 9 and 10 competition
- Players may only play in **one team throughout the tournament.**
- The Open and Junior Championships are deemed two different tournaments.

### TEAM SIZE

- Each school may enter and play a team of up to **12 players only** in the competition.
- A player must take the court in at least three round games to be eligible to play in the final series
- Teams can have a maximum of 12 players and a minimum of 8 players.
- 12 players can be played in each game

### Carnival Format

Teams will be seeded (by the NSWCCC Basketball Committee) into Pools and play Round Robin matches as per draw. Cross over semi finals or quarter finals will be played unless insufficient nominations are entered.

All teams will play a minimum of 4 games in the tournament.

### POINT SCORE

- Allocation of points in pool games will be:
  - Win/forfeit 3 points
  - Draw 2 points
  - Loss/forfeit 1 point
- Ties for overall positions after all pool games will be decided on in the following order:  
Where there **are 2 teams** on equal points after pool games:
  - a. Head to Head Method – the team that won the head to head meeting of the two teams will be ranked higher. If the game between the two teams was drawn then:
  - b. For and Against – using total points for ALL pool games (Points for divided by points against multiplied by 100). The team with the higher calculated for and against will be ranked higher.

Where there are **more than 2 teams** on equal points after pool games:

- a. Head to Head Method – the teams will be re-ranked for win/loss taking into account ONLY the games that involved those teams. If this method still has teams equal then:
- b. For and Against – using total points from pool games involving the tied teams only (Points for divided by points against multiplied by 100). The team with the higher calculated for and against will be ranked higher. If this method continues to provide a tie then the For and Against method will be used taking into account ALL pool games.



## TIMING FOR ALL GAMES

- Games will be played in 4 x 10 minute quarters, running clock. Half time will be 3 minutes, quarter breaks will be 2 mins..
- A 24 second shot clock will **not** be used in any games
- Each team will be permitted to take one(1) timeout per quarter and the clock will stop.
- The last minute of the second half will be fully timed and will stop for all whistles and made baskets.
- In pool games 3 minutes of extra time will be played. The last one minute will be fully timed (clock stops on all whistles). Each team will be allowed one additional time out per period. If the game is still drawn the result will stand.
- In finals games 3 minutes of extra time will be played. The last one minute will be fully timed (clock stops on all whistles). Each team will be allowed one additional time out per period. If the game is still drawn additional 3-minute periods will be played until a result is reached.

## PROTESTS AND DISPUTES

- A committee including the carnival convenor, the referee supervisor and a representative teacher from an independent school shall deal with protests and disputes. The carnival convenor may consult with the NSWCCC Basketball Convenor as necessary.
- Any protests must be submitted in writing to the carnival convenor within 30 minutes of the completion of the game in question accompanied by a \$50 fee that is refundable if the protest is upheld.
- The committee shall meet on the matter as soon as possible, with the decision made being final. Please note that a referee error cannot be corrected. Also any dispute over score table issues should be dealt with prior to the score sheet being signed by the referee. The committee will not deal with a score-table issue if the school entering a protest was not represented on the bench for that game.

## BENCH DUTY

- Each team is to supply one bench official for each game in which they are playing. Duty will not be required before or after games. Schools with only one team may have to strike up a working relationship with another team to work for each other. Please ensure that your scorers are responsible and competent. **GAMES WILL BE FORFEITED IF A COMPETENT BENCH OFFICIAL IS NOT SUPPLIED. The coach is not to do bench duty while coaching the team.**

## BASKETBALL FIBA RULES

- Unless otherwise specified in the NSWCCC Basketball Sport Specific Rules, all games will be played under FIBA rules.
- NO ZONE RULE WILL BE PLAYED FOR JUNIOR BOYS AND JUNIOR GIRLS DIVISIONS
- All Girls games will be played with a size 6 ball
- All Boys games will be played with a size 7 ball
- Teams must wear matching shorts and numbered playing shirts. Playing uniforms **MUST** be numbered front and back. Players not in complete playing uniform will be removed from the court.
- All Championships will be run under the Australian Sports Commission – Junior Sport Code of Behaviour



## FORFEITS

- Games will start on time. Teams must take the court with at least 5 players.
- Teams not ready to start at the scheduled time will forfeit 2 points for each minute elapsed up to 10 minutes, at which stage a forfeit will be declared and the score recorded as 20-0.
- Schools are expected to play every match that is programmed.
- There will be no 3rd place play-offs - both losing semi-finalists will receive Bronze medals.

## RESULTS

- There will be no 3rd place play-offs - both losing semi-finalists will receive Bronze medals.
- Winning Teams will receive a perpetual shield and a replica trophy.

## SCORESHEETS

- Score sheets must be completed 10 minutes before the commencement of the game.
- Scoresheets will be available in the stadium foyer.
- All players must be listed on the scoresheet. If a student plays and is not listed on the scoresheet, the school will forfeit that game.

## REFEREES

- NSW Basketball/Stadium will supply referees. If a school is able to send a referee, please notify the CSSS office

## SUPERVISION

- All teams must have a teacher employed by the school present with the teams.

## SIGN IN

- All teams must sign in at the official table 30 mins prior to their match. All teams must sign out as they leave the venue. It is the responsibility of the teacher in charge to ensure all their students have left the venue before they themselves depart.