



School Slam Series and Champion Schools Cup – Game Rules

Amended January 2020

These games will be played during school hours and schools must be aware of their own schools requirements as a result. Travel and excursion policy needs will be the responsibility of each school.

School Sport WA (SSWA) and Basketball WA (BWA) reserve the right to cancel/change or amend any or all parts of this format leading up to and on the day including playing dates and times.

While the Association and Champion Schools Cups will predominately play under the same set of rules some additional rules to the Champions Schools Cup are required and are found at the end of this document.

All rule changes have been highlighted for your convenience.

1.0 Duration and Start of Play

- 1.1 Games will fixture for two (2) x 10-minute halves with a two (2) minute break at half time. A three (3) minute warm up period is allocated prior to games.
- 1.2 All games will be on a running clock with no time stoppages.
- 1.3 No time-outs will be allowed across the competition
- 1.4 Five (5) seconds in the key, cross court centre line violation and ten (10) seconds in the back court all apply.
- 1.5 It is imperative games begin on time to enable the fixture to run to schedule. It is the schools responsibility to be on court at the recommended time to start play.
- 1.6 A jump ball will commence the game and subsequent referee called contests will be decided by a possession arrow.
- 1.7 Substitutions can only be called during stoppages of play (e.g fouls & out of bounds), this does not include after a score from either team.
- 1.8 In the case there is a draw in a finals match, 3min of overtime will be allocated to the game which will be running clock.

2.0 Teams

- 2.1 Teams can be same year groups or mixed year groups that may include year three and four for Future Stars Category, five or six for All Star Category students.
- 2.2 Teams may nominate in more than one School Slam Series in a calendar year however preference will be given to a team registering for their first Cup over a team who has registered more than once.
- 2.3 Coaches are requested to ensure that all players are given suitable court time in all matches. Equal team rotation should be a focus for teams

3.0 Fouls

- 3.1 The two (2) free throw rule will apply after seven (7) team fouls have been committed in that half. The eighth (8) and subsequent team fouls will result in (two) 2 free shots.
- 3.2 Individual Fouls will not be recorded.

4.0 Defensive Rules

- 4.1 Mandatory half-court defense will be enforced when a team is leading by 15 points or more. The leading team must then allow opponents to bring the ball past the centre line once they gain possession of the ball (e.g off a rebound or inbounds pass after a score). No defense is allowed until the ball crosses half court. The ball will be returned to the offensive team at the centre line if the teams fail to comply with this rule. (This rule does not apply to the Champions Cup tournament)
- 4.2 Zone defense is not allowed at any point during the game. The defense we recommend is man to man defense.

5.0 Conditions of Play

- 5.1 BWA reserves the right to request schools to nominate one person as a score keeper when events are at capacity.
- 5.2 Each school must provide a teacher or school nominated person who will be responsible for the organisation and supervision of their team(s).
- 5.3 Game results will be recorded on Stadium Scoring computer score sheet,
- 5.4 In an event where stadium scoring is not available. BWA reserves the right to use paper scoring sheets.
- 5.4 Teachers will be responsible to sign-off on the scores after each game. Failure to do so, will mean that the final score is correct by default.

6.0 Game Results

- 6.1 Seeding for crossover games is determined by a teams Win/Loss percentage
- 6.2 In the event that teams Win/Loss percentage is identical, the finishing position will be determined by the competition points 'For and Against' percentage. (Points for/points against)
- 6.3 In the event a team's 'For and Against' percentage is also the same, the team with the highest total of 'points for' will progress

7.0 Playing Uniforms and Numbering

- 7.1 Schools are requested to wear an appropriate basketball uniform. If no playing uniform is available teams can wear school sports uniform.
- 7.2 Tops are required to all be the same colour. This requirement doesn't extend to shorts or socks.
- 7.3 Shorts should not have pockets and if worn, pockets will be required to be taped down.
- 7.4 Where religious and cultural beliefs conflict with the standard dress code, that modification to the standard uniform may be required. This may include, but is not restricted to the wearing of:
- Traditional Muslim head scarf
 - Leggings or tracksuits to cover legs
 - Long sleeve tops to cover arms
- 7.5 Headscarves are permitted to be worn, as (by rule) they present no threat of injury. This includes head scarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips.

8.0 ADDITIONAL CHAMPION SCHOOLS CUP RULES

All rules will apply for the knockout as outlined under Rule 1-7 with the exception to the following additional rule changes, amendments, or additions.

- 8.1 The Champions Schools Cup is an invitational event. Teams will be invited to the Champions Cup at BWA's discretion
- 8.2. In the case of overtime in a semi-final or grand final, 3min of overtime will be played.
- 8.3 If scores are still tied after overtime the game will move into a golden goal format. There will be another jump ball and the first team to score will win.
- 8.4 All games will be played with the size 5 smarter than smoking rubber basketball
- 8.5 BWA reserves the right to modify the game rules for the 'Future Stars' Competition

