

School Slam Series and Champion Schools Cup – Game Rules

(Reviewed Nov 2022)

These games will be played during school hours and schools must be aware of their own school's 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. We will do our best to communicate any changes to schools in advance.

While the School Slam Series and Champions Cup 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.

1.0 Duration and Start of Play

- 1.1 Games will generally be fixtured for two (2) x 10-minute halves with a two (2) minute break at half time and a three (3) minute warm up period prior to the game. Variations to this timing may occur to accommodate the fixtures within the given timeframe, in which case schools will be advised prior to the event.
- 1.2 All games will be on a running clock with no time stoppages.
- 1.3 It is imperative games begin on time to enable the fixture to run to schedule. It is the school's responsibility to be on court at the recommended time to start play.
- 1.4 No time-outs will be allowed across the competition.
- 1.5 Five (5) seconds in the key, cross court centre line violation and ten (10) seconds in the back court all apply.
- 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 of a draw in a Grand Final match, 3min of overtime will be allocated to the game which will be running clock.
- 1.9 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.



2.0 <u>Teams</u>

- 2.1 Teams can be nominated in two age divisions, Years 3 & 4 "Future Stars" and Years 5 & 6 "All Stars". Teams in the Future Stars division can be made up of just year 3 or 4 students or a combination of both, the same applies to the All Stars division with year 5 and 6 students. If a school does not have enough students to form a girls team, they will be allowed to play in the boys team, with the school's discernment.
- 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 to encourage participation

3.0 <u>Fouls</u>

- 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 <u>Defensive Rules</u>

- 4.1 If a team is leading by 15 points or more, it is mandatory for them to play halfcourt defence. The leading team must then allow opponents to bring the ball past the centre line once the opposition team gain possession of the ball (e.g off a baseline ball after a score or a sideline inbound pass). No defence is allowed until the ball crosses half court. This rule is designed to encourage enjoyment and a fair go for all participants.
- 4.2 BWA discourages teams from playing zone defence. The defence recommended by BWA is "man-to-man" defence. This aids player development at the younger age groups.

5.0 <u>Conditions of Play</u>

- 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 paper score sheets and inputted into our affiliated online competition management system.



- 5.4 In an event where stadium scoring is not available. BWA reserves the right to use paper score sheets.
- 5.5 Teachers will be responsible to sign-off on the score sheets after each game. Failure to do so, will mean that the final score is correct by default. Alert BWA immediately if there are any discrepancies so the issue can be resolved ASAP.
- 5.5 All games will be played with the Size 5 *Fuel to Go & Play* rubber basketball. This is in line with supporting research that has shown using a smaller basketball increases enjoyment and skill acquisition for younger children.
- 5.6 BWA supports the TrueSport message and encourages our School Slam Series to be played according to these values:
 - Have Fun
 - Be Safe
 - Be Healthy
 - Show Respect
 - Include All
 - Bring Your Best
 - Play Fair
 - Give Back

To promote a welcoming and fun environment for everyone involved we ask that you coach and play by the TrueSport values and remember that the focus of the School Slam Series is on participation. <u>https://truesport.com.au/</u>

5.7 Refereeing and scoring will generally be done by the SEDA students in the basketball program. They are all accredited level 0 or level 1 referees; however, they are still learning so please do not approach them directly with any complaints. If you have any questions or issues with scoring and referees, please discuss with a Basketball WA representative.

6.0 Game Results

- 6.1 If crossover games are played, seeding 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. No playing numbers are required.



- 7.2 Tops are required to all be the same colour. This requirement doesn't extend to shorts or socks.
- 7.3 In the event of a uniform clash where both teams have the same colour playing uniform, Basketball WA will provide bibs for the game.
- 7.4 In alignment with WABL guidelines, it is recommended but not mandatory that players wear mouthguards while playing.
- 7.5 Where possible, players are required to wear shorts without pockets, this is to reduce the risk of fingers getting caught in pockets and resulting in injury. If shorts with pockets are worn, the pockets will be required to be taped down by teachers.
- 7.6 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:
 - o Traditional Muslim head scarf
 - o Leggings or tracksuits to cover legs
 - o Long sleeve tops to cover arms
- 7.7 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 a draw in a game where the result determines who advances to the next round of finals (i.e, Quarter or Semi Finals), a period of golden goal will commence as per rule 1.9.
- 8.3 In the case of overtime in a Grand Final, the standard rules of overtime will apply as per rules 1.8 and 1.9.
- 8.4 BWA reserves the right to modify the game rules for the 'Future Stars' division to support player development at this younger age.