



Fuel to Go & Play School Slam Series Rules & By-Laws

(Reviewed Jan 2026)

These games will be played during school hours and schools must be aware of their own 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.

The Champions Cup is an invitational tournament where schools will be invited to compete at BWA's discretion, based on performance as well as sportsmanship, attitude and teamwork. The Champions Cup will be play under the same set of rules as the School Slam Series.

1.0 Duration and Start of Play

- 1.1 Games will generally be fixtured for two (2) x 8-minute halves with a two (2) minute break at half time and a two (2) 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 have 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 regular rounds, the result will be a tie. If the result determines who advances to the next round of finals (i.e, Quarter or Semi Finals), the game will move into a golden goal format. There will be another jump ball and the first team to score will win.
- 1.9 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. If scores are still tied after overtime, a period of golden goal will commence.
- 1.10 All teams must be at their court before half time. If a team does not arrive prior to the half time buzzer, the game will be ruled a forfeit.



2.0 Teams

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 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.

3.3 If a technical foul is given, the opposing team will be awarded a free throw and sideline possession of the ball.

3.4 If an unsportsmanlike foul is given, the opposing team will be awarded two free throws and sideline possession of the ball.

4.0 Defensive Rules

4.1 When a team leads by 15 points or more, it is mandatory for them to play half-court defence. The leading team must allow opponents to advance the ball past half court before playing defence (e.g., after a score or inbound pass). No defence is permitted until the ball crosses the centre line. This rule promotes enjoyment and fairness for all participants.

4.2 Zone defence is not allowed in the School Slam Series, in alignment with rule 7.0 of the WABL handbook: “All Under 12 and Under 14 Age Groups will play no zone defence in the back court. i.e. All players must play man to man defence.”

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 each team.

5.3 Game results will be recorded on paper score sheets or on iPad’s and input into our affiliated online competition management system.



5.4 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:

- o Have Fun
- o Be Safe
- o Be Healthy
- o Show Respect
- o Include All
- o Bring Your Best
- o Play Fair
- o 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. <https://truesport.com.au/>

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.

5.8 BWA reserves the right to modify the game rules for the 'Future Stars' division to support player development at this younger age.

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 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 that 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, 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.