



ACC Year 7 Super Series & Basketball WA Year 7 Super Series Challenge - Rules

Amended October 2025 – Version 3

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

Associated and Catholic Colleges (ACC) 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 times and the fixtures.

The ACC aims to uphold the Associations Motto of 'Sport in the Right Spirit' in all stages of planning and running of this competition. Every school and player is treated fairly and all members of staff endeavour to keep students and schools at the forefront of their decision making.

Amendments since last version:

6.1, 7.5, 7.7, 8.0

1.0 Duration and Start of Play

1.1 Games will fixture

2 x 12 minute halves (Boys); 2 minute short half time interval

2 x 12 minute halves (Girls); 2 minute short half time interval

2 x 15 minute halves (GRAND FINAL CARNIVAL ONLY); 3 minute half time interval

1.2 All fixtures will be on a running clock with no time stoppages including finals.

1.3 Teams arriving late at a Round 1 fixture due to unforeseen circumstances will be given until the end of half time to arrive (carnival managers discretion). If a team arrives during the 2nd half (i.e. a full half is not able to be completed), a forfeit victory will be awarded to the opposition team.

1.4 One 30 second time-out per team, per half will be allowed during which the clock will NOT stop.

1.5 No time-outs will be permitted in the final (3) minutes of either half.

1.6 Three (3) seconds in the key, cross court centre line violation and eight (8) seconds in the back court all apply to competition standard.

1.7 It is imperative games begin on time to enable the fixture to run to schedule. It is the schools responsibility to be on the correct court at the correct time to start play on time.

1.8 A jump ball will commence the game and subsequent referee called contests will be decided by an alternating possession (arrow).

1.9 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.

1.10 The 3-point line is the inside line matching with WABL U14 rulings.



2.0 Teams

- 2.1 Teams are to be of single sex gender and only made up of **Year 7 students only**.
- 2.2 Coaches are requested to ensure that all players are given suitable court time in across the competition day. This is a competitive competition, but team rotation should also still be a key focus for teams across the day's games.
- 2.3 Teams are to consist of a **maximum of 12 players (squad size)**.

3.0 Fouls

- 3.1 Each **team is permitted five (5) team fouls per half**. The sixth (6) and subsequent team fouls will result in (two) 2 free throws.
- 3.2 **Any player receiving four (4) fouls** during the course of a game will be fouled out and must be substituted out. The player cannot take any further part in the game, however, they are eligible to play the next round/fixture for their school.

4.0 Defensive Rules

- 4.1 Maximum Margin – 25 points **(capped result – score handed in to Carnival Manager and stop recording further scores)**. This is an enactment to the “Mercy Rule” where the maximum margin recorded in the game will be 25 points. Once the scoring is stopped (reaches the maximum 25 points), teams can then rotate players to ensure all players get more court time and an enjoyable playing experience for the remainder of the game time.

Mandatory half-court defense will be enforced when a team reaches the 25 point maximum margin. 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.
- 4.2 **Zone defense should not be used at any point during the games.** The defense recommended is a match up, or Man-to-Man defense to enhance player development and player ball movement. Referees may initially warn teams if zone defense is being used and then a team technical foul will be given if the continued zone defense occurs.

5.0 Conditions of Play

- 5.1 **Each team is to nominate one competent person to assist on the score bench for each game.** This can be a teacher, parent or competent senior student. It cannot be a Year 7 who is not playing the game in progress i.e. substitute. The person assisting must have basic knowledge of simple stadium electronic scoring.
- 5.2 Each school must provide a teacher or school nominated person (coach) who will be responsible for the organisation and supervision of their team(s).
- 5.3 The referee will approve the final score before the result is valid.



6.0 Game Results

6.1 Ladder: Three (3) points will be awarded for a win and 0 points for a loss.

Forfeit will result in the forfeiting team receiving 0 points and the opposition receiving 3 points for a win as listed above.

No Draws – Golden point. If scores are level at full time, the ball goes directly to the centre for a reset “jump ball” and then the game continues without clock until the next point is scored (to break the deadlock). This can be a single point i.e. foul shot. When a point is scored the game is over and teams move onto the next fixture round.

6.2 Should two, or more, teams achieve the same total point score at the end of the round robin games the finishing position will be determined by:

6.2.1 Firstly be determined by the points differential for/against.

6.2.2 Secondly, by the head-to-head game result between the two tied teams.
Teams cannot have a draw as per 6.1 above.

6.2.3 Thirdly, if three (3) teams are still tied after this point the highest scoring offensive team (total points for) for the teams concerned will decide the final placing.

6.3 The final place order will be used to determine which schools go through to the possible qualification semifinals and or grand final carnival/match.

7.0 Playing Uniforms, Numbering and Ball size

7.1 Schools are requested to wear an appropriate basketball uniform. Schools may wear the school sports uniform with numbered bibs or numbered tape. Non basketball uniforms only require numbers on the back. Black or White Tape may be used if required.

7.2 Should uniforms not allow numbers to be placed on them then all players will be asked to have clearly visible numbers written on their arms/back of hand.

7.3 All players must be numbered prior to the commencement of the game. Numbers to be used are 4 - 45.

7.4 Shorts recommended to not have pockets and if worn, pockets will be required to be taped down for safety reasons.

7.5 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 that are fitted (not baggy)
- Long sleeve tops to cover arms that are fitted (not baggy)



7.6 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.

7.7 All teams must bring a competition standard basketball that can be used for competition match play. **Ball: Boy's size 6, Girls size 6.**

8.0 Additional BWA Challenge Rules – Grand Final Carnivals (ONLY)

All rules will apply for the fixtures as outlined under Rule 1-7 with the exception to the following additional amendments, or additions **for Grand Final carnivals only (should this be on a separate carnival day).**

8.1 Grand Final games may be an extended game length, which is made up of 2 x 15 minute halves, three (3) minute half time.

8.2 Each team is permitted **two (2) 30 second time outs per half**. This cannot be taken during the final 3 minutes of each half.

8.3 Each **team is permitted seven (7) team fouls per half**. The eighth (8) and subsequent team fouls will result in (two) 2 free throws.

8.4 **Any player receiving five (5) fouls** during the course of a game will be fouled out and must be substituted out. The player cannot take any further part in the game; however, they are eligible to play the next round/fixture for their school.

9.0 Opening Briefing and Final Presentations

9.1 All teams must arrive at the venue in time for the pre carnival briefing with the carnival manager scheduled approximately 30 minutes prior to Round 1 starting. This will ensure all round 1 fixtures start on time using the central timing system.

9.2 Team coaches, captains, scorers and referees should all attend the pre carnival briefing in the morning with the carnival manager.

9.3 It is strongly encouraged for teams to stay until the end of the carnival and watch the final fixtures as this creates a great atmosphere and finish to the carnival day.

9.4 A short presentations will commence immediately following the final games/round and run for approximately 10 minutes in a central location i.e. court 1.