



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

Amended October 2018

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.

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 endeavors 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 endeavor to keep students and schools at the forefront of their decision making.

Amendments since last version:

1.2, 4.2, 6.1, 8.0, 10.1, 10.3

1.0 Duration and Start of Play

- 1.1 Games will fixture for two (2) x 12 minute halves with a five (5) minute break at half time. A five (5) minute warm up period is allocated prior to games.
- 1.2 All round fixtures will be on a running clock with no time stoppages including finals. Grand Final may be the only exception.
- 1.3 One 30 second time-out per team, per half will be allowed during which the clock will NOT stop.
- 1.4 No time-outs will be allowed in the last (2) minutes of either half.
- 1.5 Three (3) seconds in the key, cross court centre line violation and eight (8) seconds in the back court all apply.
- 1.6 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.
- 1.7 A jump ball will commence the game and subsequent referee called contests will be decided by a possession arrow.
- 1.8 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.



2.0 Teams

- 2.1 Teams are to be of single sex gender and only made up of year seven students only.
- 2.2 Coaches are requested to ensure that all players are given suitable court time in all matches. All though this is a competitive competition equal team rotation should be a focus for teams.
- 2.3 Teams are to consist of a maximum of **9 players**.

3.0 Fouls

- 3.1 The two (2) two free throw rule will apply after five (5) five team fouls have been committed in that half. The sixth (6) and subsequent team fouls will result in (two) 2 free shots.
- 3.2 Any player receiving five (5) five fouls during the course of a game will be fouled out and must be substituted. The player cannot take any further part in the game, however they are eligible to play the next fixture for their school.

4.0 Defensive Rules

- 4.1 Mandatory half-court defense will be enforced when a team is leading by **20 points**. 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 is not recommended at any point during the game. The defense we recommend is a match up, or Man-to-Man defense to enhance player development.

5.0 Conditions of Play

- 5.1 Each team is to nominate one person to assist on the score bench for each game. This can be a teacher, parent or competent student (who is not playing the game in progress). It is highly recommended that the person assisting has knowledge of stadium scoring.
- 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 The referee will approve the final score before the result is valid.



6.0 Game Results

- 6.1 Either Ladder: Four points will be awarded for a win, two points for a draw and 0 points for a loss. Alternatively, Three points will be awarded for a win, 1 point for a draw and 0 points for a loss. (Pending ladder default setting)

Forfeit will result in the opposition receiving 4 points or 3 points for a win as listed above.

NOTE: A team's point percentage is not affected by a BYE. The points percentage is calculated on the matches played and is carried through to determine finals qualification.

- 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 The head to head games between the two tied teams
 - 6.2.2 If the teams are still tied, the order will be determined by points percentage for/against.
 - 6.2.3 If the teams are still tied after this point the total point average for the teams concerned will decide the final order.
- 6.3 The finishing order from will be used to determine which schools go through to the possible semifinals and Grand final match.

7.0 Playing Uniforms and Numbering

- 7.1 Schools are requested to wear an appropriate basketball uniform. If no playing uniform is available teams must wear school sports uniform with numbers bibs.
- 7.2 It is recommended that tops be the same colour. Non basketball uniforms only require numbers on the back. Tape may be used.
- 7.3 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.
- 7.4 All players must be numbered prior to the commencement of the game. Numbers to be used are 4-15, 20-25, 30-35, 40-45.
- 7.5 Shorts recommended to not have pockets and if worn, pockets will be required to be taped down for safety reasons.
- 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:
- Traditional Muslim head scarf
 - Leggings or tracksuits to cover legs
 - 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 CHALLENGE RULES – GRAND FINAL (23 October)

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

- 8.1 The clock will stop on all whistles in the last two minutes of the second half in the Grand Final games only, excluding any consolation finals.
- 8.2 Timeouts can be applied in the last two minutes of the second half in the Grand Final games only, excluding all consolation finals.

9.0 OPENING BRIEFING AND CLOSING PRESENTATIONS

10.1 All teams need to arrive at the venue in time for the pre-game briefing scheduled for 8:45am - Team Coach/Manager and referees. 8.45am - Scorers are also required to be at a separate important briefing.

10.2 It is encouraged that schools stay until the end and watch the final fixture.

10.3 Presentations will commence immediately following the Grand Finals. A short presentation will also take place following the pool games.