



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

Amended October 2021

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 endeavours 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:

1.1, 3.1, 3.2, 4.1, 4.2, 6.1

1.0 Duration and Start of Play

- 1.1 Games will fixture for 2 x 12 minute halves (boys); or 2 x 11 minute halves (girls); with a three (3) minute break at half time. A 10–12-minute changeover / warm up period is allocated prior to the next round of games/fixture.
- 1.2 All round fixtures will be on a running clock with no time stoppages including finals. Grand Final may be the only exception if played on a separate day.
- 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 (3) 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 to competition standard.
- 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 the correct court at the correct time to start play on time.
- 1.7 A jump ball will commence the game and subsequent referee called contests will be decided by an alternating 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 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 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 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 game/fixture for their school.

4.0 Defensive Rules

- 4.1 **Maximum Margin – 25 points (capped result).** This is a similar enactment to the “mercy rule” where the maximum margin recorded in the game will be at 25 points. Teams can rotate players to ensure all players get more court time when the maximum margin has been met.

Mandatory half-court defense will be enforced when a team is leading by 25 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 should not be used at any point during the game. The defense recommended is a match up, or Man-to-Man defense to enhance player development and player ball movement. Referees will warn teams if zone defense is being primarily used and a team technical foul may 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. It is highly recommended that the person assisting has 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 opposition receiving 3 points for a win as listed above and forfeiting team receiving 0 points.

No Draws – Golden point (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

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 order will firstly be determined by the points differential for/against.
 - 6.2.2 The next differential measure will be the head-to-head game result between the two tied teams. Teams cannot have a draw.
 - 6.2.3 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 order.
- 6.3 The finishing order will be used to determine which schools go through to the possible qualification semifinals and Grand Final match.

7.0 Playing Uniforms, Numbering and Ball size

- 7.1 Schools are requested to wear an appropriate basketball uniform. If no playing uniform is available teams must wear school sports uniform with number bibs or numbered tape.
- 7.2 It is recommended that all tops be the same colour. Non basketball uniforms only require numbers on the back. Tape may be used if required.
- 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.

7.8 All teams must bring a competition standard basketball that can be used for gameplay. Boy's size 6, Girls size 5.

8.0 ADDITIONAL CHALLENGE RULES – GRAND FINAL (ONLY) – N/A 2021

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 – should this be on a separate day.

8.1 Grand Final may be an extended game, which is made up of 4 x 10 minute quarters, three (3) minute quarter/ 3rd quarter time intervals with a five (5) minute half time.

8.2 Each team is permitted one-30 second time out per quarter. This cannot be taken during the final 3 minutes of each quarter.

9.0 OPENING BRIEFING AND CLOSING PRESENTATIONS

10.1 All teams must arrive at the venue in time for the pre-carnival briefing scheduled for 9:00am - Team Coach/Scorer and referees to be present. This briefing will start at 9.00am sharp so that all fixtures get underway at 9.30am (central timing on all courts being used).

10.2 It is encouraged that schools stay until the end and watch the final fixtures as this can create a great atmosphere and finish to the carnival day.

10.3 Presentations will commence immediately following the Grand Finals and run for approximately 10 minutes.