



## CSSA Primary State Basketball Gala Day Rules 2024

Please make sure that coaches and players are aware of normal basketball rules.

1. Teams are to be made up of ten **(10)** players or less for the tournament
2. Match ball – **Size 5** for all primary school aged players
3. **2 x 12min halves, 1min half time. 5mins between games – TBC see final DRAW**
4. Schools **late to start** the game will have a 2 points per minute recorded against them. At half time they forfeit.
5. No timeouts in round games/play-offs because of shorter game time.
6. **The last minute will be fully timed in semi finals & finals games only if the score is 6 points or less.**
7. In the event of a draw at the completion of the Semis and Grand Final game, 3 minute extra time will be played with the last minute fully timed. If still a draw after extra time, play continues with **Golden Point** to decide winner.
8. Games start with a jump ball then direction arrows are used to determine possession of the ball.
9. **Personal & Team Fouls for all games including semis & finals**
  - 4 personal fouls **per game** = withdrawal from game
  - 5 team fouls per half – bonus shots on the 6<sup>th</sup> and subsequent fouls.
10. Zone defence is not allowed.
11. The Cross Court rule **WILL NOT** apply for Yr 3/4
12. The Cross Court rule **WILL** apply for Yr 5/6
13. The 3 second Key rule **WILL NOT** apply - although we do not play the **3 seconds in the key** rule, coaches are encouraged to play in the right spirit of the game and not have someone stay in the offensive end of the court. Referees will be instructed to speak to players or coaches if they are not returning to the defensive end of the court.
14. No three pointers.
15. All jewellery must be removed before students take the court to play. No braids or plaits in hair as they can whip other players in the face.
16. **ONLY** the team manager (teacher) may approach the organiser if there is a concern.
17. Any disputes will be settled by the disputes committee on the day. Disputes must be logged within 15 mins of the completion of the game.
18. CSSA code of conduct applies for players, coaches and spectators.

**Mercy Rule (Round Games only):** If a team is leading by **10 points**, the team leading **takes off one player** and defends from halfway. The player can return when the lead is less than 10 points. If the lead increases to 16 points the leading team takes off a 2<sup>nd</sup> player. The player can return when the lead is less than 16 points. The maximum number of players to be taken off is 2. ie. 3 players on the court.

