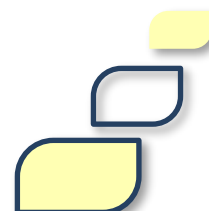




CSSA SECONDARY STATE BASKETBALL RULES 2020

- 1) 1 timeout per team per round game (clock stops during timeout – can be taken at any time)
- 2) No substitutions in last 2 minutes of either half unless a player is fouled off or it is done in conjunction with a timeout.
Timeout = 30 sec (clock is stopped)
- 3) Length of round games and Semi Finals: 20 minutes (2 x 10 min halves) 2 minutes at half time.
- 4) Length of Grand Finals : 26 minutes (2 x 13 minute halves) 2 minutes at half time.
- 5) 1 timeout per team per half for grand finals. Timeout will be 30 seconds (can be taken at any time)
- 6) In the Semi's and Grand Finals and in games closer than 10 points going into the final minute, the last minute of the second half will be fully timed.
- 7) The ball may be advanced in the last minute of the game (semis and finals) if a time out is called.
- 8) In the event of a draw at the completion of the Semis and Grand Final game, a 3 minute overtime will be played with the last minute fully timed. 1 minute extra timeout per team. Timeout will be 30 seconds
- 9) Scoresheets are the official record of the game.
- 10) The winning team captain is to ensure the scoresheet is taken to the organiser no later than 10 mins after the completion of the game.
- 11) Coaches are responsible for ensuring the scoresheet is accurate throughout the game, and especially at the completion of game, before it is sent to the tournament organiser.
- 12) **Basketball Mercy Rule:** When a team leads by 20pts or more, the defence is required to drop back to within the 3pt line.
- 13) Point score : **Win** = 3 points **Draw** = 2 points **Loss** = 1 point **Forfeit** = 0 points
- 14) If **TWO teams** finish on equal points at the end of the round robin phase, the team to progress through will be determined by:
 1. **Head to Head game played in the pool game**If there is still no clear placing, then positions will be determined by:
 2. Points Differential – Points/Goals For subtract Points/Goals Against
 3. Points/Goals scored Against
 4. Points/Goals scores For
 5. Coin TossIf **THREE teams** finish on equal points at the end of the round robin phase, the team to progress through will be determined by:
 1. **Points Differential** – Points/Goals For subtract Points/Goals AgainstIf there is still no clear placing, then positions will be determined by:
 2. Head to Head game played in the pool game
 3. Points/Goals scored Against
 4. Points/Goals scores For
 5. Coin Toss





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- 15) All schools must compete in a uniform that has clearly legible numbers.
- 16) Team sheets are to be emailed to Linda Heslehurst: CSSA Executive Officer by Friday 21 August 2020 linda@cssa.net.au
- 17) If they are not, teams must be signed on at the bench on which they are playing BEFORE the start of their game.
- 18) Schools late to start the game will have a 2 points per minute recorded against them. At half time they forfeit.
- 19) 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.
- 20) CSSA code of conduct applies for players, coaches and spectators.
- 21) Technical fouls - 1 free throw and possession from half way. Any player receiving a technical foul will subbed out for 5 minutes.
 - To diffuse any conflict
 - Serve as a serious consequence of a foul being committed outside the spirit of the game
 - 5 minutes does not include half time, the opponent's time out, or injury time.
- 22) 4 personal fouls = withdrawal from pool game or semi final. (It seems reasonable that if in a normal 40 minute game 5 fouls are allowed per player, that in a game that is 20 minutes long, they ought to have less fouls to give)
- 23) 5 personal fouls = withdrawal from Grand Final as per normal rules.
- 24) 5 team fouls per half – shots will start on the 6th foul in pool games and Semis
- 25) 6 team fouls per half – shots will start on the 7th foul in the grand final.
- 26) Teams are to be made up of ten players or less for the tournament
- 27) Junior players must be 15 or under in the calendar year. Open players may be of any age.
- 28) Players can only play for **one** team.

CHRISTIAN SCHOOLS SPORTS ASSOCIATION

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