



CHRISTIAN SCHOOLS SPORTS ASSOCIATION

CSSA SECONDARY STATE BASKETBALL RULES

- 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 = 30 seconds (can be taken at any time)
- 6) In all round & finals games the **last minute** of the **second half** will be **fully timed EXCEPT** when the **Mercy rule** is in play – the **clock does not stop**.
- 7) 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.
- 8) Scoresheets are the official record of the game.
- 9) 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.
- 10) 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.
- 11) **Basketball Mercy Rule:** When a team leads by 20pts or more, the defence is required to drop back to within the 3pt line.
- 12) 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 Toss

If **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 Against

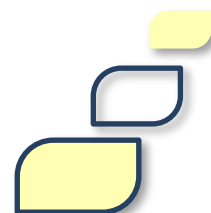
If there is still no clear placing, then positions will be determined by:

2. Head to Head game played in the pool game
3. Points/Goals scored Against
4. Points/Goals scores For
5. Coin Toss

CHRISTIAN SCHOOLS SPORTS ASSOCIATION

ABN 96 059 090 366 • PO Box 2424 BOMADERRY 2541 NSW • www.cssa.net.au

Executive Officer: Linda Heslehurst • P: 0418 685 898 • linda@cssa.nsw.edu.au





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- 13) All schools must compete in a uniform that has clearly legible numbers.
- 14) Team sheets are to be emailed to Linda Heslehurst: CSSA Executive Officer: linda@cssa.nsw.edu.au by:
 - Open Division - Friday 30 August 2024
 - 15&U Division - Friday 6 September 2024
- 15) If they are not, teams must be signed on at the bench on which they are playing BEFORE the start of their game.
- 16) Schools late to start the game will have a 2 points per minute recorded against them. At half time they forfeit.
- 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.
- 19) Technical fouls - **1 free throw** and **possession returns to wherever the technical foul was called**. 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.
- 20) 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)
- 21) 5 personal fouls = withdrawal from Grand Final as per normal rules.
- 22) 5 team fouls per half – shots will start on the 6th foul in pool games and Semis
- 23) 6 team fouls per half – shots will start on the 7th foul in the grand final.
- 24) Teams are to be made up of ten players or less for the tournament
- 25) Junior players must be 15 or under in the calendar year. Open players may be of any age.
- 26) Players can only play for **one** team.
- 27) Point score: **Win** = 3 points **Draw** = 2 points **Loss** = 1 point **Forfeit** = 0 points

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