**BASKETBALL CHAMPIONSHIP RULES**

1. In the event of a tie at the end of regulation time, the result will be called a draw.

Points each match:3 points for win 2 points a draw 1 point for loss and 0 points for a forfeit. The score line will be 20-nil for a forfeit.

Should two teams finish equal top or second then the following method will be used to determine the final positions:

1. The result of the match involving the two or more teams.
2. the team with the least number of points scored against them (all minor round matches)

* If still tied percentage will be calculated using points for and against

2. If a team is late then the opposing team will get 1 point for each minute that the team is late.

If a team does not arrive to play a game then a forfeit is declared. A team can start with less than 5 players but must have 5 players by the end of the game otherwise a forfeit is declared. For each minute that the team has less than 5 players at the start one point is given to the opposition

3. Alternating possession arrow will be used: At the jump ball to start the game the team that does not gain control of the ball the arrow points in the direction they are playing.  On each jump ball situation or start of the following quarter the ball is given to the team indicated by the direction of the arrow.  When the throw-in has occurred the arrow direction is reversed indicating that it is now the other teams turn to have the ball.

4. Other basketball game rules will be consistent with 12 and Under Basketball SA competitions.

**CLARIFICATION OF “NO ZONE DEFENCE”**

**The “no zone policy”**

* Not to be concerned with any extended defences. The logic for this approach is that there is ample space available for both the defence and offence to manoeuvre within the full length and width of the court. The available space will make it difficult for the defence to pressure successfully if opponents possess basic passing, spacing and dribbling skills and likewise difficult for the offence to avoid the pressure if the defence possess superior defensive skills. Additionally, the philosophy of extended defence, whether man or zone, is to ‘force’ things to happen (i.e. turnover). It is not to ‘wait’ for things to happen as in the case of many half court zones and which is the aspect primarily hoped to be eradicated by this no zone policy.
* be concerned with the ball once it crosses the halfway line whereby all traps must be from and return to man defensive circumstances (especially help and recover principles once the trap is overcome)
* Be concerned that players will not be allowed to remain in the same quarter of the half court defensive area for extended periods of time and if the ball or their opponent moves from one side of the court to the other. The keyway will be considered another area where players will not be able to remain for extended periods of time unless they are closely covering their sole assigned opponent during that whole period
* ensure that when a cut occurs, the defensive player must closely mark their assigned opponent throughout the cutting action as long as the offensive player is in a position that threatens a possible score
* require that on screens, both on and off the ball, that the defence make every effort to remain covering their assigned opponent and to avoid switching

**SCHOOL SPORT AUSTRALIA & SAPSASA**

**• CODES OF BEHAVIOUR •**

**THE CODE:**

**FOR PLAYERS:**

\* Be a good sport.

\* Play for enjoyment.

\* Work hard for your team as well as yourself.

\* Treat all team-mates and opponents as you enjoy being treated yourself.

\* Play by the rules.

\* Co-operate with team and game officials.

\* Control your behaviour on and off the field.

\* Learn to value honest effort, skilled performance and improvement.

\* Behave in a manner that respects the rights of others regardless of mediums of communication used, eg. digital mediums such as twitter, facebook, email and texts.

**FOR TEACHERS AND COACHES:**

\* Set a good example for your players.

\* Encourage and create opportunities.

\* Teach a wide range of team skills.

\* Ensure that the sport is appropriate for the age group and the skill development level of the players involved

\* Teach your players to be friendly towards officials and opponents.

\* Give all interested students a chance to participate in training and in games.

\* Remove from the field of play any of your players whose behaviour is not acceptable.

\* Keep your own knowledge of coaching and the developments of the game up to date.

**FOR PARENTS:**

\* Encourage participation by your children.

\* Provide a model of good sporting spirit for your child to copy.

\* Be courteous in your communication with players, team officials, game officials and sport administrators.

\* Encourage honest effort, skilled performance and team loyalty.

\* Make any new parents feel welcome on all occasions.

\* Do not interfere with the conduct of any events.

**FOR SPECTATORS:**

\* Demonstrate appropriate social behaviour.

\* Remember children play for enjoyment. Don't let your behaviour detract from their enjoyment.

\* Let game officials conduct events without interference.

\* Support skilled performances and team play with generous applause.

\* Demonstrate respect for opposing players and their supporters.