

ENTRY DATES

Document Version: **1**

Closing date; 6PM: Wednesday 23 January 2019

i This date is when the Intention to Enter and an onsite Team Manager needs to be added to guarantee inclusion in the competition.

Publish draw date: Friday 25 January 2019

i This date is when London Youth Games publishes which Boroughs are entered into the competition.

Confirm squad date; 6PM: Wednesday 20 February 2019

i This date is when the squad details need to be entered on the entry management system.

COMPETITION DATES AND INFORMATION

QUALIFIERS

Finals only

FINALS

Thursday 7 March 2019
Sportsdock (University of East London), E16 2RD

Registration: 10:00 to 10:45
Competition: 11:00 to 14:30

WHO IS IT FOR?

Any Licence, minimum grade or standard required? N/A

SQUAD NOMINATIONS

i This is the squad you originally nominate.

Minimum: N/A

Maximum: N/A

Alternates permitted: Any

TEAM ON THE DAY

i This is the team you bring to the competition.

Minimum: 5 (to include a minimum of 1 player with a physical lower limb impairment. It is heavily suggested that a minimum of 2 players with physical lower limb impairments are selected to allow for substitutions)

Maximum: 10 (4 on court at all times - 2x wheelchair players, 2x running players – including a minimum of 1 player with a physical lower limb impairment playing as a wheelchair player). Boroughs are encouraged to include both male and female players, although there is no min/max

i Some competitions allow alternates. This is where you can bring a previously un-nominated competitor.

Event	Oldest DOB	Youngest DOB	Likely School Year
IZB Wheelchair Basketball Y7-11	01/09/02	31/08/07	Year 7 - 11

HOW DO I ENTER?

Competition Type: Secondary Open

How to enter: Boroughs are free to use any selection process for this competition. We strongly encourage you to consider how Level 2 competitions could support your entry process. As this is a development sport, players can be added on the day of competition.

ABOUT THE COMPETITION

Competition Format	<ul style="list-style-type: none">• 2 Halves of 8 minutes (many be reduced dependant on number of entries and decided by the competition director)• Group points awarded: 3 for a win, 2 for a draw, 1 for a loss, 0 if the team forfeit (the other team are awarded 20-0 win).• Groups decided by: highest group points overall, head to head (2 way tie), match points average (match points for/match points against), match points for.
Draw Format	Dependant on number of entries. Group matches feeding into knock out matches.
Seeding	None
Final Positions	Points are allocated based on final positions (all teams achieving given group position e.g 3rd in group) are awarded equal points.
Medals	GOLD: winners. SILVER: runners-up. BRONZE: losing semi-finalists. Highest placed single school team to progress to the National finals.

WHAT KIT & EQUIPMENT DO I NEED?

Kit & Equipment:	Playing kit of the same colour(s) to be provided by the borough. Borough must provide basketball for warm ups.
Team Manager Notes:	Equipment and a range of sports wheelchair sizes will be supplied by BWB on the day, but please bring your own sports wheelchairs where possible.

SPORT SPECIFIC RULES

1. This event will run in accordance with the regional/national BWB IZB Rules. For full rules visit <http://pushingtheboundariesinpe.co.uk/inclusive-zone-basketball/>

2. COURT SET UP:

- One basketball court, split into three zones (larger zone in the middle).
- More severely disabled young people in the middle zone (most central to basket and larger space.)
- Teams have four players on court at all times and are created from 2 wheelchair players in the central zone, plus one running player in either wing zone.
- Tripod basket/hoop placed under full sized (10 foot) basketball hoop.

3. MATCHES:

- There will be a rolling clock in group matches with a stop clock used in the last 2 minutes of the second half of the knock out matches. This is to the discretion of the competition director.
- Ties are permitted in group stages.
- In the event of a tie in knock out stages, 2 minutes of overtime will be played. If still a tie, a further 2 minutes will be played.
- 2 points for a successful shot inside three point line. Three points outside the three point line into full sized basketball hoop.
- 1 point for a successful shot in to the tripod basket.
- No contact.
- No leaving the designated zones (including reaching into other zones).
- The ball must be passed into all three zones before a shot can be registered. Passes are not allowed to be passed over the middle zone.
- When the offensive team has the ball in their own half, the defensive team must retreat past the half way line (preventing the full court press).

4. The competition director reserves the right to suspend/cancel the event where required by unsafe conditions.

