

ENTRY DATES

Document Version: 1

Team closing date: Thursday 20 December 2018

i Deadline 18:00. This date is when the School Games Organiser needs to submit their team entry.

Publish team entries: Friday 21 December 2018

i This date is when London Youth Games publishes which Boroughs are entered in the competition and the school team representing.

COMPETITION DATES AND INFORMATION

QUALIFIERS

Thursday 31 January 2019
Thursday 14 February 2019
Thursday 7 March 2019
(each date corresponds a Round)

FINALS

Wednesday 3 April 2019
SCORE Centre, E10 5JY
Registration: 08:30 to 08:45
Competition: 09:00 to 16:45

TEAM INFORMATION

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

TEAM ON THE DAY **i** This is the team you bring to the competition.

Minimum: 5

Maximum: 12

Event	Likely School Year
Basketball U16 Female	Year 11 & U

HOW TO ENTER

Competition Type: Secondary Schools

How to enter: For schools competitions the SGO will coordinate entries. Teams are submitted online.

ABOUT THE COMPETITION

Competition Format	<ul style="list-style-type: none">• Points awarded are: 3 for a win, 1 for a loss.• If a team forfeits they receive 0 points, the other team is awarded 3 points and 20-0 result.• In the event of a match tie: 5 minutes overtime is played, if still level sudden death free throws will occur.
Draw Format	<ul style="list-style-type: none">• Teams play local knockout rounds 1, 2 and 3.• The winners of Round 3 qualify for Finals 4's.• Final 4: Two semi-finals (Q1 VS Q2 and Q3 VS Q4) 3rd/4th play off and finals.
Seeding	Top 8 teams seeded by Basketball England based on results from previous year's results and any relevant regional club information to ensure accuracy.
Final Positions	<ul style="list-style-type: none">• Final placings decided by round reached.• All teams achieving same group position awarded equal position.
Medals	Team Medals at Finals: GOLD: winners. SILVER: runners-up. BRONZE: 3rd place.

KIT AND EQUIPMENT

Kit & Equipment:	<ul style="list-style-type: none">• Must provide 2 contrasting sets of numbered shirts.• No t-shirts to be worn under numbered shirts.• Must provide basketball for warm ups.• Match ball: Molten, size 6 (BGM6).
Team Manager Notes:	<ul style="list-style-type: none">• For Round 1 and Round 2 the HOME team must provide a nominated official that may NOT be the named coach/team manager on the day.• AWAY teams should nominate a support official.• Dates are NOT flexible and rounds should be played on stipulated dates as above.• All on court disputes should be adjudicated by both officials on the day and resolved locally.• All off court disputes are required to be sent to info@londonyouthgames.org within 24 hours of the game being played, stating clearly what the issue is with a mobile number and a suitable time to call.

SPORT SPECIFIC RULES

- 1) A technical commission is appointed to supervise the tournament, including nominating the officials for the matches.
- 2) Officials shall be a referee and an umpire, assisted by a scorekeeper and timekeeper.
- 3) Team Managers should direct any queries to Match Referee. Appeals must be made in writing, signed by the Team Manager & Captain within ten minutes of the game ending.
- 4) The Technical Commission decision is FINAL.
- 5) Final 4's will be played under FIBA regulations rules:
 - a) 4 quarters of 10 minutes stopping clock
 - b) 7 minute half time
 - c) 2 minute interval between 1st and 2nd quarters and the 3rd and 4th quarters
 - d) 2 times outs per team in the 1st half and 3 times outs per team in the 2nd half
 - e) Time outs will be 60 seconds each in duration
 - f) All other FIBA rules will be in effect (including those brought into effect on 1st October 2018)
 - g) Substitutions must be made through the table (at any time on a dead ball)
 - h) Team Managers must complete score sheets with correct details 10 minutes before game starts
 - i) No player shall dunk the ball at any time during the competition.

Qualifying rounds can also be played in this format where agreed by both Team Managers before the day

Basketball | U16 Female



- 6) Man-to-man defence is the only permissible defence allowed (i.e. no zone defence). Each game is started by a jump ball in the centre circle, and begins when the ball is tapped in by one player.
- 7) A basket from the field, from outside the arc counts as 3 points, within the arc counts as 2 points and a basket from a free throw counts as 1 point. After a basket the opponents will be given the ball to make a throw in from any point behind the baseline. If any violation is committed, the non-offending team should take a throw in from the side line.

Violations include:

- a) Deliberately kicking the ball or striking it with a fist
 - b) Knocking the ball out of court
 - c) Dribbling with two hands on the ball at once or letting the ball come to rest then continuing to dribble (double dribble)
 - d) Running with the ball (travelling).
- 8) A personal foul involves personal contact with an opponent. If this occurs in the act of shooting 2 free throws are allowed, otherwise it is a sideline ball to the opposing team. Once a player has 4 personal fouls they take no further part in that game.
 - 9) Back court violation: To be considered 'live' in the front court a player must have both feet in the front court, only once that has happened you are not to go to the back court. To learn more please visit www.fiba.com (Official Basketball Rules 2010).
 - 10) Rule for final round: Teams are required to be on court ready to play their match/es within 15 minutes of the scheduled time. Should teams arrive later than 15 minutes after the start of the scheduled match time, they will be required to forfeit the match, awarding a 20 – 0 walkover to the opposition. A friendly game may be played on the tournament organiser's discretion but will be dependent on court space and scheduled matches.

