

ENTRY DATES

Document Version: 1

Team closing date: Wednesday 13 June 2018

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

Publish team entries: Friday 22 June 2018

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

Finalise school name: Thursday 27 June 2019

i This is the date is when the School Games Organisers finalise any school name changes.

COMPETITION DATES AND INFORMATION

QUALIFIERS

Level 2 competition via SGO

FINALS

Thursday 4 July 2019
Crystal Palace NSC, SE19 2BB
Registration: 09:30 to 10:00
Competition: 10:15 to 15:15

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: 3 (minimum 1 male & 1 female) **Maximum:** 6

Event

Likely School Year

Basketball 3v3

Year 5 & 6

HOW TO ENTER

Competition Type: Primary Schools

How to enter: For schools competitions the SGO will coordinate entries. Teams are submitted online. Download your competition information from your competition pages - londonyouthgames.org/sports and click on the relevant competition.

ABOUT THE COMPETITION

Competition Format	Match format: <ul style="list-style-type: none">• Each match is 10 minutes running clock (1x30 second timeout per teams).• Neutral court officials will be appointed.• Groups decided by: head to head, points difference.
Draw Format	8 Round robin groups of 3-5 teams. Group winners will progress to knockout.
Seeding	None
Final Positions	Points allocated based on final positions and group placings – all teams achieving same group position awarded equal position.
Medals	GOLD: winner, SILVER: finalist, BRONZE: losing semi-finalists.

KIT AND EQUIPMENT

Kit & Equipment:	Please provide own warm up basketball and set of numbered playing bibs. Height of the post 8'0". Match ball: Size 5
Team Manager Notes:	Teams will forfeit the game: <ul style="list-style-type: none">• if they have less than three players at the start of the game,• if they only have one player remaining on court during the game,• if they are persistent in unsportsmanlike fouls or gross misconduct. Teams have option to provide a court monitor to record scores.

SPORT SPECIFIC RULES

1. Games will be played on half a court that is into one basket.
2. Only 3 players from each team are allowed on court at any time.
3. Declaring a winner: the first team to reach 15 points with at least a two-point margin (e.g.15-13 or 19-17) win the game. However, the maximum time for any game shall be 10 minutes running clock and the leading team at that time shall be the winner.
4. The Game Clock shall be a running clock and will only be stopped for charged timeouts. Each team is allowed 1x30 second timeout per game.
5. Coaches are permitted a rolling substitution for either team & this should be as quickly as possible.
6. The maximum time for any game is therefore 11 minutes (10 mins plus 2x 30 second time outs). An additional one minute injury time is available if required.
7. In the case of an obvious injury, a special 1 minute INJURY TIMEOUT shall be allowed. The injured player MUST be substituted & cannot re-enter that particular game at any time.
8. There are no jump balls.
9. The game starts by a ball throwing in from top of the key. For all subsequent jump ball situations the ball shall be awarded to the defensive team. The toss of a coin between the captains determines which team receives the first ball to start the game.
10. The ball will change possession after a successful field goal.
11. The ball MUST be checked by an offensive and defensive player after a basket is scored.
12. Whenever a ball is brought into play this shall be done from the top of the key.

13. Taking the ball back:
 - Should a change in possession occur during play (steal, pass interception, gaining a defensive rebound, etc.) then the ball must be 'taken back' (dribble and/or pass) to the top of the key in front of the basket.
 - If stolen on a pass, the defensive team takes the ball (dribble and/or pass) back to the top and continues to play.
 - There is NO CHECK of the ball in these instances
 - Should a team score a basket after failing to 'take the ball back' then the basket will not count & possession of the ball shall go over to the opposition, who will "take the ball back".
14. There is no defence whilst the ball is being taken back to the top of the key.
15. On all fouls (except a shooting foul) the team not committing the foul will be rewarded the ball from the top of the key.
16. Unsportsmanlike fouls shall be penalised by one free throw plus possession of the ball whether or not the free throw is scored.
17. Shooting fouls shall be penalised as follows:
 - If the basket is made, one additional free throw is awarded to the shooter. Worth 1 point
 - If the basket is missed one free throw is awarded. Worth 2 points.
 - If the free throw scores – the ball is awarded to the shooting/attacking who will 'check the ball at the top of the key'.
 - If the free throw misses—the ball is retained by the shooting/attacking team who will "check the ball at the top of the key.
 - In ALL instances, the ball is retained by the shooting/attacking team who will check the ball at the top of the key
18. There is no line up for any free throws.
19. All baskets scored are worth 2 points. Foul shots will be one shot for 2 points on a missed basket. One additional basket worth 1 point on a scored basket.
20. Additional rules for LYG: No dunking permitted on portable equipment, The score is announced after each score, schedule & match length are liable to change to complete competition.
21. In case of dispute, have one player from each team shoot free throws until one player fails to score. Their team losses the dispute. This method can also be used as an alternative to a toss of a coin at the start off the game.