

Inclusive Zone Basketball Festival



ENTRY DATES & HOW TO ENTER

Document Version: **v2**

Intention to enter date: Wednesday 25th May 2022

i This date is when the Borough Team Organiser needs to send an email to register their interest in attending the festival.

Team closing date: Wednesday 8th June 2022

i This date is when the Borough Team Organiser needs to submit their team on the LYG app.

Confirm squad date: Wednesday 22nd June 2022

i This date is when the Borough Team Organiser needs to confirm their squad details on the LYG app.

Festival information: Friday 24th June 2022

i This date is when LYG send out festival information.

COMPETITION DATES AND INFORMATION

IZB Festival

Monday 4th July 2022
SCORE Centre,
100 Oliver Road,
London,
E10 5JY

Registration: 10:00 – 10:30

Activity: 11:15 – 14:30






TEAM INFORMATION

Festival Type: Mixed Secondary Schools

Any Licence, minimum grade or standard required? Open to all.

TEAM ON THE DAY  This is the team you bring to the festival.

Minimum: 1 **Maximum:** 6

Event	Oldest DOB	Youngest DOB	Likely School Year
IZB Festival	01/09/2003	31/08/2010	Year 7 – 13

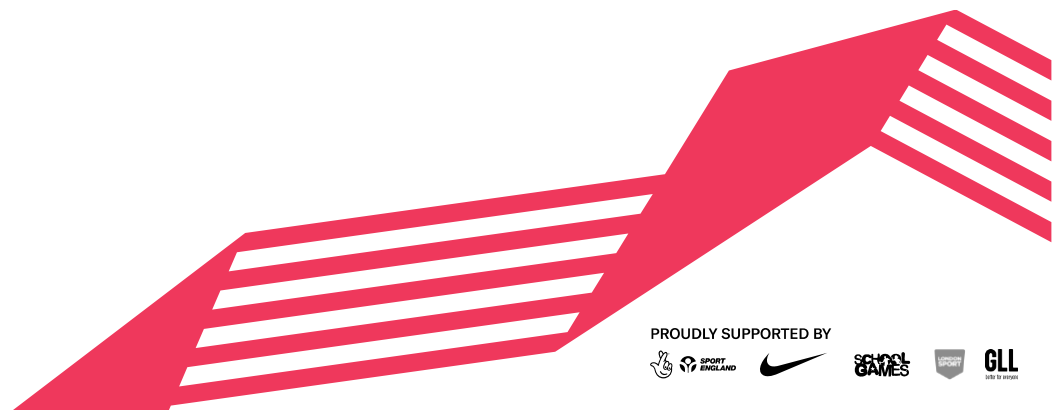
KIT AND EQUIPMENT

Kit & Equipment:

- Equipment will be provided.
- Bringing your own equipment is optional.

Team Manager Notes:

- Equipment and a few wheelchairs will be provided on the day. However, please bring own sport wheelchairs where possible.





ABOUT THE FESTIVAL

Festival Format	Festival format consisting of: <ul style="list-style-type: none">• Exhibition Match (45 mins)• Group warm up (15 mins)• 5 stations of activity, see details below (1 hour)• Match play (1 hour 30 mins)
Draw Format	<ul style="list-style-type: none">• Participants will be placed in random teams for matches.

SPORT SPECIFIC RULES

- 1) Each team will complete all 5 fully inclusive stations.
- 2) The stations will focus on the following skills:
 - a. Dribbling
 - b. Passing
 - c. Shooting
 - d. Tactics
 - e. Chair Skills
- 3) Each activity will last between 10 – 12 minutes.
- 4) Players will participate in an IZB or a 3x3 match with the following rules:

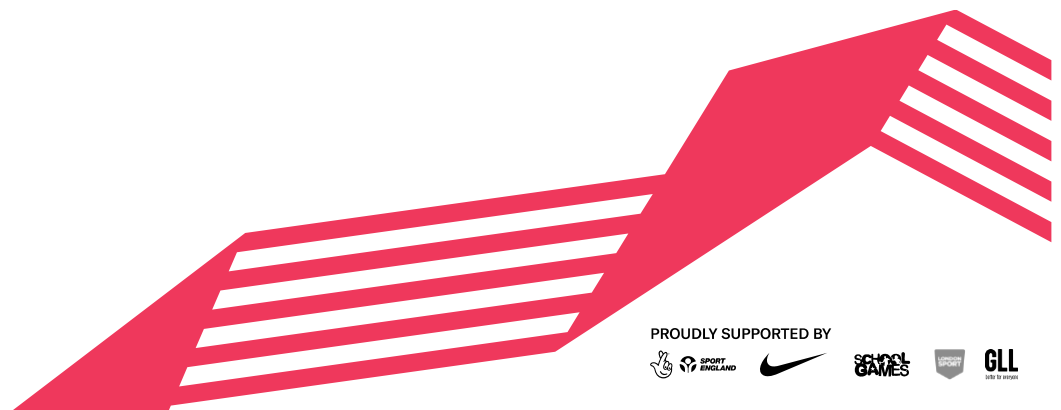
IZB Match:

Court set-up

- One basketball court split into three zones (larger zone in the middle)
- Teams have 4 players on court at all times – 2x wheelchair players in the central zone + 1 running player in each wing zone.

Matches

- Matches will be 10 minutes running clock
- No contact
- No leaving designated 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 revert past the halfway line (preventing full court press)
- Scoring:
 - 2 points for a successful shot inside the three-point line
 - 3 points outside the three-point line

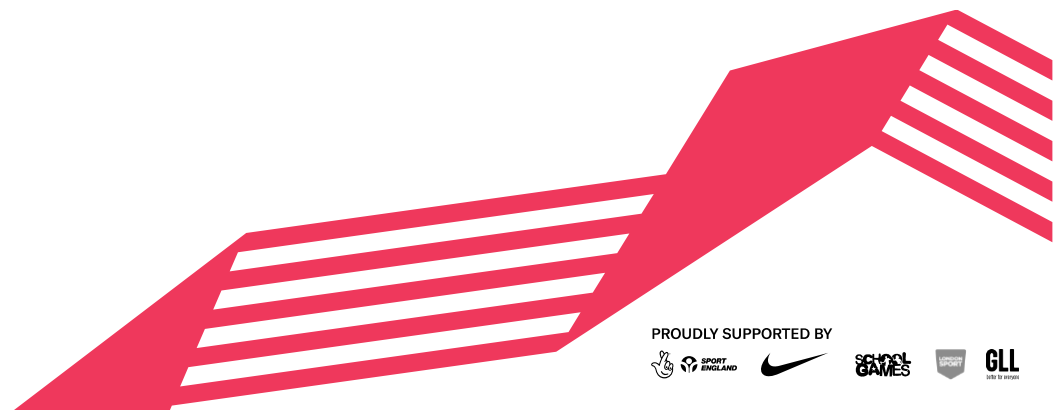
3x3 Match:

Court Set-up

- Played across half of a basketball court
- One hoop used

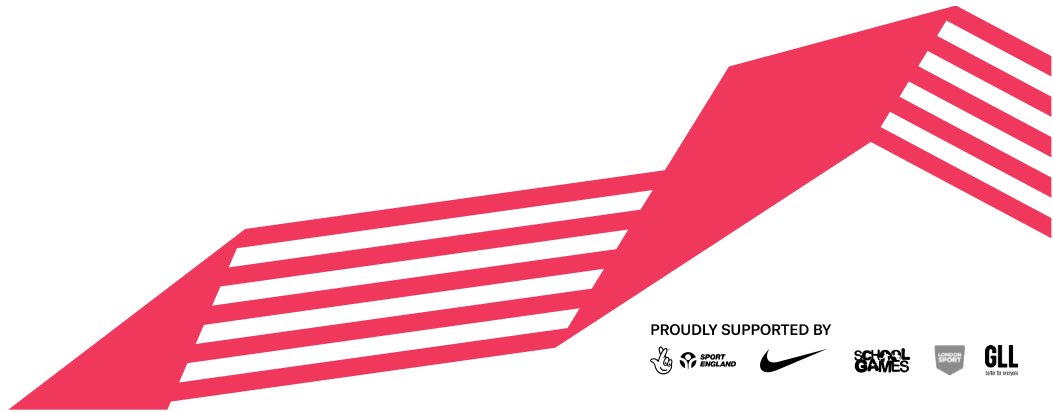
Matches

- Matches will be 10 minutes running clock
- 3 players on court with 1 substitution allowed
- Scoring:
 - 1 point for a shot from inside the arc
 - 2 points for a shot from behind the arc
 - 1 point for a successful free throw
 - First team to 21 points wins the match
- No break after scoring
- Following a successful field goal, a player from a non-scoring team shall resume the game by dribbling or passing the ball from inside the court directly underneath the basket to a place on the court behind the arc. The defensive player is not allowed to play for the ball in the “no-charge semi-circle area” underneath the basket.
- Following each unsuccessful field goal or last free throw (except those followed by ball possession):
 - If the offensive player rebounds the ball, he/she may continue to attempt to score without returning the ball behind the arc.
 - If the defensive player rebounds the ball, he/she must return the ball behind the arc (by passing or dribbling).
- If the defensive team steals or blocks the ball, they must return the ball behind the arc (by passing or dribbling).
- Possession of the ball given to either team following any dead ball situation shall start/resume with a checkball, i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the playing court.
- A player is “behind the arc” when neither of his/her feet is inside or on the arc line.





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