

Information			
Competition	Year 5/6 - 3 on 3 Basketball	On-the-day Contact	Anthony Lloyd - 07939228967
Date	11 th March 2020	Venue	Moberly Sports Centre – Chamberlain Road W10 4AH
Time	10:00am – 14:00pm	Arrival	Please arrive 15 minutes before the competition is due to start
Competition Format	The day will start with a drills session and warm up. The format will be 3v3 on a mini court with a post at either end. This competition will follow a round-robin format with pools as necessary. Group winners will progress to knockout.		
Team Information	A squad will comprise of a maximum of 6 players with 3 on the court at any one time. A minimum of 1 boy and 1 girl are allowed on the court at any one time.		
Follow-On Opportunities	The winner of this competition will go forward to represent Westminster at the Level 3 School Games Competition in the summer.		
PE Kits	All competitors should be wearing their PE kits, this makes it easier to tell the teams apart. Schools should bring with them at least one set of bibs in case of a colour clash.		
Equipment	All equipment for the competition will be provided by PALS team. Schools may want to bring basketballs with them to use whilst warming up. Match ball size 5 will be used.		
First Aid	Schools should provide their own first aid. Whilst there will be qualified first aiders on site, this is not their primary function and first aid can be administered more swiftly if schools bring their own kits.		

Photography	A photographer/videographer may be in attendance, please make sure that all your team members have photographic consent. If you have a child that is not able to be photographed/videoed please let the PALS team know on arrival.
Contact	<p>If you have any questions or queries please do not hesitate to contact Angela Emanuel-Carr.</p> <p>Tel: 020 7641 5879 Mob: 07940 021 907 Email: aemanuel@westminster.gov.uk</p>

Level 2 Rules - Basketball

Rules of Play

Playing

1. Games will be played on half a court that is into one basket.
2. Only three players from each team are allowed to be on court at any one time.
3. The first team to reach 15 points with at least a two-point margin e.g.15-13 or 19-17 shall 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 shall only be stopped for charged time-outs.
5. Each team is allowed one 30-second time-out per game.
6. Coaches are permitted a rolling substitution for either team & this should be as quickly as possible.
7. The maximum time for any game is therefore 11:00 minutes (10 minutes plus two 30-second time outs). An additional one minute injury time if required.
8. In the case of obvious injury a special 1 minute INJURY TIME-OUT shall be allowed. The injured player MUST be substituted & cannot re-enter that particular game at any time.
9. There are no jump balls.
10. 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.
11. The ball will change possession after a successful field goal.
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' to the top of the key in front of the basket.
14. 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".
15. Whenever the ball is taken to the top of the key, 1 player from each team MUST check the ball.
16. There is no defence whilst the ball is being taken back to the top of the key.
17. In the event of a tie for pool position, game result between both teams will be considered first, if still a tie, then accumulate point's difference in that pool will be considered.

Fouls

1. On all fouls, except a shooting foul, the team not committing the foul will be rewarded the ball from the top of the key.
2. Unsportmanlike fouls shall be penalised by one free throw plus possession of the ball whether or not the free throw is scored.

Shooting fouls shall be penalised as follows:

- If the basket is made, one additional free throw is awarded to the shooter. Whether this free throw is made or missed, possession goes to the defensive team who will 'take the ball back'.
 - If the basket is missed one free throw is only one free throw is awarded.
 - If the free throw scores—the ball is awarded to the defence who will 'take the ball back'.
 - If the free throw misses—the ball is retained by the attacking team who will 'take the ball back'.
3. There is no line up for any free throws.
 4. Teams will forfeit the game in the following circumstances:
 - If they have less than three players at the start of the game.
 - Only have one player remaining on court during the game.
 - If they are persistent in unsportmanlike fouls or gross misconduct.
 5. A successful shot is worth two points. All successful free throws are worth 1 point.
 6. Additional rules particularly for London Youth Games:
 - No dunking permitted on portable equipment.
 - The score is announced after each score.
 - The schedule & match length is liable to change to ensure completion of the event.

In case of dispute, have one player from each team shoot free throws until one player fails to score. Their team loses the dispute. This method can also be used as an alternative to a toss of a coin at the start of the game.