

## Cowles 2016 Y5/6 Competition – Grading Games

### Thursday 19 May 2016

For the grading games on 19 May, each team will play two games of about 13 minutes in length against two other teams so we can try and make sure every team is playing in the appropriate competition grade. After the first game, the leading team on Court Two (or referee's selection) will head over to Court One, while the losing team from Court One will move to Court Two (i.e. both leading teams play on Court One, losing teams on Court Two).

Referees will also start teaching the players and teams about any rules this week too

Tipoff Time	Cowles Court One	Cowles Court Two
3:30	Bromley Bulls Waitākiri Rams	Linwood Ave Lakers CBA Hoops Squad
4:00	Bromley One South New Brighton Seahorses	Waitākiri Breakers Queenspark Gold
4:30	Banks Ave Sparks Te Pā o Rākaihautū	Te Waka Unua Warriors Queenspark Blue
5:00	Banks Ave Sirens Queenpark Maroon	Sumner Surfers Waitākiri Nets
5:30	Marshland Makos St Anne's Saints	Shirley Thunder Waitākiri Blues
6:00	Marshland Makos Waitākiri Celtics	

I should be able to get at least the first three weeks' draws out pretty quickly after grading games are done (remember actual games will start 2 June) – so please advise about any school dates clashes (camps, interviews etc).

Any questions, competition details or feedback – please contact James Lissaman via [james@canterburybasketball.co.nz](mailto:james@canterburybasketball.co.nz), or Carol Bathurst via [referees@canterburybasketball.co.nz](mailto:referees@canterburybasketball.co.nz) if you have any older students interested in learning to become referees.

We're also hoping to be able to use the glory league system which will provide automated video of each game – the scoring app is currently being updated now, and may be ready in time for Thursday! This is much easier for people to score on than pen and paper – if you want to find out a bit more about this have a look on tvnz: <https://www.tvnz.co.nz/one-news/sport/basketball/canterbury-basketball-employs-new-piece-technology>

#### Rules of Note

- Games will consist of two 13 minute halves (running clock), and will start on each half hour
- **Retreat Rule** Players must retreat to touch halfway when: They lose clear possession in the attacking half; or their team scores a basket (this promotes transition from offence to defense and creates space for dribbling and passing to develop)
- **Man to Man Defence to be played** in order to help promote good defensive fundamentals
- **Fouls** Each player has a maximum of four fouls for the game. (This promotes the concept of non-physical play and ultimately leads to better defence)
- Each team is to wear a consistent uniform, preferably numbered (we can supply some bibs)
- Regulation dimensions for the court and hoops are used
- Size Five basketballs are used