

PRIMARY SCHOOLS INDOOR TOURNAMENT

YEARS 5 & 6

BADMINTON

- DATE:** Monday 12 August 2019.
- ENTRIES:** Entries close 5pm Wednesday 31 July.
- TIME:** 9am – 3pm approx. but dependent on number of entries.
- VENUE:** Zhu Badminton Centre
- PLAYERS:** Teams of 3, single gender or mixed gender. Seeds must be named and retained throughout the competition.

GAME CONDITIONS:

1. Matches will consist of 3 x 5 minute singles game (1 per player), and 3 x 5 minute doubles games (2 per player).
2. Playing order as per the entry form.
3. The normal rules of the game apply including Rally Point scoring. On the line is in.
4. Teams are to provide their own shuttles (suggested Yonex Mavis 300's) and own racquets.
5. Service at the beginning of each game is to be decided by a throw of the shuttle.
6. When serving the shuttle must be struck no higher than the server's waist.
7. 1 point for each match won. In the case of a draw on points, count back is on matches won, then points won/lost ratio.

BASKETBALL

- DATE:** Monday 12 August 2019.
- ENTRIES:** Entries close 5pm Friday 31 July. Basketball entries need to come through the zone. Small and medium zones may enter 1 team per gender per zone and large zones may enter 2 teams per gender per zone.
- TIME:** 9am – 3pm approx. but dependent on number of entries.
- VENUE:** Pioneer Stadium, Lyttelton Street.
- PLAYERS:** Teams may have a maximum of 10 players.

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GAME CONDITIONS:

1. Size 5 basketballs will be used for boys and girls and will be provided. Schools are not to have balls inside the stadium during competition.
2. All games are running clock, starting and finishing on a hooter. The length of games will be decided after entries close. No half time - No change of ends. No time-outs.
3. All teams must be ready to take the court as soon as the hooter sounds for the completion of the game prior. As soon as a game finishes the court must be cleared as the clock will be running for the next game (no extra hooter will sound). With the number of entries in the event we will not have time to achieve a result if the clock is stopped between games.
4. The rules as sanctioned by Basketball NZ will apply except that:-
 - Personal fouls. 3 only per player. Players may not play in that game again after 3 fouls.
 - All players shall play man-to-man (player to player) defence. No zone defence is allowed.
 - If a player is fouled while shooting and the basket misses, (in lieu of two foul shots), the player automatically receives two points, and the team regains possession at half way.
 - If a player is fouled while shooting and the basket is successful, (in lieu of one foul shot), the player automatically receives two points, plus the one point for the foul. The other team then gets the ball at the base line to continue the game.

Technical foul is ONE shot plus possession at half way. After receiving a technical foul, the player/coach must leave the stadium playing area and wait in the changing room/foyer for the remainder of that game.

3 pointers allowed.
5. All schools must have an adult present to manage their team/s and assist when necessary, with the running of the tournament.
6. Each team must provide two scorers for the game on the same court after they play. An adult must be present to supervise or manage the scorers. It is hopeful that referees will be provided, however teams will need to supply a referee should the quota not be filled.
7. There will be a boys' grade and a girls' grade. Mixed gender teams must enter in the boys' grade.

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Players cannot interchange between teams.

8. **Scoring:** Teams will be allocated points as follows:

5 for a win, 2 each for a draw, 1 point for a loss by **less than** 6 points

e.g. Team A 25 defeated Team B 20

Team A earns 5 points Team B earns 1 point.

9. Teams will be selected for the semi-finals according to points earned in the rounds of pool play.
If teams are equal on points after pool play:
- a) the game score between those teams will decide the pool placings
 - b) if teams are still tied, overall scores for and against will be calculated to determine placings.
10. If semi finals are drawn at full time, the “Golden Goal” rule will apply – ie start with a tipoff and play until the first team scores. Points for fouls are also included in the final score.
11. No jewellery is to be worn. No full length skins. No clothing to be worn under uniforms.
12. Mouthguards are compulsory.
13. Running subs will be allowed but need to be made by touching hands on the half way line.
14. If there is deliberate time wasting, in the opinion of the referees, an automatic unsportsmanlike foul will apply i.e. 2 points to the opposing team followed by possession at half way.
15. If the final is a tie, the title will be shared.

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VOLLEYBALL

- DATE:** Monday 12 August 2019.
- ENTRIES:** Entries close 5pm Wednesday 31 July.
- TIME:** 9am – 3pm approx. but dependent on number of entries.
- VENUE:** Bishopdale YMCA.

GAME CONDITIONS:

1. Ideally 21 min (depending on number of games/teams).
2. Best of three sets (play the third even if one team is up 2-0).
3. Each set maybe 7 mins. Switch ends after each set (straight swap as no time allowed).
4. Allow 25 min per game so 4 mins to change courts for next game.

COURT: Doubles Badminton Courts. Net height: 2.10m.

EQUIPMENT: Matches will be played with volleyballs provided by CVA.

RULES:

Players: 4 players per team, mixed, with two or three subs. More teams with less extra players are preferable. Substitutions may be made when rotating around to serve.

Scoring:

1. Rally point scoring.
2. Each serve/rally is worth a point, regardless of which team is serving.
3. A **point** is scored when the following occurs:
 - a) The opposition hit the ball outside the boundary lines.
 - b) The opposition hit the ball and it fails to get over the net.
 - c) The opposition throw the ball over the net.
 - d) The opposition contact the ball more than three times.
 - e) The opposition touch the net.
 - f) The ball hits the ground inside the opposition's boundary lines.
 - g) The opposition touch the ball before it hits the ground inside or outside of the court.
 - h) The opposition hold the ball for more than 1 seconds.
 - i) Line and foot faults are **not** called.
4. 1 point for each set won out of the three sets, so losing 2-1 would still get you a point. If teams are even after pool play the team that won the head to head game goes through. If there is a three way or more tie the team with the highest total of points 'for' goes through.
5. If still drawn, repeat above with points against (lower points goes through).

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Serve:

1. Game is started with an **underarm serve** with one hand by the player in the FRONT right position.
2. The ball may touch the net going over.

Ball Handling: There must be a minimum of two contacts, however three team contacts (dig/set/spike) to build an effective attack are encouraged. To encourage this. every time within a rally when three team contacts are made, a bonus point will be given. Teams to add up their own bonus points each rally.

Handling Faults: Unless a ball is 'caught', don't call handling faults.

Team Rotation: Players rotate clockwise one position **AFTER** winning the right to serve and after three points in a row from serves by the same player.

Substitutions.

Substitutions should be waiting in a line on the side of the court and rotate on to the court when the team rotates around.

Referees: Teams are able to referee themselves. Alternatively, first named team to provide referee. Referee to keep score on scorecard provided and to ensure scorecards are signed.

Training hints for coaches:

1. Train your players to always face the net. This means the players have to react and move quickly to keep the ball in front and between that player and the net. This means that lateral movement patterns should be introduced and practised. For instance, side stepping, side hopping, side shuffling and/or cross-over, instead of turning sideways and running after the ball, and backpedalling instead of turning around and chasing after the ball.
2. Train your team to hit the ball high. This gives players more time to get ready to hit the ball and set up for the hit over the net.
3. When hitting the ball over the net you want the hitter to be standing about two metres off the net ready to run up and jump. The hitter should hit the ball up about half a metre off the net.
4. Train your team to hit the ball away from the opposition. The best places to hit the ball are the back corners and just over the net.