VIRTUAL PRIMARY BASKETBALL RULES (Y56)



LONDON BASKETBALL ASSOCIATION

ENTRY DATES & HOW TO ENTER

Document Version: 2

Intention to

Friday 15th January 2021

Enter:

 Deadline for School Games Organisers to submit their ITE to London Youth Games via survey.

Submit Entry:

Friday 26th March 2021

 Deadline for School Games Organisers to submit their school and relevant competition score.

LYG Publish Results:

Friday 23rd April 2021

i. This date is when LYG will publish the

London-wide results.

For schools competitions the School Games Organiser will co-ordinate entries. Entries are submitted online.

TEAM INFORMATION

Age: Primary Likely School Year: Year 5/6

Gender: Mixed

Team Size: 8 (8 students scores submitted to LYG)

Although only 8 scores are submitted to LYG, we encourage as many young

people to take part in the Basketball Drills as possible.

COMPETITION INFORMATION

Competition

Intent:

To develop different sport specific skills

Competition

Format:

Schools will participate in 5 Basketball drills and record their scores. Scores for the top 8 students should be submitted. A average score for each drill will then be calculated for each school which will form a leader board against other

schools. SGO's should submit their winning school to LYG.

Final

SGO's will submit their top scoring school (based on their average) onto LYG.

Positions: This will form a London-wide leader board.

Medals:

Top 8 pupils for the top 3 schools across London will receive Gold, Silver &

Bronze

SUGGESTED SPACE, KIT & EQUIPMENT

We appreciate schools have varied provision, therefore the details of equipment and space below are suggestions. Schools are encouraged to use alternative resources if those listed below are unavailable to them.

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Space: This competition can be held indoors or outdoors but should ideally be

held within a space with Basketball court markings.

Kit & Equipment: • Stopwatch

Basketball Hoop

Basketball

• Cones

Basketball Markings e.g. Free Throw Line

SPORT SPECIFIC RULES

- London Youth Games have worked with the London Basketball Association to provide a set of drills for primary schools to complete and score on.
- 2. Schools will need to complete the 5 drills outlined below and enter the top 8 students scores into the scoresheet provided.

BASKETBALL DRILLS:

Drill 1 One Sided Layups (Individual Challenge)

Starting on the right- or left-hand side from the elbow. You will have 30 seconds to make as many layups as possible. You will need to collect your own rebound, dribble back to the elbow and repeat.

Requirements:

- 1 x Stopwatch
- Basketball Hoop
- Basketball

Watch the support video here

Drill 2 **Dribbling** (Individual Challenge)

Place cones in a line, 1 metre apart. You will have 30 seconds to dribble the ball in and out of each cone. You will count how many times you can go up and down. It will count as 1 when you arrive back at the start.

Requirements:

- o 1 x Stopwatch
- 5 x Cones
- Basketball

Watch the support video here

Drill 3 Defence (Individual Challenge)

Place cones on the elbow corners (the edges of the free throw line). You will start at one cone. You will have 30 seconds to defensive slide back and forth between each cone. Ensure you touch the cone before sliding to the next.

Requirements:

- o 1 x Stopwatch
- o 2 x Cones
- Free Throw Line

Watch the support video here



VIRTUAL PRIMARY BASKETBALL RULES (Y56)



Drill 4 Shooting (Team Challenge)

Team will line up. The first shot is a baseline shot, just inside of the key. The player will get their own rebound, dribble to the opposite side of the key and take another baseline shot or layup. Collect their rebound again, dribble in front of the basket and attempt a 3rd shot. And the final shot will be a metre behind the third shot. They then pass to the next in line and go to the back of the queue. They have to get to 21 as soon as possible.

1st shot = 1pt, 2nd Shot = 2pts, 3rd shot = 1pt, 4th shot = 2pts. The team should count out loud to keep track of the score.

Requirements:

- o 1 x Stopwatch
- Basketball

Watch the support video here

Drill 5 Passing (Team Challenge)

You will line up on each side of the key facing each other. The person with the ball will start on the baseline. They will then pass the ball to the person opposite them and then run to the end of the line. This is a continued passing drill. The aim is for the team to get to the halfway line and back to the baseline without dropping the ball. The team will be timed how long it takes to get the ball to the opposite baseline.

Requirements:

- o 1 x Stopwatch
- Basketball
- o Minimum 8 players

Watch the support video here

Further information on all of the drills can be found here alongside a series of videos created by the London Basketball Association to support you with completing the drills.

SCORING:

- 1. The top 8 students scores will form an average for each school per drill. The average for each drill should then be compared to other schools and form a ranking board. E.g. the school with the best score for Drill One will receive the most points.
- 2. The scoring details for each drill are listed above and on the additional resources created by the LBA. A score should be entered for each pupil on the Basketball Scoresheet.
- 3. The school scoring highest across the 5 drills will then represent their borough and be submitted by the SGO to LYG.
- 4. In the case of a tie between two teams, the school with the best time for Challenge 5 Passing Caterpillar will win.
- 5. Schools will also be required to submit an <u>Participation Spreadsheet</u> to their SGO's to record all students that took part.
- 6. SGO's will be then required to submit an Overall Borough Participation to LYG by the
- 7. The overall winner will then be awarded the 2021 Virtual LYG Primary Basketball Champions.

