

2023-2024 COED Schedule

Subject: DRAFT COED BASKETBALL

Update with no McLeod Road. The option would be for the team with the BYE to go to one of the other home schools and play 3 short games. The BYE school could choose the closest home school to them to make travel easier. Or you can enjoy the bye. 😊

Game 1 first to arrive versus home school 4- 4 minute quarters
 Game 2 both visiting schools 4- 4 minute quarters
 Game 3 Last to arrive versus home school 4- 4 minute quarters

North-West	Betty Huff	Steve Swaddling, Anita Munaweera
North	Bridgeview	Steff Mccaw,
Central	Georges Vanier	Alannah Valdez Tiu, Jennie Chang, Sarbjit Athwal
Central	Brookside	Megan Ottenbreit,
North-West	Forsyth Road	Kelsey Smith, Tammy Inimgba

Here are the other dates and clinics involving elementary basketball:

SCHEDULE DATES (*Home Team Is First*)

DAY	DATE	HOME TEAM	VISITING TEAM
Monday	January 22	Betty Huff	Forsyth
		Bridgeview	Brookside
		George Vanier	BYE
Tuesday	January 30	George Vanier	Betty Huff
		BYE	Bridgeview
		Forsyth	Brookside
Monday	February 5	Betty Huff	BYE
		Bridgeview	Forsyth
		Brookside	George Vanier
Monday	February 12	Brookside	Betty Huff
		George Vanier	Bridgeview
		BYE	Forsyth
Tuesday	February 20	Bridgeview	Betty Huff
		Brookside	BYE
		Forsyth	George Vanier

Tuesday February 27 Final Tournament

We will need two schools to host 3 teams. Mini Round Robin 3 games each team and then top two teams can play in a final game.

Other options can be considered 😊

RULES

Shifts

- 3 Boys and 2 Girls
- 3 Girls and 2 Boys
- 3 Boys and 2 Girls
- 3 Girls and 2 Boys

GAME FORMAT CO-ED LEAGUE:

- A team will consist of a minimum of 10 players. It is mandatory that each shift consist of 5 new players. Lines should be as equal in ability as possible.
- All players on the roster and suited up must see action in at least 1 period of play in every game.
- All players change at the end of each period. There will be no double shifting by any player for any reason.
- The order of shifts may not be changed in celebration games and may be changed only at half time during league play.
- Substitutions during the 4 minute periods may only be made for injury or a foul-out situation. The player leaving the game for injury may re-enter only for his sub in the regular rotation and may not double shift. The player entering the game may not be double shifting and must be a new player.
- Over and back enforced. Results in loss of possession and the ball is in- bounded from the centre line. In-bounding team may go to front or back court. Smaller gyms may waive the over and back rule.
- 2 schools playing in 1 gym format should be 8-4 minute quarters. 3 schools in 1 gym format should be 4-4 minute quarters.
- Jumpers may tap the ball twice but may not take possession until the ball strikes the floor or another player. No fist balls on the jump.
- An offensive player must cross the centre line within 10 seconds of receiving a throw-in.
- 5 seconds in the key; the player is not allowed to be in the key for longer than 5 seconds if his/her team has the ball. This does not apply if the player is shooting or driving to the basket.
- **NO ZONES**
- **NO DOUBLE TEAMING**
- **NO PICK PLAYS** (offensive screens)
- **ALL FOULS ARE 1 POINT**
- A closely guarded player has 5 seconds to move the ball or he/she forfeits the ball. This includes in-bounding from the sidelines.
- Any contact of a player constitutes a foul. If the player is fouled and the shot goes in the player receives 2 points plus 1 bonus point. All other fouls are recorded and possession on the side.
- It is legal to inbound the ball from the front court to the backcourt; that does not constitute a backcourt violation.
- First Shift: 3 boys; 2 girls (1st, 3rd, 5th, 7th) and Second Shift: 2 boys; 3 girls (2nd, 4th, 6th, 8th). Alternate throughout the game.

More detail regarding violations can be found in the handbook but remember this is a skill development game and should be approached this way.

Keeping score is optional and should be discussed by coaches prior to the game.

To clarify the person to person all players must stay on their respective checks and cannot help UNLESS

1. they call switch and both defensive players switch checks
2. they call help and both defensive players switch checks

They can switch back to their own checks at any time providing:

1. they call switch back
2. they gain possession and reset on offense

Hopefully this makes things clear. The referee must clearly hear switch or help in order to accept that a player is not checking the person they jumped with at the beginning of a quarter.

Also if a scrum under the hoop then rebounding and trying to get the ball is fine providing all players are under the hoop (in other words your best players check is at center then he/she can't be under the hoop rebounding but must be near their check).

Mr. Swaddling



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As T.S. Eliot observed, “every philosophy of education emerges from a philosophy of humanity. In our context, educators spend an inordinate amount of their preparation on educational theory and pedagogy. This has shifted the focus of their preparation from the *what* and the *why* to the *how*. The result is a generation of teachers fully up on the “social and emotional dynamics of learning” but who nevertheless fail to teach their second graders basic phones.”