



## 2017 Canada Summer Games Basketball Technical Package



Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the organizing committees by detailing tournament formats and scoring procedures, assist Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coaching certification by stating minimum requirements and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of athletes in the "training to compete" phase of its Long Term Athlete Development Model (LTAD), or other suitable phase of the model as justified by the NSO, discussed with the LTAD expert group, and approved by the Canada Games Council (CGC) Sport Committee.

Every Games' coach, manager, Sport Chairperson and Mission staff has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of a Technical Package, he or she is to seek clarification from the CGC Sport Committee through his or her Chef de Mission or NSO.

Technical Packages are developed 36 to 24 months prior to Games primarily by NSOs, following principles outlined in this document, guidelines and requirements of the CGC. As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO. Technical Packages are developed by sport, not disciplines.

If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will evaluate the merits of the request and will, if it has merit, submit the requested change or clarification to the CGC's Sport Division for consideration. The NSO or Chef de Mission will submit the rationale for the request. Changes to age groups, eligibility requirements, team sizes or staff complements will not be considered after 36 months prior to the Games. Additions or changes to events/competition formats that result in a significant cost increase to the Host Society will not be considered after 24 months before the Games, unless approved by the CGC and the Host Society. Substantive changes to events or competition formats will not be considered after 18 months before the Games, unless approved by all participating provincial/territorial associations and the CGC. Minor corrections will be considered at almost any time, but will be increasingly difficult to achieve within six months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package by Games' participants early.

NATIONAL PARTNERS / PARTENAIRES NATIONAUX



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**2017 Canada Summer Games  
Basketball Technical Package**

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**1. SPORT: BASKETBALL**

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**2. PARTICIPANTS:**

2.1. Competitors:

Male: 12

Female: 12

2.2. Staff:

Men's Team: 2 Coaches and 1 Manager

- At least one of the coaches must be male

Women's Team: 2 Coaches and 1 Manager

- At least one of the coaches must be female. If the head coach is male, the manager must also be female\*.

\* If a team has a female apprentice coach (as defined in the Women in Coaching and or Aboriginal Coach Apprentice programs), in addition to at least one (1) female coaching staff, then the manager position may be filled by a male.

2.3. Additional Team Staff\*:

- Apprentice Coach
  - See [Women in Coaching Canada Games Apprenticeship Program](#)
  - See [Aboriginal Apprentice Coach Program](#)
  - Apprentice coaches have same access as competitors and team staff.
- Venue Pass Holder
  - See [Venue Pass Holder Policy](#):
  - Venue pass holders do not have access to the field of play
  - Venue Pass Holder's access
    - Front of House (Spectator areas)
    - Team Areas (athletes lounge, change rooms)

\* Additional Team staff positions are administered by the Provincial/Territorial (P/T) Mission Team. Positions must be applied for based on each P/T Missions process. For information pertaining to the process in your P/T contact your Chef de Mission.

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### 3. CLASSIFICATION:

AB, BC, MB, NB, NF, NS, ON, QC, SK:

- Under 17 as of December 31, 2016
- Year of Birth: 2000 or later.

NT, NU, PE, YT

- Under 17 as of December 31, 2016 plus a maximum of two (2) players under 18 as of December 31, 2016.
  - Year of Birth: 2000 or later plus a maximum of two (2) players born in 1999.
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### 4. ELIGIBILITY

#### 4.1. Coaches:

Head coaches on the official registration form must have achieved at least Level 3 certification or Train to Compete, certified status in Basketball under the National Coaching Certification Program (NCCP). These coaches must be so certified not later than 180 days before the opening of the Games (January 30, 2017).

Assistant coaches on the official registration form must have achieved at least Level 3 certification or Train to Compete, trained status in Basketball under the NCCP. These coaches must be so certified not later than 180 days before the opening of the Games (January 30, 2017).

If a Provincial/Territorial team does not distinguish between a head coach and assistant coaches, at least one of the team's coaches must be Level 3 certified or Train to Compete, certified status in Basketball under the NCCP, while the other must be at minimum Level 3 certified or Train to Compete, trained status under the NCCP. These coaches must be so certified not later than 180 days before the opening of the Games (January 30, 2017).

#### 4.2. Competitors:

Senior National Team Athletes are not eligible for the Canada Games\*.

No athlete can be rendered ineligible within 90 days of the opening of the Games due to carding status or National Team status (i.e., no athlete will be excluded if they become National Senior Team members for the first time or are granted carding status after May 1st, 2017).

\*Athletes who hold a C card (as defined by Sport Canada's Athlete Assistance program) or are in their first year of Senior National Team status, may be deemed eligible on a case by case basis. Requests must be submitted the respective Provincial/Territorial Chef de Mission and approved by the Canada Games Council's Sport Committee

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## **5. COMPETITION; FIBA RULES – ROUND ROBIN POOL:**

### **5.1. Tournament Format/Seeding**

- a) The competition shall be played in two to four pools with round robin play in each pool. Teams will then get reseeded and move into a single elimination consolation as outlined in Section 5.4 - Competition Template
- b) Pool seeding for the Competition is based on the Competition Template outlined below (Section 5.4).
- c) Pool seeding is based on the results of the 2016 U17 National Championships.
- d) Provinces or Territories not attending the 2016 U17 National Championships shall be ranked and seeded by Canada Basketball. In determining pool placement consideration shall be given to ensure that the pools are competitively balance.

### **5.2. Tournament Rules**

- a) All games shall be played under FIBA rules.
- b) The rules shall be reviewed at the conclusion of the 2016 Olympic Games to ensure that the competition rules are consistent with FIBA rules changes which have been approved by FIBA.

### **5.3. Application of Policies**

- a) Conduct or discipline infractions which occur on the field of play shall be dealt with pursuant to the rules of FIBA and Canada Basketball.
- b) Conduct or discipline infractions which occur off the field of play shall be dealt with under the auspices of the Canada Games Council pursuant to the guidelines, policies and procedures as provided by the Canada Games Council.

#### 5.4. Competition Template

##### a) Round Robin Play

As outlined in section 5.1, the Provincial/Territorial teams (Male & Female) shall be seeded into two to four pools as follows:

<b>8 Teams</b>	Pool A: 1, 2, 3, 4	Pool B: 5, 6, 7, 8	
<b>9 Teams</b>	Pool A: 1, 2, 3, 4	Pool B: 5, 6, 7, 8, 9	
<b>10 Teams</b>	Pool A: 1, 2, 3, 4	Pool B: 5, 8, 10	Pool C: 6, 7, 9
<b>11 Teams</b>	Pool A: 1, 2, 3, 4	Pool B: 5, 8, 11	Pool C: 6, 7, 9, 10
<b>12(or 13) Teams</b>	Pool A: 1, 7, 12	Pool B: 2, 8, 11	Pool C: 3, 5, 10
	Pool D: 4, 6, 9, (13)		

##### b) Medal/Classification Round

#### 5.5. Pool Standings

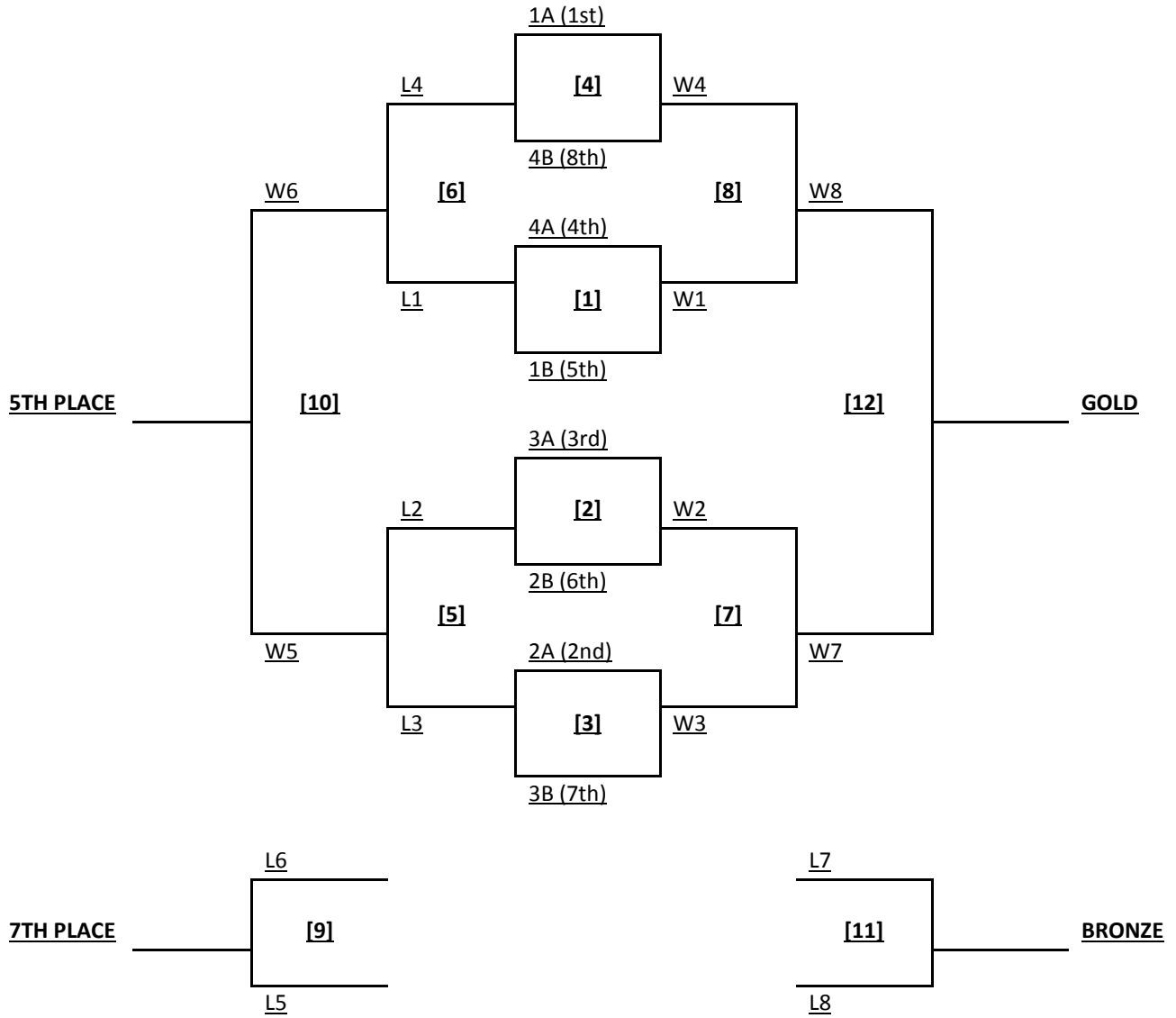
- a) A team will be awarded 2 points towards pool standings for each game they win.
- b) A team will be awarded 1 point towards pool standings for each game they lose.
- c) A team will be awarded 0 points towards pool standings for each game they forfeit.

#### 5.6. Forfeits

A team which, without valid reason, fails to appear to play a scheduled game or withdraws from the playing court before the end of the game shall lose the game by forfeit. The game shall be awarded to the opponent and the score shall be registered as twenty to zero (20 to 0) in favour of the opponent. The Technical Committee may, in addition, decide to relegate the team to the last place of the classification. This is automatically carried out in the event of recurrence by the same team. Nevertheless, the results of the games played by the team remain valid for the purpose of general classification of the contest.

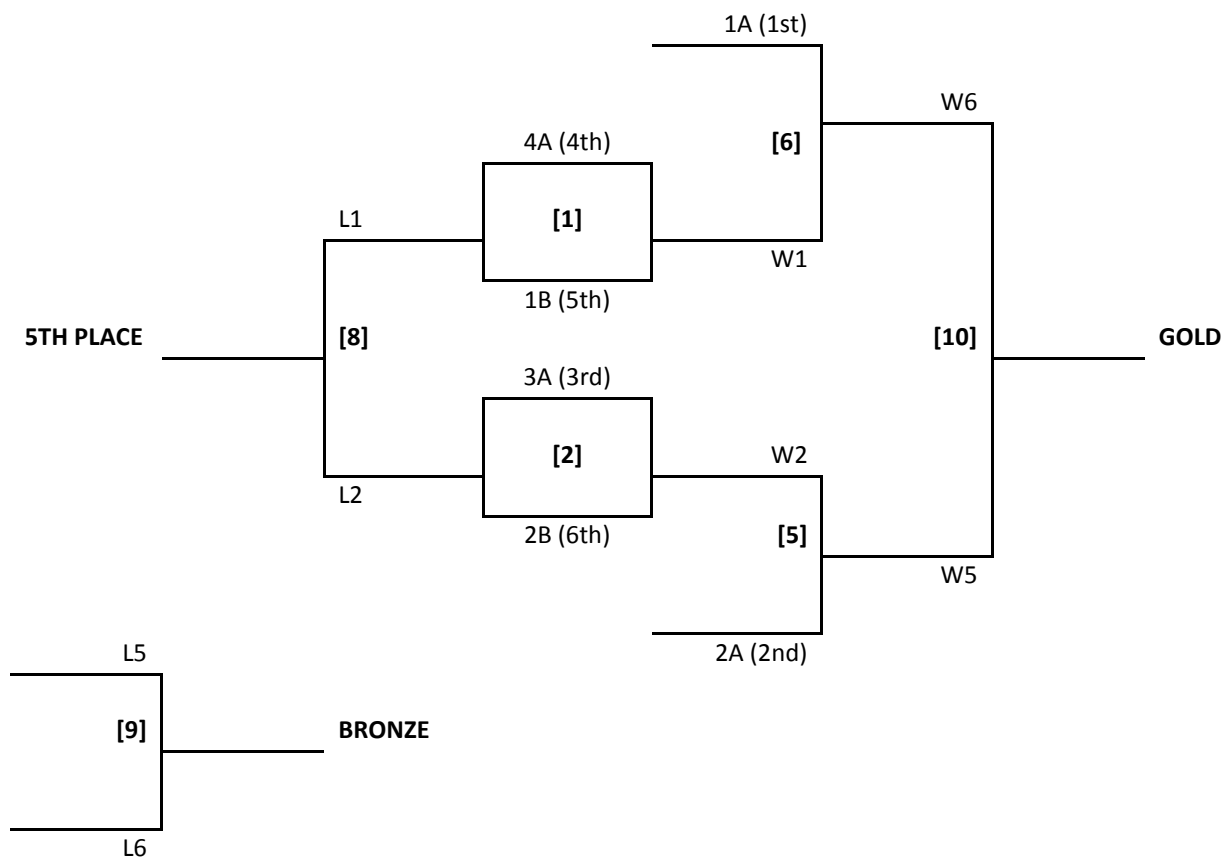
8 Team Format

**ALL 8 TEAMS MOVE INTO A SINGLE ELIMINATION CONSOLATION**



## 9 Team Format

### TOP 6 TEAMS MOVE INTO A SINGLE ELIMINATION CONSOLATION



### BOTTOM 3 TEAMS PLAY A ROUND ROBIN FOR PLACING

GAME #	TEAMS
[3]	4B vs 5B
[4]	5B vs 3B
[7]	3B vs 4B



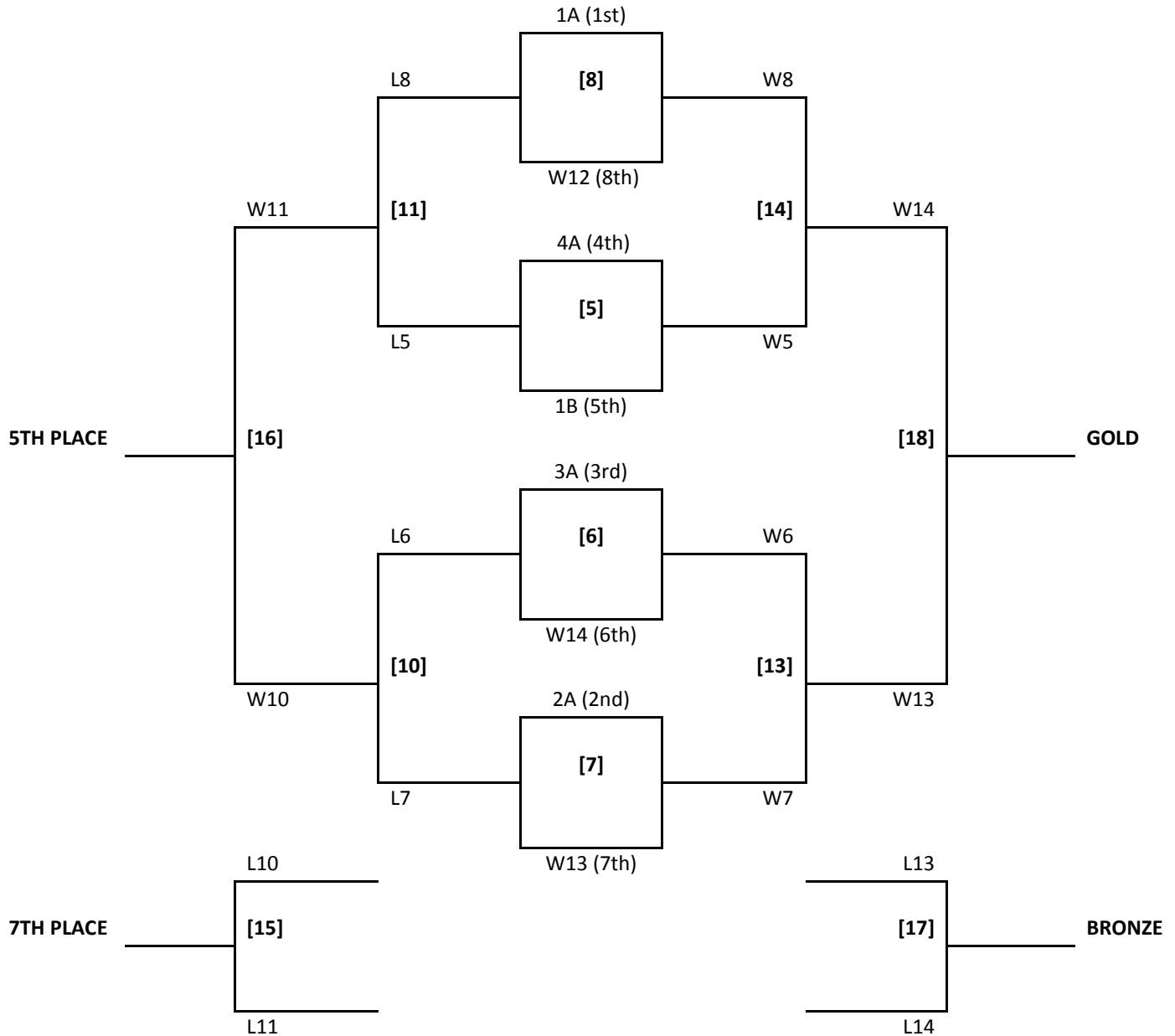


11 Team Format

**BOTTOM 6 TEAMS ARE RE-RANKED AND MOVE INTO THE PLAYOFF ROUND, TOP 5 TEAMS GET A BYE  
3 WINNERS MOVE INTO THE TOP 8, BOTTOM 3 PLAY A ROUND ROBIN FOR PLACING**

GAME #	TEAMS
[1]	2B vs 3C
[2]	2C vs 4C
[3]	1C vs 3B

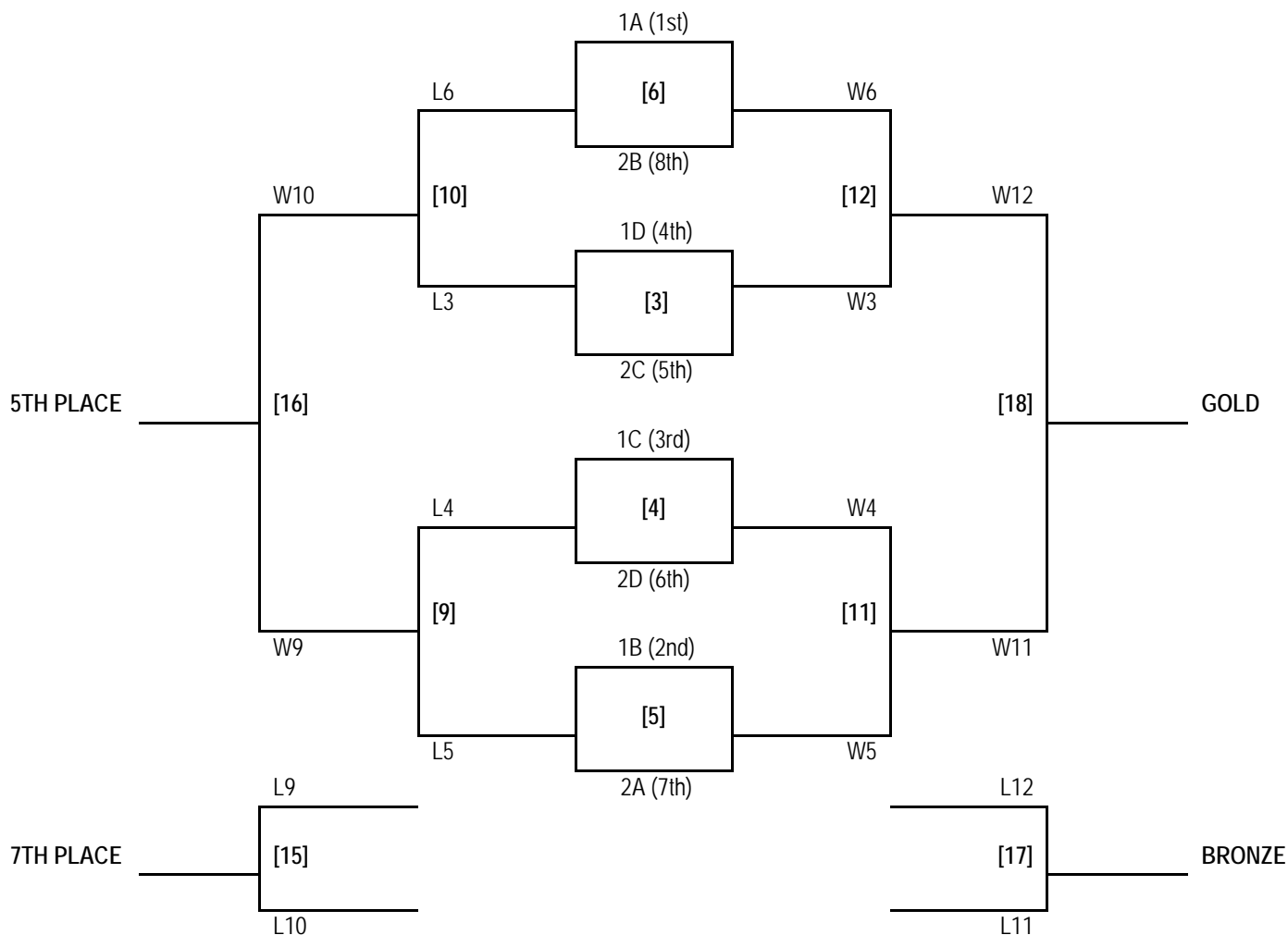
**TOP 8 TEAMS MOVE INTO A SINGLE ELIMINATION CONSOLATION**



**BOTTOM 3 TEAMS PLAY A ROUND ROBIN FOR PLACING**

<b>GAME #</b>	<b>TEAMS</b>
<b>[4]</b>	3A vs 4B
<b>[9]</b>	4C vs 3A
<b>[12]</b>	4B vs 4C

**TOP 8 TEAMS MOVE INTO A SINGLE ELIMINATION CONSOLATION**



**BOTTOM 4 TEAMS PLAY A ROUND ROBIN FOR PLACING**

GAME #	TEAMS	GAME #	TEAMS	GAME #	TEAMS
[1]	3D vs 3A	[7]	3D vs 3C	[13]	3C vs 3A
[2]	3C vs 3B	[8]	3A vs 3B	[14]	3B vs 3D

- Sport Scoring will be attributed to results from the Round Robin for placing to determine final placing of 9th – 12th (or 13th).
- Ties will be broken using the FIBA tie-breaking procedure.



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## 6. SPORT SCORING:

Following the conclusion of all games, teams will be ranked from first to last and sport scoring awarded as follows:

Position	Pts
1st place	10
2nd place	9
3rd place	8
4th place	7
5th place	6

Position	Pts
6th place	5
7th place	4
8th place	3
9th place	2.5
10th place	2

Position	Pts
11th place	1.5
12th place	1
13th place	0.5

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## 7. PROVINCIAL/TERRITORIAL RANKING:

Following the final ranking of all teams, points for the Games Flag will be awarded as follows. Men and women are ranked separately.

Position	Pts
1st place	10
2nd place	9
3rd place	8
4th place	7
5th place	6

Position	Pts
6th place	5
7th place	4
8th place	3
9th place	2.5
10th place	2

Position	Pts
11th place	1.5
12th place	1
13th place	0.5

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## 8. TIE BREAKING RULE – COMPETITION:

### 8.1. Tie within a game

If a score is a tie at the expiration of the second half, play shall be continued for an extra period of 5 minutes or as many such periods of 5 minutes as may be necessary to break the tie. An interval of 2 minutes shall be allowed before each extra period.

### 8.2. Classification tie within pool

The classification of the teams in each pool shall be made according to their win-loss record, namely 2 points for each game won, 1 point for each game lost (including lost by default) and 0 points for a game lost by forfeit. If at the end of the round robin, 2 or more teams

have accumulated the same number of points, i.e. teams are tied, the following tie breaking procedures will be applied (in priority order):

- The win/loss record between the tied teams (i.e. if team A and team B are tied and team A defeated team B in pool play, team A would receive the higher classification). If 2 or more teams are still tied;
- The team with the higher goal differential in games between the tied teams will receive the higher classification. If 2 or more teams are still tied;
- The team with the higher number of goals scored in games between the tied teams will receive the higher classification. If 2 or more teams are still tied;
- The team with the higher goal differential in all games played will receive the higher classification. If 2 or more teams are still tied;
- The team with the higher number of goals score in all games played will receive the higher classification. If 2 or more teams are still tied;
- A random draw will be administered to determine the final pool classification amongst the tied teams.

If at any level of these criteria one of more team(s) can be classified, the procedure above shall be repeated from the beginning for all the remaining teams not classified yet.

This procedure will be applied after all the teams have completed their round robin pool play.

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## 9. PROVINCIAL/TERRITORIAL RANKING – TIE BREAKING:

All teams will play out positions 1 through last and therefore no ties will exist in final Provincial/Territorial rankings.

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## 10. MEDALS:

Male:	Gold: 12	Silver: 12	Bronze: 12
Female	Gold: 12	Silver: 12	Bronze: 12

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## 11. COMPETITIVE UNIFORM:

11.1. Athletes

Provincial/Territorial colours must be worn. In the event that team uniform colours are similar and may cause confusion, the designated "Home" team must be prepared to change into an alternate set of uniforms. The uniforms must comply to FIBA rules, this includes the numbers. Teams can use numbers 0 and 00 and from 1 to 99.

In order to have the Canada Games run in a professional matter ALL ATHLETES are required to wear their Provincial/Territorial team uniform at all times while on the field of play (including benches). Coaches are responsible to ensure their players are dressed respectfully at all times. Athletes failing to adhere to this rule will be removed from the field of play.

#### 11.2. Staff

In order to have the Canada Games run in a professional matter ALL BENCH STAFF (coaches/trainers/managers) will have to adhere to the following guidelines regarding attire.

Dress will be summer business casual. Items that we recommend be worn on the bench include:

- Golf Shirts and Polo Shirts (preferably with Provincial/Territorial Logo)
- Dress Pants / Shorts
- Shoes / Sneakers

Items that are forbidden on the bench include:

- Sport Sandals
- Thong Shoes (flip flops)
- Athletic Shorts
- Tank Tops
- Hats
- Cut Offs
- Jeans

Coaches should present a professional image while on the court at all events. Bench Staff whom does not follow these rules will be removed from the bench.

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## 12. EQUIPMENT:

The official basketball of Canada Basketball will act as the official ball for the Canada Summer Games. Under no circumstances shall an alternate ball be substituted for games or practices.

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### 13. APPENDICES:

The attached appendices are an integral part of this technical package.



## APPENDIX 1 – COMPETITOR ELIGIBILITY

1. Competitors must meet all eligibility requirements outlined in the Technical Package.
2. The Canada Games are open to Canadian citizens or permanent residents.
3. The Canada Games are open to athletes who are members in good standing of their sport's Provincial/Territorial Sport Organization.
4. An athlete's permanent domicile or actual residence must be located, for at least the 180 days prior to the opening of the Games, within the recognized boundaries of the Province or Territory they are representing. An athlete can have only one domicile.
5. An athlete attending school on a full-time basis outside his or her Province or Territory of permanent residence during the year of the Canada Games shall be permitted to compete for either their Province or Territory of permanent residence or the Province or Territory in which the athlete attends school. To be eligible to compete for the Province/Territory where the athlete attends school, the student must be enrolled on a full-time basis during the current academic year.
6. An athlete who is training outside his or her Province or Territory of permanent residence may represent the Province or Territory in which they are training provided he or she can demonstrate a commitment to the Province or Territory she or he wishes to represent by:
  - i) Having been a member of a club or Provincial/Territorial Sport Organization in that Province/Territory for the entire previous or current competitive season  
  
- AND –
  - ii) Having represented that Province or Territory at an international, national or regional championship,  
  
- AND –
  - iii) Not having received direct development funding from their Province or Territory of permanent residence within a year of the opening of the Games, unless the funding jurisdiction provides permission for the athlete to compete for another team.  
  
- OR
  - iv) Other similar circumstances may be considered.
7. An athlete is permitted to try out for any Province or Territory of eligibility but can only try out for one Province or Territory per sport (i.e. an athlete may try out for swimming for one Province or Territory but cannot try out for swimming in another Province or Territory. An athlete may try out

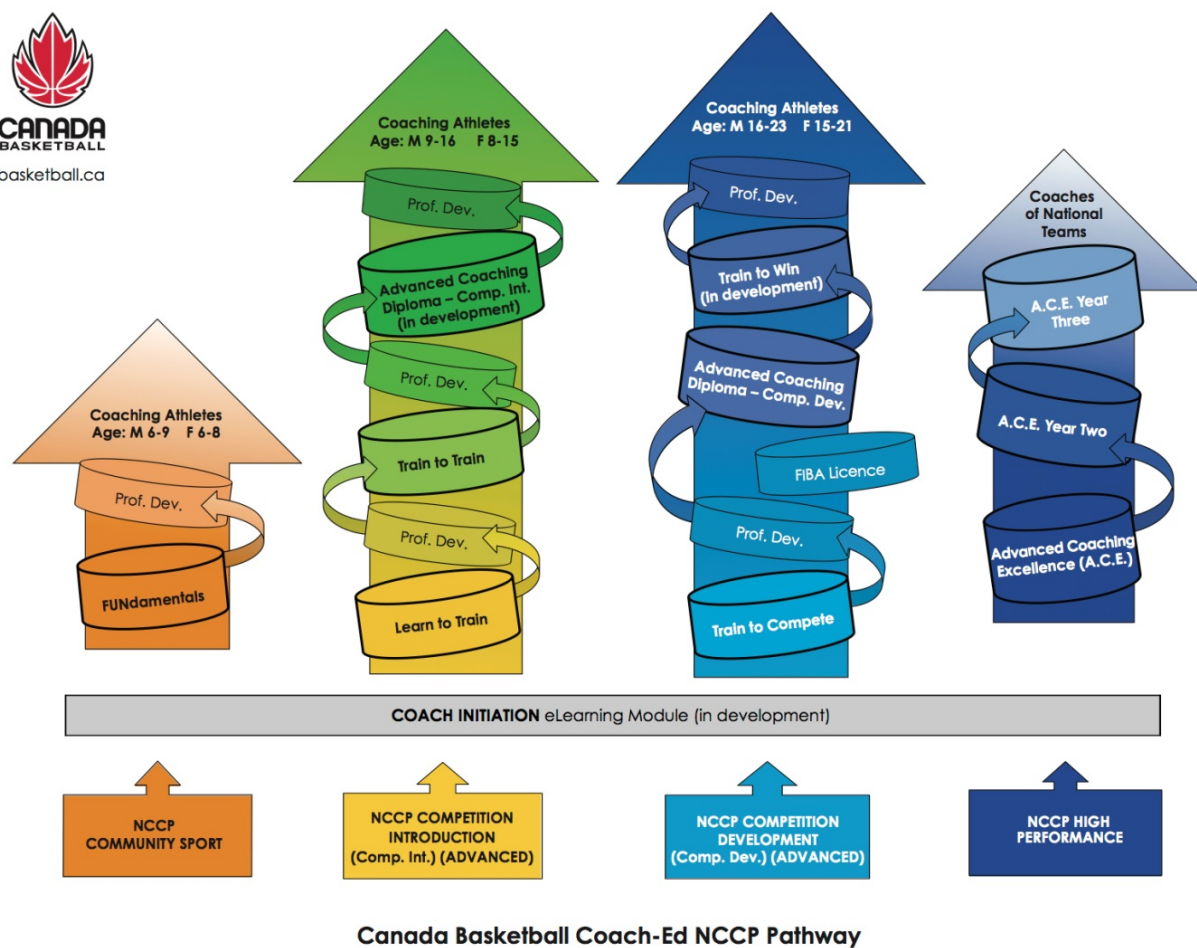
for one Province or Territory in swimming, and may try out for another Province or Territory in diving).

8. Athletes may only compete for one Province or Territory at a single Canada Games.
9. Athletes may not compete in two sports at one Canada Games if they are scheduled in the same week.
10. The eligibility of any athlete that is not clearly established by these rules and by the Technical Package shall be determined by the Sport Committee of the Council. Coaches or P/TSOs must bring forward any unclear cases to their Chef de Mission and to their NSO as early as possible before the competition for forwarding to the Sport Committee.
11. Where a team/Province/Territory/Chef wishes to challenge the eligibility of an athlete on another Provincial/Territorial team, it is expected that such a challenge will be made as soon as the protesting team knows that an athlete may be ineligible. Every effort must be made to ensure that protests on eligibility are lodged before an athlete competes.

#### Other

12. All teams are reminded of the Canada Games Council's regulations concerning advertising on uniforms: only the uniform manufacturer's name or trade mark logo may be worn on team competition uniforms to a maximum size of 60 square centimeters.
13. Canada Games rules do not allow team staff to practice as therapists, physicians or other medical or paramedical practitioners. The Host Society (organizing committee) is responsible for providing high quality medical care at a central clinic at the Athletes' Village and at competition and training venues. The Sport Medicine Council of Canada assists the Host Society by providing additional medical practitioners to ensure that French and English speaking and male and female persons are available, to ensure that sport specific medical expertise is available and to ensure that all regions of Canada are represented. Team staff will not be permitted to administer medical care to athletes.

## APPENDIX 2 – COACH CERTIFICATION REQUIREMENTS



### Train to Compete Workshop (T2C) -NCCP Competition Development-

**Athlete Ages:** 16-24+ → high school, club, college, university and players with national team potential

**Target Audience:** Coaches who work with competitive players (T2C)

#### Content hrs required

- Planning Workshop 12.25 hrs
- Tactics and Strategies Workshop 16.25 hrs
- Teaching Bball Skills Workshop 15.5 hrs

#### 6 Competition Development multi-sport workshops:

- Coaching & Leading Effectively
- Managing Conflict
- Leading Drug-Free Sport
- Developing Athletic Abilities
- Prevention & Recovery
- Psychology of Performance

#### Certification Statuses:

**“In Training” T2C coaches have:**

- 6 Comp Dev Multi-sport modules
- AND 1 of the 3 T2C workshops

**“Trained” T2C coaches have:**

- 6 Comp Dev Multi-sport modules
- AND all 3 of CB’s T2C workshops

**“Certified” T2C coaches have:**

- 6 Comp Dev Multi-sport modules
- AND all 3 of CB T2C workshop
- AND MED Comp-Dev Online Evaluation
- AND T2C Portfolio Evaluation
- AND T2C Practice Observation Evaluation
- AND T2C Competition Observation



### APPENDIX 3 – PERFORMANCE GUIDELINES

*The following Performance Guidelines have been established by the respective National Sport Organizations, at the request of the Canada Games Council and the Federal-Provincial/Territorial Sport Committee (FPTSC,) to reflect the expected training and/or performance parameters of a typical Canada Games athlete in the Training to Compete phase of LTAD. These Performance Guidelines have been developed as a tool for P/T teams to use at their discretion in the training and selection of their Canada Games teams. These Guidelines are not required selection criteria.*

Canada Basketball recognizes regional differences on how athletes are selected for the Canada Games. Below are some guidelines for Provinces and Territories to follow around the type of athletes accessing the Canada Games.

1. Provincial/Territorial Teams at Canada Games should include the best athletes within the chosen stage of development or age group. In the case of basketball, the Train to Compete Stage of Development has been identified as the ideal stage of development for the Canada Games.
2. Selected pool of athletes should all have the opportunity to try out for the Provincial/Territorial Canada Games Team. No club team is entering the Canada Games.
3. Potential athletes should be athletes involved in Elite basketball in the respective Provinces/Territories and/or involved in Centre of Performance/POD or related Provincial/Territorial programs.
4. Potential athletes should be training on an annual basis as part of an elite program, school based program or any other high performance environment.
5. Potential athletes should have started the process of specialization to a specific combo playing position.
6. Potential athletes should be engaged in a more serious environment with the technical, tactical, physical and mental aspects of the game being considered on an annual basis and with an off season training protocol.
7. A typical team usually includes 12 players with 4 guards, 4 perimeters and 4 forwards but flexible with consideration that most athletes should be dual position/combo players. Long (tall) athletes should be identified for Canada Games teams and be given the chance to perform to help prepare them for their late development and next stage of competition.