



KALABILITY ALL STARS BASKETBALL CARNIVAL

23 MARCH 2022



PROUDLY PRESENTED BY
KALAMUNDA SECONDARY
EDUCATION SUPPORT CENTRE

ABOUT US

Since 2009, Kalamunda Secondary Education Support Centre has hosted a variety of interschool carnivals for Education Support Schools from across both the Perth Metropolitan and country regions.

The Kalability All Stars Sports carnivals are the largest interschool sports carnivals for students with disabilities in Western Australia. Participating schools come from as far as Joondalup, Rockingham, Byford and Swan View; along with schools from the regional areas of Northam and York.

Our 2022 Kalability All Stars Basketball Carnival is an integrated sporting event for Year 7-13 students with a disability from Education Support Schools across the Perth Metropolitan area. The 2022 carnival is being held on March 23 at Ray Owen Sports Centre in Lesmurdie.

This Carnival is a great way to introduce students with disabilities to Basketball and may also encourage them to sign up at local junior clubs in the future.

All games played at the Carnival are a modified version of Basketball, allowing students of all abilities a chance to participate and enjoy themselves in an inclusive environment



IMPORTANT INFORMATION

NOMINATIONS

Team nominations are to be submitted to Emma-Lee Wratten at Kalamunda Secondary Education Support Centre via email (emma-lee.wratten@education.wa.edu.au).

Nominations are due Friday 22nd October

CONTACTS

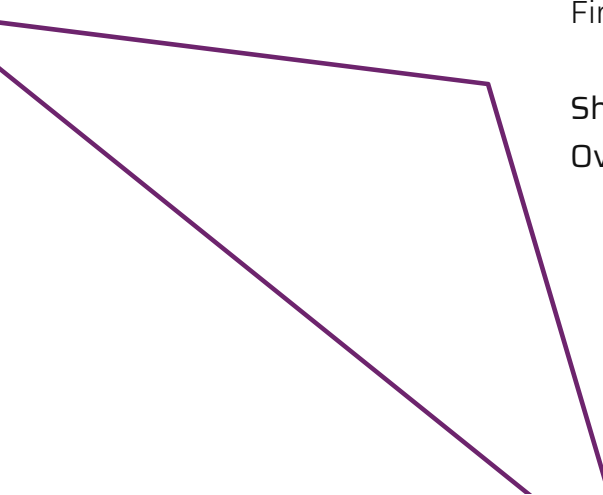
Gayle Nelson - Principal KSESC
Event Manager
0436 472 118

Emmalee Wratten
Event Co-ordinator
0438939893

Paul Mansfield
Teacher in Charge
Roaming

Cindy Small
First Aid

Shannon Shaw
Overall Scorer



LOCATION

The Kalability All Stars Basketball Carnival is being held at Ray Owen Sports Centre.
Corner Grove Rd & Gladys Rd, Lesmurdie WA 6076



TIMES

Schools are to arrive no later than 9.45am .

Games will start at 10.15am **SHARP**. Schools which do not make start time will forfeit their game to ensure that the day's schedule of events run on time.

Please nominate 2-3 staff to participate in a backup 'staff team' in case there is a need to fill a game position due to a cancellation of a school/late arrival/early leave etc. Please note: There is no guarantee that these teachers will play a game. It is a backup only.

CLOTHING

Basketball shoes/Trainers are required. Open toed footwear is not appropriate and should not be worn



PHOTOGRAPHY

Due to numerous schools, media outlets and other guests taking photos at the Kalability All Stars Carnivals, all students that do not have photo permission are required to wear a bright colored wristband/sticker which is highly identifiable.

These wristbands will be handed out to the schools participating prior to the commencement of the carnival. It is each schools responsibility to ensure that they have the correct photo permission for their students.

FIRST AID

Injuries are to be attended by the individual school staff.

KSESC will provide a First Aid Officer.

Students receiving First Aid care from the First Aid Officer must be under the supervision of a staff member that know the student's relevant medical history and specific need are communicated clearly.

LUNCH

KSESC will be holding a sausage sizzle available to all staff and students in attendance. An order form will be sent out to all participating schools, with orders due at KSESC by 25 October. NO late orders will be accepted.

Drinks, snacks & ice creams will be available from the canteen. Schools will have a designated lunch break during one of their timetabled 'bye' sessions

RUN SHEET

Time:	Itinerary	Who
9.30-9.45 AM	Arrival – Each School set up shelter/tent	All Teams
10.00 AM	Opening Ceremony – Gayle Nelson KSESC Principal. Includes: House Keeping – Gayle Nelson Acknowledgement of Country - Deputy Mayor, Kalamunda – Brooke O'Donnell. Presentation of AFL Values Trophy – Director General Education , Lisa Rodgers Official Opening – Exec Director Education – Damien Stewart	Everyone
10.15 AM	First Round commences	All Teams
10.35 AM	Second Round commences	All Teams
10.55 AM	Third Round commences	All Teams
11.15 AM	Fourth Round Begins	All Teams
11.35 AM	Fifth Round Commences	All Teams
11.55 AM	Sixth Round Commences	All Teams
12.15 PM	Seventh Round Commences	All Teams
12.35 PM	Schools to pack up tents & pick up any rubbish around their designated area	Staff
12.40 PM	Presentations & closing ceremony – MLA Matthew Hughes	Everyone
1.00 PM	Schools leave	All teams

PACK UP

Each school is responsible for pack up of their allocated area. Please nominate 2-3 staff to pack up your tent/shelter whilst the presentations and closing ceremony is underway to ensure that the Carnival runs according to schedule and buses are met at the correct times.

RUBBISH

Schools are responsible to keep their designated areas free of rubbish during the Carnival and when they leave at the end of the event.

RISK MANAGEMENT

- Schools to sign in via the KSESC QR Code located at the front of the Carnival
- Schools are required to keep own records of attending students and staff
- KSESC Covid 19 plan
- KSESC Risk Management Plan

KALABILITY ALL STARS BASKETBALL CARNIVAL KEY RULES

OBJECTIVE

The game is played with 2 teams. Each team consists of 5 players on the court at a time. The object of the game is to outscore your opponent by shooting the ball into your basket and preventing them from putting the ball into theirs. The ball can be advanced up the floor with the hands only, either by dribbling or passing to teammates.

PLAYING AREA

The basketball court layout is rectangular in shape and is split in half by a mid-court line. There are 2 baskets, one located at each end of the court. The standard basketball rim is 10 feet off of the ground however we lower the height of the basketball ring for Division 3 games.

STARTING PLAY

Teams are assigned a basket at which to shoot for the first half, and they switch ends at half-time.

The game begins with a jump ball at center court between one player from each team. Other players line up in alternating fashion around the center circle. Once the ball is touched by either player, the game begins.



FUNDAMENTALS

The fundamental skills involved in the game, include:

- Dribbling - advancing the ball up the court by bouncing it with one hand.
- Passing and catching - moving the ball around the court by throwing it to teammates.
- Shooting - putting the ball through the hoop.
- Rebounding - gaining possession of the ball from a missed shot that bounces off the backboard or rim.
- Jumping - an important skill used in rebounding, shooting, and blocking shots.
- Defending - keeping the opponent with the ball from scoring.
- Moving without the ball - to get open for a pass or shot, players must break away from their defenders and cut to openings on the court.

FOULS

Basketball fouls are penalties assessed by the referees for rough play to keep a player from gaining an advantage over another player.

- Blocking - A personal foul caused when the defender makes illegal personal contact with an opponent who may or may not have the ball. Blocking is called when the defender impedes the progress of the opponent.
- Charging (or Player Control Foul) - A personal foul occurring when an offensive player makes contact with a defender who has already established a set position. A player with the ball must avoid contact with a stationary defender by stopping or changing direction.
- Elbowing - It is a violation for a player to swing the elbows excessively.
- Flagrant Foul - A personal or technical foul, which is violent in nature. Examples are fighting, striking, kicking, or kneeing an opponent.
- Hand Check - A personal foul caused by a defender making repeated contact with her hands on her opponent.
- Holding - A personal foul caused by illegal contact with an opponent, which interferes with his freedom of movement.

GAMES AND SIRENS

All games will run on the one time. (Same siren for everyone). Games will be 15 minutes with a 3 minute half time break.

Sirens

- Start the game
- Half Time Break
- Finish game

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OVERALL POINTS SYSTEM

There will be two scoring systems in place to help determine the winners of the event.

Division Cup Winners.

Schools will receive points for each win & each draw. This points system will determine the overall winner for each division in the Kalability All Stars Carnival. The winning school for each division will receive a winner cup

5 Points – Win

3 Points – Draw

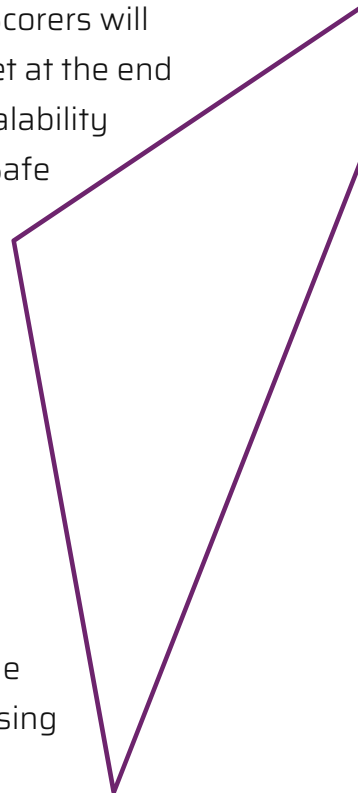
1 Point – Loss

Kalability All Stars Saligari Perpetual Values Award.

This award is a School Award rather than a team/division award. Umpires/Scorers will have three points to allocate to team's competing each game. They will meet at the end of each game to discuss which team/school best represented each of the Kalability All Stars Values. 1 point each will allocated for Respect, Responsibility and Safe behaviors demonstrated throughout the game time. If a school has more than 1 team nominated to participate at the Carnival, the total points awarded to that school will be divided by the number of teams they have nominated.

It is the umpire's responsibility to score and return the cards after each match to the Event Operations (Out the front of grandstand to the Official Scorer).

At the conclusion of the game the umpire shall call all players into the middle of the ground, comment on the game and ask players to 3 cheers the opposing team.





THANK YOU

Thank you to the following supporters of the Kalability All Stars Basketball Carnival

City of Kalamunda

Lesmurdie Senior High School

All the staff and students who continue to attend the Kalability All Stars Carnivals.