

# Canterbury Basketball Association

# 2024 Winter Club Formats

Miles Toyota Men's Premier League (Six Teams, 17 rounds)

15 Rounds – Triple Round Robin

Hoben Trophy will be awarded to the #1 placed team on the ladder after the regular season ends (15 rounds)

SF - 1 vs 4; 2 vs 3

F - Both SF winners

#### Miles Toyota Women's Premier League (Six Teams, 17 rounds)

15 Rounds – Triple Round Robin

Patron's Trophy will be awarded to the #1 placed team on the ladder after the regular season ends (15 rounds)

SF - 1 vs 4; 2 vs 3

F - Both SF winners

Men's Division One (Thirteen Teams, 16 rounds)

13 Rounds – Round Robin

QF - 1 vs 8, 2 vs 7, 3 vs 6, 4 vs 5. 9<sup>th,</sup> and 11<sup>th</sup> place also played (bye for 13)

SF - Each QF winner plays (bracket is reseeded). Loser of 11<sup>th</sup> place game plays 13 for 12<sup>th</sup> as well

F - Both SF winners

2024 CBA Winter Club Formats, as of 19 April 2024. Updates will be highlighted yellow.

See <u>canterbury.basketball/about-us/documents/</u> for weeks of play applicable to your competition. We use FIBA Tiebreakers to seed teams, see page 79 on <u>www.fiba.basketball/documents/official-basketball-rules.pdf</u> for more info. Competition Points only carry over if noted. Email <u>james@canterbury.basketball</u> if clarification needed. Players must be playoff eligible to compete in shaded portions of each competition

## Women's Division One (Four Teams, 16 rounds)

9 Rounds – Combined Round Robin with other WD1 teams **and** French Cup teams. Only competition points from WD1 vs WD1 games will count towards final standings. WD1 vs FC games will count towards WD1/FC challenge

3 Rounds – Second Round Robin (only against other WD1 Teams), Competition points and results from WD1 vs WD1 games in combined Round Robin carry through

QF - 1 vs 4; 2 vs 3

SF1 - Winners of QF Games play (winner direct to Grand Final); SF2 - Losers of QF games play (loser eliminated)

PF - Loser of SF1 plays winner of SF2

F - Winners of SF1 plays winner of PF

### French Cup (Five Teams, 16 rounds)

9 Rounds – Combined Round Robin with other FC teams **and** WD1 teams. Only competition points from FC vs FC games will count towards final standings. WD1 vs FC games will count towards WD1/FC challenge

5 Rounds – Second Round Robin (only against other FC Teams), Competition points and results from FC vs FC games in combined Round Robin carry through

SF - 1 vs 4; 2 vs 3

F - Both SF winners

#### Men's 23U A (Nine Teams 16 rounds)

9 Rounds – Single Round Robin

5 Rounds – Top Six (competition points do not carry over to these rounds)

Bottom Three teams get moved to the Plate Competition after the first 9 rounds

SF 1 vs 4; 2 vs 3

F Both SF winners

#### Men's U23 Plate (Six then Nine Teams, 16 rounds)

10 Rounds Double Round Robin

5 Rounds – Round Robin between Top Two teams, combined with Bottom Three teams from A Grade (Plate Section). Competition Points do not carry over

Or 5 Rounds – Bottom Four Round Robin (competition points do not carry over to these rounds) followed by Two Classification rounds (SF and F for 12th and 14th)

F 1 vs 2 from Plate Section

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## Men's 20U Division I (Twelve Teams, 16 rounds)

11 Rounds – Round Robin

3 Rounds – Top Eight (Two even pools: A = 1,3,6,8; B = 2,4,5,7). Teams 1-4 get one bonus competition point each when being allocated to Pool A or B. Teams 5-8 do not get any bonus competition points. No other competition points or results carry over

Or 3 Rounds – Bottom Four Round Robin (competition points do not carry over to these rounds) SF 1A vs 2B; 1B vs 2A

F both SF winners

### Men's 20U Division II (Eleven Teams, 16 rounds)

11 Rounds – Round Robin

3 Rounds – Top Eight (Two even pools: A = 1,3,6,8; B = 2,4,5,7). Teams 1-4 get one bonus competition point each when being allocated to Pool A or B. Teams 5-8 do not get any bonus competition points. No other competition points or results carry over

Or 3 Rounds – Bottom Three Round Robin (competition points do not carry over to these rounds) SF 1A vs 2B; 1B vs 2A

F both SF winners

## XCM Boys' 17U A (16 teams, 15 rounds)

7 Rounds – Two even pools (A & B) – Round Robin in each pool played

4 Rounds – Top Eight and Bottom Eight pools made (Teams 1-4, and 5-8 respectively from each of Pool A and Pool B). Three results and competition points carry over into these pools from initial rounds

16F – Each team is classified from their pool of eight: 1 vs 16; 2 vs 15; 3 vs 14; 4 vs 13; 5 vs 12; 6 vs 11; 7 vs 10; 8 vs 9. (Top Eight get seeds 1-8, Bottom Eight gets seeds 9-16)

QF – Each 16F winner plays (bracket is reseeded). 16F Losers also play in 9-12 SF and 13-16 SF

SF – Each QF winner plays (bracket is reseeded). 5<sup>th</sup>, 7<sup>th</sup>, 9<sup>th</sup>, 11<sup>th</sup>, 13<sup>th</sup>, and 15<sup>th</sup> place also played

F both SF winners

#### XCM Boys' 17U Subgrade (24 teams, 14 rounds)

12-14 Rounds – teams grouped into pools of similar ability level teams. Pool size and teams within may change throughout the season to maximise competitive games across the entire competition Four teams from the "Upper Pool(s)" selected by the CBA Competitions Committee to play:

SF (round 13)

F (round 14) ("Subgrade Winners")

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## Girls' U16 (Five Teams; 14 rounds)

10 Rounds – Double Round Robin

QF1 2 vs 3; EF 4 vs 5. (1 direct to SF1)

SF1 Winner of QF1 vs 1 (winner direct to Grand Final); SF2 Loser of QF1 vs winner EF. (Bye for Loser of EF)

PF Loser of SF1 plays winner of SF2. 4th place also played (Loser EF vs Loser SF2)

F Winner of SF1 plays winner of PF

## Dynasty Boys' 15U A (Sixteen teams, 14 rounds)

7 Rounds – Two even pools (A & B) – Round Robin in each pool played

3 Rounds – Four pools of four teams made (1/2 in Top; 3/4 in Upper; 5/6 in Lower; 7/8 in Bottom) 16F – Each team is classified from their pool of four: 1 vs 16; 2 vs 15; 3 vs 14; 4 vs 13; 5 vs 12; 6 vs 11; 7 vs 10; 8 vs 9. (Top get seeds 1-4; Upper gets 5-8; Lower gets 9-12; Bottom getss 13-16)

QF – Each 16F winner plays (bracket is reseeded). 16F Losers also play in 9-12 SF and 13-16 SF

SF – Each QF winner plays (bracket is reseeded). 5<sup>th</sup>, 7<sup>th</sup>, 9<sup>th</sup>, 11<sup>th</sup>, 13<sup>th</sup>, and 15<sup>th</sup> place also played

F both SF winners

# Dynasty Boys' 15U Subgrade (36 teams, 13 rounds)

11-13 Rounds – teams grouped into pools of similar ability level teams. Pool size and teams within may change throughout the season to maximise competitive games across the entire competition Four teams from the "Upper Pool(s)" selected by the CBA Competitions Committee to play:

SF (round 12)

F (round 13) ("Subgrade Winners")

# XCM Boys' U13 (Six Teams; 12 rounds)

10 Rounds – Double Round Robin

SF - 1 vs 4; 2 vs 3. 5<sup>th</sup> place also played

F - Both SF winners

# XCM Boys' 13U Subgrade (16 teams, 11 rounds)

9-11 Rounds – teams grouped into pools of similar ability level teams. Pool size and teams within may change throughout the season to maximise competitive games across the entire competition Four teams from the "Upper Pool(s)" selected by the CBA Competitions Committee to play:

SF (round 10)

F (round 11) ("Subgrade Winners")

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3 Rounds - "non-competition" games, to allow teams ot gauge where they fit (upper or lower)

9 minus X rounds – Round Robin Games

X rounds - Playoffs

# Midweek Women (Seven Teams, 16 rounds)

14 Rounds - Double Round Robin. Teams may also play the Canterbury Special Olympics team in a non-competition game (in lieu of a bye)

SF 1 vs 4, 2 vs 3, 5<sup>th</sup> place also played; 7 vs CSO Team

F both SF winners

The CBA reserves the right to alter these formats in the overall interest of the competitions.