



## ***Canterbury Basketball Association***

### ***2024 Winter Club Formats***

<b>Miles Toyota Men's Premier League (Six Teams, 17 rounds)</b>
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

<b>Miles Toyota Women's Premier League (Six Teams, 17 rounds)</b>
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

<b>Men's Division One (Thirteen Teams, 16 rounds)</b>
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 17 June 2024. Updates will be highlighted yellow.

See [canterbury.basketball/about-us/documents/](http://canterbury.basketball/about-us/documents/) for weeks of play applicable to your competition.

We use FIBA Tiebreakers to seed teams, see page 79 on [www.fiba.basketball/documents/official-basketball-rules.pdf](http://www.fiba.basketball/documents/official-basketball-rules.pdf) for more info. Competition Points only carry over if noted. Email [james@canterbury.basketball](mailto:james@canterbury.basketball) 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 (Ten Teams 16 rounds)**

9 Rounds – Single Round Robin

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

Bottom **Four** 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 (Five, then Nine Teams, 16 rounds)**

10 Rounds Double Round Robin

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

Or **6** Rounds –**Double** Round Robin for Bottom Three teams (competition points do not carry over to these rounds)

F 1 vs 2 from Plate Section

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**Men's 20U Division I (Twelve, then Eleven, Teams, 16 rounds)**

11 Rounds – Round Robin. Lions moved to Division II 22 June

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

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

11 Rounds – Round Robin. Lions moved to Division II 22 June, and starts on seven competition points. Checkers Black; StAC Checkers White; Pioneer Yellow; Checkers White; StAC Old Boys Checkers; Burnside Checkers; Pioneer Cashmere Gold will all receive one competition point (in lieu of playing Lions). All other teams will play the other teams over the course of the RR.

Note – the competition committee will review results to determine if Lions, or one of the seven teams who will not play Lions) should be seeded above their record at the end of Round 11 (i.e. the top seven teams are guaranteed to qualify for the top Eight Sections, and the competition committee will decide the eighth qualifier, and what seed this team will receive)

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

**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. NC Maroon has replaced Rolleston, and assumed their game results

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

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**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”)

**Dynasty Girls' U16 (Seven Teams; 14 rounds)**

7 Rounds – Single Round Robin

3 Rounds – Two even pools (1,3,6; 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

3 Rounds - Playoff Round Robin (1A, 1B, 2A, 2B - competition points do not carry over to these) Or Bottom Three Round Robin

F 1 vs 2

**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 gets 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

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**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”)

**XCM Girls' U13 (Eleven Teams; 12 rounds)**

3 Rounds – “non-competition” games, to allow teams to gauge where they fit (upper or lower)

3 Rounds – Top eight play in two even pools of four

3 Rounds – Top two teams from each pool play in a Top Four, or Middle Pool (top two from Middle Pool receive spots #5 and #6)

OR

6 Rounds - Bottom Four play a double round robin

QF 3 vs 6, 4 vs 5. 1 vs 2 to decide overall top seed. Teams 7-12 play friendly or classification games

SF Two QF winners vs 1 and 2 (all re-seeded). Teams 7-12 play friendly or classification games

F both SF Winners

**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.***

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