



Canterbury Basketball Association

2025 Winter Club Formats

Miles Toyota Men's Premier League (Seven Teams, 17 rounds)
14 Rounds – Double Round Robin
Hoben Trophy will be awarded to the #1 placed team on the ladder after the regular season ends (14 rounds)
QF – 1 bye, 2 vs 5, and 3 vs 4 (lowest seeded loser eliminated), 6 th place classification game also played
SF – 1 vs highest seeded loser, two QF winners play on other SF
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 (Eleven Teams, 15 rounds)
11 Rounds – Round Robin
3 Rounds – Bottom Three Round Robin (or playoffs below)
QF/EF – 1 vs 4 (QF1), 2 vs 3 (QF1), 5 vs 8 (EF), 6 vs 7 (EF)
SF – QF Losers vs EF Winners (bracket is reseeded). Bye for QF winners. EF Losers play for 7 th place
PF – QF Winners vs SF Winners (bracket is reseeded). 7, 8, and two SF Losers play games to conclude season (likely 5 vs 7 and 6 vs 8)
F – Both PF winners

2025 CBA Winter Club Formats, as of 3 August 2025. Updates will be highlighted yellow.
 See canterbury.basketball/about-us/documents/ for weeks of play applicable to your competition.
 We use FIBA Tiebreakers to seed teams, see page 81 on the 2024 FIBA Official Rules – located at <https://about.fiba.basketball/en/services/resource-hub/downloads> for more info. Competition Points only carry over if noted. Email james@canterbury.basketball if any clarification is needed.
 Players must be playoff eligible to compete in shaded portions of each competition

Women's Division One (Four Teams, 12 rounds)
9 Rounds - Triple Round Robin (weeks off on 11 May; 22 June; 27 July)
SF – 1 vs 2 (SF1), 3 vs 4 (SF2)
PF – Loser of SF1 plays winner of SF2. Bye for SF1 winner
F – Winner of SF1 plays winner of PF

French Cup (Six Teams, 15 rounds)
10 Rounds – Double Round Robin (empty week on June 29)
Seeding Round 1 vs 6; 2 vs 5; 3 vs 4. Teams reseeded with winners getting spots 1-2-3, and losers 4-5-6
QF – 3 vs 6; 4 vs 5. 1 vs 2 play for overall #1 seed
SF – QF winners vs 1 and 2 (reseeded based). 5 th place classification game also played
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. (These teams have a bye in Round 10)
SF – 1 vs 4; 2 vs 3
F – Both SF winners

Men's U23 Plate (Five then Nine Teams, 15 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 5 Rounds – Bottom Three Round Robin, with 13 th place Classification game played in week 14, and 14 th place Classification game played in week 15. Competition Points do not carry over

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Men's 20U Division I (Thirteen Teams, 16 rounds)
13 Rounds – Round Robin
QF – 1 bye, 2 vs 7, 3 vs 6, 4 vs 5. Classification games for 8 th , 10 th and 12 th place also played)
SF – 1 and QF winners (bracket is reseeded)
F – Both SF winners

Men's 20U Division II (Eleven Teams, 16 rounds)
11 Rounds – Single Round Robin
3 Rounds – Top Seven, split within two pools (competition points do not carry over to these rounds)
Or 3 Rounds – Bottom Four Round Robin
SF – 1 vs 4; 2 vs 3
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 th , 7 th , 9 th , 11 th , 13 th , and 15 th 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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Dynasty Girls' U16 (Nine Teams, 14 rounds)
<u>Pool A (A Grade) – Five Teams</u>
5 Rounds – three round robin games (results from games that have already been played are used)
7 Rounds – seven round robin games (missing games to have each team play the others once, and then a second game between each team)
<u>Pool B (Development Grade) – Four Teams</u>
5 Rounds– games vs a selection of A and B grade teams
6 Rounds – double round robin
2 Rounds – classification games (6 th and 8 th)
SF – 1 bye, 2 vs 3. 4 th Place game
F – 1 vs winner of SF

Dynasty Boys' 15U A (Sixteen, then Fifteen 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 bye; 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 games against similar level opponents (trying to maximise variety, and competitiveness)
SF – Each QF winner plays (bracket is reseeded). All other teams play in games against similar level opponents (trying to maximise variety, and competitiveness)
F – Both SF winners

Dynasty Boys' 15U Subgrade (32 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 – Both SF winners (Round 13) (“Subgrade Winners”)

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XCM Boys' U13 (Six Teams, 12 rounds)
10 Rounds – Double Round Robin (some games will count twice, due to Checkers Red moving down)
SF – 1 vs 4; 2 vs 3. 5 th place also played
F – Both SF winners

XCM Boys' 13U Subgrade (17 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

XCM Girls' U13 (Five Teams, 12 rounds)
10 Rounds – Double Round Robin
SF – 1 bye; 2 vs 3. 4 th place also played
F – Both SF winners

XCM Girls' 13U Subgrade (Six teams, 11 rounds)
10 Rounds – Double Round Robin
11 – Last round of games against team of a similar ability

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

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