

INTERCITY COMPETITION RULES

PLAYER / SPECTATORS FEE

U11	\$5.00 per player per game
U13-U15	\$8.00 per player per game - \$4.00 per player 2nd Game
U17	\$8.00 per player per game
U19	\$10.00 per player per game
Spectator	\$2.00 per person per venue

SCOREBENCH

Teams to supply one person for scorebench duty for their own games.

MATCH BALL

Teams are to supply their own match ball. (Referees to decide which teams ball is to be used)

U11s - U13 Girls	Size 5
U13 Boys -U15-U17-U19 Girls	Size 6
U15-U17-U19 Boys	Size 7

GAME FORMAT

U11	4 X 10 minute quarters running clock. (1-minute break between quarters) 1 X 30 second Time-Out per team per quarter (clock does not stop !) No Time-Outs in the last 3 minutes of the final quarter. 3 Minutes Half Time
U13-U15	4 X 6 minute quarters Stop Clock. (1-minute break between quarters) 1 X 30 second Time-Out per team per quarter
U17	4 X 7 minute quarters Stop Clock. (1-minute break between quarters) 1 X 30 second Time-Out per team per quarter
U19	4 X 10 minute quarter Stop Clock (1-minute break between quarters) 1 X 30 second Time-Out per team per quarter
ALL GRADES:	2 Minutes Warm Up Time Permitting

ZONE DEFENCE

U17 and U19 ONLY...All other Grades Play Man to Man

MERCY RULE

Will apply to ALL Age Groups. "Once a team is leading by a 40 point margin they must pull back to half way on defense"

POINTS TABLE

0 points = Default
1 points = Loss
2 points = Win

TIED GAME

Regular Season ONLY: In the event of a tied score the five players from each team on-court at full time remain on the court whereby a shoot out will commence immediately. The first player from each team will shoot a free throw, if both miss or both score the second player from each team takes a free throw and so on until the tie is broken. No Time Out.

Finals ONLY: In the event of a tied score at full time a 2 minutes extra time Stop Clock will be played until the tie is broken. If the tie is still not broken in the 2 minutes the teams will play on until the first basket is score to determine the winner. One (1) Time Out

TEAM ROSTERS

Teams MUST have a minimum of 8 Athletes and NO MORE than 12 athletes per Team Roster. Athletes First & Second Name and Date of Birth MUST be recorded.

ADDITIONAL PLAYERS

No additional players can be added to the Team Roster after the 2nd playing week. The Coach/Manager of the team is the **ONLY** person authorised to make these additions.

DISPUTES

Captain of the U15s & U17s & U19s is to sign front of scoresheet before the referee signs off the game. The Coach is to sign off for the U11 & U13.

Coach or Manager is to write at the back of the Score-sheet immediately following the game and hand in to the Host Association Venue Controller. From here the Venue Controller will endeavour to resolve the dispute on the day. If the dispute can not be resolved the host and you will be notified of the outcome. (Refer to Host Responsibility)

CODE OF CONDUCT & JUDICIAL

Intercity will continue to adopt the BBNZ

- Coaches/Managers/Athletes Code of Conduct.
- Judicial process

RISK MANAGEMENT

If a venue is unsuitable then the competition round is cancelled and NO Competition Points will be awarded for that round.

DEFAULT/FORFIET GAMES

Only under exceptional circumstances teams failing to turn up for their scheduled game will incur an automatic fine of \$250. The fine is to be paid to the Host Association prior to the next round.

NOTE: Host Association to raise the Invoice.