



**LOCAL
COMPETITION
BYLAWS, RULES
AND REGULATIONS**

**Open grades
Secondary School
Minibasketball**

15 January 2016

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ALL COMPETITIONS

FIBA Rules and Basketball Hawkes Bay Bylaws

- 1.1. All games are played under the official FIBA rules and Basketball Hawkes Bay (BBHB) bylaws.
- 1.2. The BBHB Zero Tolerance policy (Appendix One) regarding side-line and abusive behaviour and language will apply at all times

Team Entry, Fees and Withdrawal

- 1.3. All teams must complete and sign a team entry form by the date specified on the competition flyer and/or entry form.
- 1.4. The team fees listed Appendix 3 must be paid as specified.
- 1.5. In the absence of team rosters BBHB will invoice for a default number of players.
- 1.6. Basketball Hawkes Bay may recover from the team, all costs and expenses (including debt collection and legal fees) BBHB incurs in the recovery of any overdue amount including administrative costs of either 15% of the overdue amount or \$150.00 whichever is less.
- 1.7. Teams withdrawing after the publication of the draw will be liable for the full entry and player registration fees due.
- 1.8. BBHB has the right to refuse to accept any team entry.

Player Registration and Fees

- 1.9. All player registration fees and payment options are specified in Appendix 3 of this document.
- 1.10. All players must be registered on the official team roster form with all details listed.
- 1.11. Players must pay the fee specified in Appendix 3 to become a registered player.
- 1.12. Teams playing un-registered players will forfeit the game and incur any related fines.
- 1.13. Additional players may be registered by any team directly with BBHB or on game night with the competitions controller. Players on club teams must pay the fee prior to playing, schools teams will be invoiced for the additional registration.
- 1.14. Should a registered player wish to transfer to another team; they will need to get their registered team contact to complete a transfer form and submit to BBHB.
- 1.15. To be eligible to play for a team in the playoffs or final, a player must have played a minimum of two games for that team in the preliminary rounds.
- 1.16. BBHB has the right to refuse to register any individual.

Transfers/Clearances– Domestic

- 1.17. Any person registered as a playing member of an affiliated school, team or club or its affiliates, must first obtain a Letter of Clearance from the affiliated school, team or club with which she/he is registered currently before being eligible to register as a playing member of any other affiliated school, team or club or its affiliates.
- 1.18. The Letter of Clearance shall be in accordance with the form marked as Appendix 2 of these Regulations and will be signed by a member of the affiliated school, team or club granting the clearance.
- 1.19. Should any affiliated school, team or club refuse to grant a clearance upon application by any member as aforesaid, the applicant has the right of appeal to the General Manager of BBHB
- 1.20. The General Manager is empowered to veto the decision of the affiliated team or club.
- 1.21. Requests for transfer between affiliated teams or clubs must be responded to within seven days.

- 1.22. Any person who plays in a competition in which that person is ineligible to register shall cause his/her team to lose all competition points earned in games in which that person participated.
- 1.23. Any person who is aggrieved by a decision to approve or decline a request for transfer may appeal in the first instance to the General Manager of BBHB.
- 1.24. Any further appeal shall be to the Chief Executive of BBNZ.

Competitions

- 1.25. BBHB competitions covered by this document are:
 - 1.25.1. Senior Competitions
 - 1.25.2. Secondary School Competitions
 - 1.25.3. Minibasketball
 - 1.25.3.1. Primary School Competitions
 - 1.25.3.2. Intermediate Competitions
 - 1.25.4. The Grades are specified under each competition

Grading

- 1.26. BBHB reserves the right to run a grading competition at the commencement of any competition
- 1.27. BBHB has the right to re-grade any team in a competition that has more than one division. Normally re-grading will happen based on competition performance.

Uniforms

- 1.28. Teams must register their playing uniform colours on the entry form. All teams (except years 1 to 6) must have numbers that are clearly visible on the front and back of all tops (no chalk or tape may be used to convert numbers on a player's shirt). Year 1 to 6 teams are encouraged to play in uniforms with numbers.
- 1.29. The following are the legal numbers for basketball uniforms:
 - 1.29.1.1. 0 to 90
- 1.30. Players with incorrect uniform (shorts, tops or numbers) may not be allowed to participate in their scheduled game(s).
- 1.31. All players must tuck their playing top into their shorts.
- 1.32. Track pants, jean shorts, hats, caps, bandanas or jewellery including leather bracelets cannot be worn while the player is on court.
- 1.33. Players can apply in writing for a dispensation to wear non- standard clothing. Approval is not guaranteed and must be received before the non-standard clothing can be worn.
- 1.34. During the first week of any competition, teams will be allowed some flexibility relating to the uniform regulations. After that time, incorrectly dressed players may be prevented from entering the game, unless an arrangement has been made with the Competitions Controller and referees before the team has taken the court.
 - 1.34.1.1. **Penalty:** Teams with non-conforming uniforms after the first week may be penalised 2 points for every non-conforming uniform.

Tied Game

- 1.35. No game will result in a draw except for primary and intermediate school competitions
- 1.36. The procedure for deciding the winner and awarding points is detailed under each competition type.

Points / Results

- 1.37. Win = 3 points; Loss = 1 points;
- 1.38. Win by default = 3 points; Loss by default = 1 point;
- 1.39. Win by forfeit = 3 points (20 – 0 score); Loss by forfeit = 0 points (0 – 20 score)

- 1.40. Draw
 - 1.40.1. Adult and Secondary School Competitions: Extra time to be played as specified in each competition.
 - 1.40.2. Primary and Intermediate Competitions: No extra time in regular round play – 2 competition points awarded to each team; extra time for playoffs as specified in that competition

Grade Placing And Seeding Will Be Determined By:

- 1.41. Teams shall be classified according to their win-loss records, namely three (3) points for each game won, two (2) points for a draw, one (1) point for each game lost and zero points for a loss by default.
- 1.42. If there are two teams in the classification with equal points, the result(s) of the game(s) between the two teams involved will be used to determine the placing's.
- 1.43. If the points and the goal difference in the games between the two teams are still the same, the classification will be determined by the goal difference of all the games played in the group by each team.
- 1.44. If more than two teams are equal in the placing, a second classification will be established, taking into account only the results of the games between the teams that are tied with the goal difference used to determine rank.
- 1.45. If there are still teams tied after the second classification, then goal difference will be used to determine the placing, taking into account only the results of the games between the teams still tied.
- 1.46. If there are still teams tied, the placing will be determined using the goal difference from the results of all their games played in the group.
- 1.47. If, at any stage, using the above criteria, a multiple team tie is reduced to a tie involving only two teams, the procedure in 1 and 2 above will be applied.
- 1.48. If, at any stage, it is reduced to a tie still involving more than two teams, the procedure, beginning with 3 above, is repeated.
- 1.49. Goal difference will always be calculated by subtraction of goals against from goals made.

Score Sheets

- 1.50. Score sheets are available from the competitions controller or the court that your team is scheduled to play on. Pens should be provided (please bring your own just in case). Team coaches are responsible for filling in the scoresheet clearly, with full names of players at least 10 minutes before their scheduled game time.
- 1.51. Clocks will start on time even if the teams have not filled in their player's names on the scoresheet (competition controller to monitor). When the game is delayed because of a team failing to complete the score sheet the offending team will be deducted points as specified in Clause 14 Late Arrival
- 1.52. Where a team has provided a team list with player names and numbers by the entry closing date every effort will be made to provide a scoresheet prepopulated with these details.

Referees

- 1.53. Every effort will be made by BBHB to provide two referees for each game.
- 1.54. All referees will be on the BBHB development pathway and will be required to participate in development programmes and be evaluated to retain or improve their grading.

Shot Clocks

- 1.55. If a shot clock is available it will be operated by teams as part of their scorebench duty (see clause 14)
- 1.56. A referee may initiate a 10 second countdown in the absence of a shot clock

Scorebench

- 1.57. Teams are to supply at least one person for the scorebench for their own game.
- 1.58. Failure to complete your score bench duty will result in a fine of \$30.00 for the first offence, \$60.00 for the second offence and so on.
- 1.59.** Information regarding how to score bench can be found in appendix 4 of this booklet and queries can be directed to the Competition Controller.

Late Arrival Penalties

- 1.60. Any team failing to field at least 5 players (or 3 for a 3 x 3 game) on court ready to play within 5 minutes after the appointed start time, shall forfeit the game.
- 1.61. The game clock will be started at the appointed game time and teams will be penalised 2 points per 30 seconds for late arrival, up to 5 minutes, at which point the game is forfeited.
- 1.62. Teams can apply in writing to the BBHB for a review of the late start penalty for a specific game, based on extraordinary circumstances beyond their control.

Defaults

- 1.63. A team shall lose a game by default if, during the game, the number of players of the team on the court is less than two:
- 1.64. If the team to which the game is awarded is ahead, the score at the time of stoppage shall stand.
- 1.65. If the team to which the game is awarded is not ahead, the score shall be recorded as twenty to zero (20 to 0) in its favour. Furthermore, the defaulting team shall receive one (1) competition point.

Forfeit and Reschedule Policy

- 1.66. A game is deemed to be a forfeit if a team fails to take the court in the first five minutes of the game.
- 1.67. If a team forfeits they will be awarded 0 competition points and the opposition 3 and the game score 0 to 20.
- 1.68. Rescheduling Games**
 - 1.68.1.1. If a team cannot meet a scheduled game it may arrange for the game to take place at an alternative time and venue with the approval of the opposing team and the BBHB Operations Manager.
 - 1.68.1.2. Arrangements must be made at least 72 hours before the scheduled game.
 - 1.68.1.3. All costs will be paid by the forfeiting team and no fine will apply.
 - 1.68.1.4. The Operations Manager will not unreasonably withhold permission but the game must be played within 6 days of the scheduled game.
 - 1.68.1.5. It should be noted that this may not be possible when the competitions enter the play-off phase.
- 1.69. Forfeits**
 - 1.70. The fine for a forfeit is:
 - 1.70.1. Notified 72 hours before the event: a fine of \$50.00 plus the weekly game fee (unless the full competition entry fee has been paid) will apply.
 - 1.70.2. Un-notified forfeit: the fine is \$50.00 plus twice the weekly game fee unless the forfeiting team has paid the full competition entry fee in which case the fine will be \$50.00 plus the weekly game fee.
 - 1.71. All fines must be paid prior to the next game.

Disputes/Incidents and Disciplinary Procedures

- 1.72. Any disputes/incidents must be referred immediately to the Competitions Controller in writing; filled out by each team, the referees and spectators if necessary. The BBHB Judiciary will handle disputes and may call a meeting of all involved if deemed necessary.
- 1.73. Disqualifying fouls have an automatic next game suspension
- 1.74. The disciplinary process is detailed in BBHB Rules Governing Discipline which also contains recommended penalties for offences that occurred before, during or after a game. They are the guidelines that the Judiciary will use.
- 1.75. The outcomes from any disciplinary hearing may be published.

Disputes Resolution

- 1.76. In the case of a serious incident or dispute a report should be recorded on the back of the score sheet or on a separate document outlining all relevant details and signed and dated and then given to the competition controller.
- 1.77. The BBHB Rules Governing Disciplinary Policies and Procedures will be used to process the incident or dispute.

Playing Venue Damage

- 1.78. For games played in community venues; teams and/or schools will be responsible for any damage that may occur. Food, chewing gum and soft drinks are not permitted inside the playing area, except drink bottles.
- 1.79. The competition controller is in complete charge. Any player, coach, manager, spectator who fails to follow the rules, will be asked to leave the venue; the team may forfeit their place in the competition.

2. Administration Costs

- 2.1. The fees outlined at Appendix 3 are designed to cover basic costs assuming teams and players meet the requirements of these rules. At its absolute discretion BBHB may charge administrations costs for any additional work caused by some change made by teams or individuals. For example the de-registering of players on a submitted roster. There will be no charge for standard procedures such as player transfer.

SENIOR COMPETITIONS

1. Team Registration and Fees

- 1.1. All teams must complete and sign a team entry form by the date specified on the competition flyer and/or entry form. The fees for all payment options and competitions are detailed in Appendix 3 of this document.
- 1.2. Teams have the option of paying the team fee by two methods
 - 1.2.1. Option One: Payment in full on or before the first game of the competition.
 - 1.2.2. Option Two: payment of the specified team fee in weekly payments. The total entry fee for this option will be higher than option one.
- 1.3. A team will not be permitted to play on any night of competition if they have not paid the full entry fee or their scheduled weekly fee and any other default or penalty fee.

2. Player Registration and Fees

- 2.1. All players must be registered on the official team roster form with all details listed
- 2.2. Players must have paid the annual registration fee specified in Appendix 3 before they can play in any BBHB competition.
- 2.3. Players can only register and play for one team in a league however players may play in an Open team and social team.
 - 2.3.1.1.1. **Penalty:** the team which the player was not first registered will be a forfeit to the team playing that player.
- 2.4. Additional players may be registered by any team directly with BBHB or on game night with the competitions controller. Players must pay the Player Registration fee before they can play.
- 2.5. Should a registered player wish to transfer to another team; they will need to get their registered team contact to complete a transfer form and submit to BBHB.
- 2.6. To be eligible to play for a team in the playoffs or final, a player must have played a minimum of two games for that team in the preliminary rounds.
- 2.7. BBHB has the right to refuse entry of any team or individual.

3. Player Re-grading

- 3.1. Open grade registered players may not play a lower grade competition. However, any open or grade player play in a social competition.
- 3.2. A player can play up a grade for two games, but a player cannot play in a lower grade; i.e. a player registered in A or B Grade could play two games in the Open Grade without requiring re-grading; however if they play up a 3rd time they are automatically re-graded to the higher grade.
- 3.3. If a player, plays in a grade lower than that registered, the team he/she played for will forfeit that game.
- 3.4. A player cannot play for 2 teams in the same grade.

4. Restricted Players

- 4.1. A restricted Player shall be one who has a Australian NBL, and or the NZ National Basketball League (NBL) or WBC average court time (or higher level competition), for the last or current season, of fifteen (15) minutes or more per game ;

4.2. Each team shall be allowed a maximum of two (2) Restricted Player

5. Leagues:

5.1. Women's

5.1.1. **May include Open, A, B, C Grade, etc**

5.1.2. No men are to play in the women's league;

5.2. Men's

5.2.1. **May include Open, A, B, C Grade, etc**

5.2.2. No women are to play in the men's league unless approval is gained from the Operations Manager of Basketball Hawke's Bay.

5.3. Social (Mixed and Whanau)

5.3.1. There will be at least two women or two players Under 16 years or one women and one Under 16 player on the court on the court at any time for social competitions

6. Length of Game

6.1. Men's and Women's Open Leagues

6.1.1. Stop Clock Games:

6.1.1.1. 4 x 10 minute stop clock quarters;

6.1.1.2. up to 2 minute for half time;

6.1.1.3. up to 1 minute break between periods;

6.1.1.4. 2 x 30 second time outs in the first half;

6.1.1.5. 3 x 30 second time outs in the second half.

6.2. Men's, Women's A, B, C Grades and Social grades

6.2.1. Running Clock Games:

6.2.1.1. 4 x 10 minute running clock quarters;

6.2.1.2. up to 2 minutes for half time;

6.2.1.3. up to 1 minute break between periods;

6.2.1.4. 1 x 30 second time out per quarter. Time out cannot be taken in the last two minutes of the fourth quarter.

6.3 Tied games

6.3.1 There are no tied games in basketball. In the event of a tie the following additional time will be played:

6.3.1.1 Additional time for stop clock games; extra 5 minutes, repeated until a winner is found;

6.3.1.2 Additional time for running clock games; extra 2 minutes, repeated until a winner is found.

7 **Score Sheets**

7.3 The score sheets will be on the score bench at each court; if not, please advise the Competitions Controller.

7.4 All players must be listed on the score sheet with details filled out.

8 **Forfeit and Reschedule Policy**

8.3 **Rescheduling Games**

8.3.1 If a team cannot meet a scheduled game it may arrange for the game to take place at an alternative time and venue with the approval of the opposing team and the BBHB Operations Manager.

8.3.2 Arrangements must be made at least 72 hours before the scheduled game.

8.3.3 All costs will be paid by the forfeiting team and no fine will apply.

8.3.4 The Operations Manager will not unreasonably withhold permission but the game must be played within 6 days of the scheduled game.

8.3.5 It should be noted that this may not be possible when the competitions enter the play-off phase.

8.4 **Forfeits**

8.5 The fine for a forfeit is:

8.5.1 Notified 72 hours before the event: a fine of \$50.00 plus the weekly game fee (unless the full competition entry fee is paid) will apply

8.5.2 Un-notified forfeit: the fine is \$50.00 plus twice the weekly game fee unless the forfeiting team has paid the full competition entry fee in which case the fine will be \$50.00 plus the weekly game fee

8.6 All fines must be paid prior to the next game.

SECONDARY SCHOOL RULES AND REGULATIONS

1. Team Registration and Fees

- 1.1. All teams must complete and sign a team entry form by the date specified on the competition flyer and/or entry form. The fees for all payment options and competitions are detailed in Appendix 3 of this document.
- 1.2. Team and Player registration fees will be invoiced to the school.

2. Player Registration, transfer and Fees

- 2.1. All players must be registered on the official team roster form with all details listed
- 2.2. Players must have paid the annual registration fee specified in Appendix 3 before they can play in any BBHB competition.
- 2.3. Additional players may be registered by any team directly with BBHB or on game night with the competitions controller. The school will be invoiced for additional registrations.
- 2.4. Should a registered player wish to transfer to another school they will need to get their registered team contact to complete a transfer form and submit to BBHB.
- 2.5. To be eligible to play for a team in the playoffs or final, a player must have played a minimum of two games for that team in the preliminary rounds.
- 2.6. BBHB has the right to refuse entry of any team or individual.

3. Player Eligibility and Re-grading

- 3.1. A player playing in a Junior Grade competition team may also play in a Senior Grade competition team provided that the player is registered in no more than 2 teams.
- 3.2. Senior grade registered players may not play in the junior grade.
- 3.3. A player can play up a grade or division for two games, but a player cannot play in a lower grade or division; i.e. a player registered in Senior Division 2 or 3 could play two games in Division 1 without requiring re-grading; however if they play up a 3rd time they are automatically re-graded to the higher grade.
- 3.4. If a player, plays in a grade or division lower than that registered, the team he/she played for will forfeit that game.
- 3.5. A player cannot play for 2 teams in the same grade or division.
- 3.6. Each team may only list 12 team members in any one game. Please notify Competition Controller of any new additions to your team during the competition.
- 3.7. Players must have played at least two competition games for a team prior to play offs to be eligible for the play offs with that team.

4. Grades

- 4.1. Junior (Year 9 and 10) Grade
- 4.2. Senior (Open) Grade

5. Game Times

5.1. Junior Secondary School

- 5.1.1. Division 1 Boys and Girls 4 x 10 minute stop clock quarters;
- 5.1.2. Other Divisions 4 x 10 minute running clock quarters;
- 5.1.3. Quarter time breaks 1 minute (1st and 3rd quarter);
- 5.1.4. Half time break 2 minutes;
- 5.1.5. Over time for stop clock games; extra 5 minutes, repeated until a winner is found;
- 5.1.6. Over time for running clock games; extra 2 minutes, repeated until a winner is found.

5.2. Senior Secondary School

- 5.2.1. Division 1 and 2, 4 x 10 minute stop clock quarters;
- 5.2.2. Division 3, 4 x 10 minute running clock quarters;
- 5.2.3. Quarter time breaks 1 minute (1st and 3rd quarter);
- 5.2.4. Half time break 2 minutes;
- 5.2.5. Over time for stop clock games; extra 5 minutes, repeated until a winner is found;
- 5.2.6. Over time for running clock games; extra 2 minutes, repeated until a winner is found.

5.3. Tied Games

- 5.3.1. There are no tied games in basketball. In the event of a tie the following additional time will be played:
 - 5.3.1.1. Additional time for stop clock games; extra 5 minutes, repeated until a winner is found;
 - 5.3.1.2. Additional time for running clock games; extra 2 minutes, repeated until a winner is found.

6. Defence

- 6.1. Junior grade teams must play man-to-man defence only (in the last third of the court).
- 6.2. Penalties (on the coach) for violation of this rule:
 - 6.2.1. 1st Offence: Warning by the referee;
 - 6.2.2. 2nd Offence: Technical foul on coach (two free throws and possession at half court);
 - 6.2.3. 3rd Offence: Forfeit game to opposing team.
- 6.3. All other grades may play any form of defence.

7. Balls

- 7.1. Each team is to submit a match ball to the referee.
- 7.2. All girls' teams will play with a size 6 basketball.
- 7.3. All boys' teams will play with a size 7 basketball.

8. Team Management

- 8.1. Each team must have a teacher or adult or coach with them at every game. This person is to complete the score sheet before the game, be aware of any medical problems of players in the team, implement the rules of the competition, and supervise the players.
- 8.2. If a team does not have supervision they may lose by default. Supervisors should identify each other at the beginning of the game.
- 8.3. The competition controller is in complete charge. Any player, coach, manager, spectator who fails to follow the rules, will be asked to leave the venue; the team may forfeit their place in the competition.

9. Hawkes Bay Representative Teams

- 9.1. BBHB may enter Hawkes Bay representative teams in competitions but the following will apply:
 - 9.1.1. School teams will have first preference to players from their schools
 - 9.1.2. All games played by the representative team will be recorded as a win for the opposition team with a game score of 20 – 0. The winning team will receive 3 competition points.
 - 9.1.3. The Forfeit Policy will apply for all games involving Representative teams.

10. Forfeit and Reschedule Policy

- 10.1. **Rescheduling Games**
 - 10.1.1. If a team cannot meet a scheduled game it may arrange for the game to take place at an alternative time and venue with the approval of the opposing team and the BBHB Operation Manager.
 - 10.1.2. Arrangements must be made at least 72 hours before the scheduled game.

- 10.1.3. All costs will be paid by the forfeiting team and no fine will apply.
- 10.1.4. The Operations Manager will not unreasonably withhold permission but the game must be played within 6 days of the scheduled game.
- 10.1.5. It should be noted that this may not be possible when the competitions enter the play-off phase.
- 10.2. **The fine for a forfeit is:**
 - 10.2.1. Teams who do not notify a default or forfeit within 72 hours of the scheduled game time will incur a fine of \$100 for the first instance. \$50 of the fine will be paid to BBHB to cover expenses and \$50 to the opposition if an alternative game cannot be arranged.
- 10.3. All fines will be deducted from the school bond and the amount re-invoiced to the school.

MINIBASKETBALL COMPETITION GUIDELINES

1. Team Registration and Fees

- 1.1. All teams must complete and sign a team entry form by the date specified on the competition flyer and/or entry form.
- 1.2. All fees specified in Appendix 3 must be paid on receipt of an invoice.

2. Player Registration and Fees

- 2.1. All players must be registered on the official team roster form with all details listed
- 2.2. All fees specified in Appendix 3 must be paid on receipt of an invoice.
- 2.3. Additional players may be registered by any team directly with BBHB or on game night with the competitions controller. Additional registrations will be invoiced to the school.
- 2.4. Should a registered player wish to transfer to another school they will need to get their registered team contact to complete a transfer form and submit to BBHB.
- 2.5. To be eligible to play for a team in the playoffs or final, a player must have played a minimum of two games for that team in the preliminary rounds.
- 2.6. BBHB has the right to refuse entry of any team or individual.

3. Non- School (Club) Teams in Competitions

- 3.1. Any team with players from more than one school may enter any BBHB Minibasketball competition as long as the players registered meet the criteria for that competition.
- 3.2. These teams will be classified as club teams.
- 3.3. Any club team shall be allowed a maximum of two (2) Restricted Players
- 3.4. A restricted Player shall be one who has represented a New Zealand Association at a Premiership or National tournament within the past 12 months and has had an average court time, of ten (10) minutes or more per game.
- 3.5. BBHB will identify restricted players.
- 3.6. The team and registration fees as specified in Schedule 3 are payable by the mid-point of the competition.

4. Uniforms, Numbering and Footwear

- 4.1. Teams must register their playing uniform colours on the entry form. All teams (except years 1 to 6) must have numbers that are clearly visible on the front and back of all tops (no chalk or tape may be used to convert numbers on a player's shirt).
- 4.2. Year 1 to 6 teams are encouraged to play in uniforms with numbers.
- 4.3. The following are the legal numbers for basketball uniforms:
 - 4.3.1. 0 to 90
- 4.4. It is recommended that all players wear Court shoes but players will be able to play in bare feet at their own risk.
- 4.5. Jandals or sandals are not allowed.

5. Player Eligibility and Grading

- 5.1. Children cannot play below their school year level.
- 5.2. Only players registered for a team may take the court.
- 5.3. A player cannot play for 2 teams in the same grade or year level in the same competition.
- 5.4. An eligible player playing in a Year 3/4 competition team may also play in a Year 5/6 and/or 7/8 competition team or an eligible player playing in a Year 5/6 competition may also play in a Year 7/8 competition provided that the player is registered in no more than 2 teams.
- 5.5. Players may not play in a lower grade. If a player, plays in a grade lower than that registered, the team he/she played for will forfeit that game.
- 5.6. A player can play up a division for two games, but a player cannot play in a lower grade or division; i.e. a player registered in Year 7/8 division 2 or 3 could play two games in Division 1

without requiring re-grading; however if they play up a 3rd time they are automatically re-graded to the higher grade.

- 5.7. Players must have played at least two competition games for a team prior to play offs to be eligible for the play offs with that team.

6. Team Manager & Coach Responsibilities

- 6.1. Coaches should ensure that players are only playing for one team during the competition. The second game played will be an automatic forfeit for both teams.
- 6.2. Referees are to be treated with respect. If a problem occurs regarding the referee; coaches may call a time-out during the game and politely voice their concerns to the referee. If the problem persists, please see the Floor Controller.
- 6.3. Arguing or abuse towards the officials by players, team coaches, managers and supporters will result in the game being halted. The first incident will result in a technical foul being awarded against the team. A second incident will result in the offending team being defaulted.
- 6.4. The consequences of not abiding by the team manager and coach responsibilities may include:
 - 6.4.1. Coach / manager given a verbal warning.
 - 6.4.2. a written report being filed to BBHB.
 - 6.4.3. a letter being sent to the school's Principal or Club President.
 - 6.4.4. as a final resort; team being banned from the competition.
 - 6.4.5. Teams are responsible for their own first aid. If you need further assistance, please see the Floor Controller.

7. Rescheduling and Forfeit Policy

- 7.1. **Rescheduling Games**
 - 7.1.1. If a team cannot meet a scheduled game it may arrange for the game to take place at an alternative time and venue with the approval of the opposing team and the BBHB Operation Manager.
 - 7.1.2. Arrangements must be made at least 72 hours before the scheduled game.
 - 7.1.3. All costs will be paid by the forfeiting team and no fine will apply.
 - 7.1.4. The Operations Manager will not unreasonably withhold permission but the game must be played within 6 days of the scheduled game.
 - 7.1.5. It should be noted that this may not be possible when the competitions enter the play-off phase.
- 7.2. Teams who do not notify a default or forfeit within 24 hours of the scheduled game time will incur a fine of \$40 for the first instance.

8. Facility Rules

General

- 8.1. The rules of the facility must be complied with.
- 8.2. Only Players, and up to two coaches/and or managers playing in the current game are allowed to sit on team benches. Spectators must remain clear of the court – see 8.8 to 8.15
- 8.3. No running or bouncing the ball in the corridor, foyer or reception area.
- 8.4. Anyone found to be damaging a venue and its surroundings in any way, will be removed immediately and suitable action taken. This may result in the school / club being invoiced for any damage.
- 8.5. Any fee incurred for unneeded setting off of a fire or security alarm will be invoiced back to the school or club.
- 8.6. All Children under the age of 14 whether in play or not must be supervised by an Adult (over the age of 16) at all times.
- 8.7. The role of Competition or BBHB staff is to ensure the smooth running of the competition not to babysit children.

Facilities Providing a viewing/seating Area

- 8.8. All spectators are required to be seated in the viewing area.
- 8.9. All team players, coaches and managers not involved in a current game must be seated in the viewing area.
- 8.10. Only players, coaches and managers of teams will be allowed on the playing floor for current games. The coaches must be listed in the scoresheet.

Facilities Not Providing a Viewing Area

- 8.11. Players, coaches and spectators must not go across a court but gain access to any viewing area by moving around the end of the court(s) at a time that does not interfere with or endanger players or referees on that court.
- 8.12. Player's coaches and spectators may not go across the end line while play or free throws are taking place at that end of the court.
- 8.13. Only Players, and up to two coaches/and or managers playing in the current game are allowed to sit on team benches.
- 8.14. Any loose balls from player's not involved in the current game or spectators may be confiscated because they are a potential hazard to players and referees.
- 8.15. When players are not playing in a current game, they must remain off the court including all breaks.

9. Tied Games

- 9.1. During regular rounds games are permitted to be tied at the end of regular time. Each team will be awarded two competition points for the draw.
- 9.2. Year 1&2 and Year 3&4. In playoff games if the score is drawn at the end of regular time the referee will determine a point on the floor in front of the hoop and three players from each team will each shoot one free throw attempt from that spot. If the number of goals scored is equal after three attempts per team then the players will keep shooting goal for goal until a winner is found. The three players of each team must keep rotating their turns; i.e.: goal attempts cannot be made by one player only. If necessary the referee can alter the shooting spot every six goal attempts.
- 9.3. Year 5&6 Division 2: In playoff games if the score is drawn at the end of regular time the referee will determine a point on the floor in front of the hoop and five players from each team will each shoot one free throw attempt from that spot. If the number of goals scored is equal after five attempts per team then the players will keep shooting goal for goal until a winner is found. The five players of each team must keep rotating their turns; i.e.: goal attempts cannot be made by one player only. If necessary the referee can alter the shooting spot every ten goal attempts.
- 9.4. Year 5&6 Division 1: In the event of tied games in playoff matches 1 minute of over-time will be played and repeated until a winner is found. The possession arrow will determine which team takes the ball.

10. Man to Man Defense vs. Zone Defense

- 10.1. Man to man defense is a requirement at all levels of basketball until the Under 17/18 age groups.
- 10.2. Man to man requires the defensive player to defend a player in the attacking team.
- 10.3. A player is deemed to be playing zone when they take up a position on the court and play defense on any player who comes into that part of the court. Around the key hole a player must be seen to react to the movements of their attacking player, although they can come off their player if they are on the weak side, (side of the key away from the ball), to be in a position to help out if a player on the ball side of the key is beaten by their attacking player, and they can on occasions switch players they still must be seen to be moving about with a player from the opposite team and not standing still taking on all comers!!
- 10.4. Any problems with this concept can be discussed with the coordinator or the referee educator.
- 10.5. If a coach feels the opposition team is playing a zone, the coach should request that the coordinator appoint a "Zone Buster".

Year 1 & 2 Rules

1. Game to be played with a size 5 ball
2. Games will be full court 3 x 3 competitions.
3. Reduced height goals to be used.
4. **Game Length and Breaks**
 - 4.1. 4 x 6 minute running clock quarters
 - 4.2. 2 x 1 minute quarter time breaks and 1 minute at half time;
 - 4.3. Teams change ends at half time
 - 4.4. Each team can take 1 30 second time out per half.
 - 4.5. Time-outs are not permitted in the last two minutes of either half.
5. **Defence**
 - 5.1. Children must defend the player with the same coloured band or bib or number as themselves. Players cannot swap colours once they have taken the court.
 - 5.2. Teams must not play zone defence.
 - 5.3. Defence from half court only.
6. All inbound passes must be taken from behind the line. ALL of the team must be past half way AND have made at least two passes (including inbound pass), before the team can score.
7. Double dribble violation called.
8. Travelling calls will be made.
9. Referees are to ensure all fouls notified to the scorebench
 - 9.1. Team fouls are to be recorded.
 - 9.2. Each team is allowed 3 team fouls per quarter after which the penalty will be one point and inbound pass to the non-offending team.
10. If an attacking player is fouled in the act of shooting, then an automatic 1 point will be awarded and their ball to the side (do not shoot free throws).
11. If an attacking player is fouled in the act of shooting and the basket is made, the 2 points will be awarded and their ball to the side.
12. Coaches are not permitted on the court during the game; they must coach/facilitate the game from the baseline and or the side line. If a coach interferes with the ball or impedes an opposition player a penalty of 2 points and lose of possession will apply.
13. Substitutions can be made at any time but should generally be made at a stop in play. They will occur at the 'sub-zone' which is the area three metres either side of the midline at the side-line of the court. The player coming onto the court cannot enter the court until the outgoing player has left the court. They do not have to go through the referee or score bench.

Year 3 & 4 Rules

1. Game to be played with a size 5 ball
2. Games will be full court 3 on 3 competitions.
3. Reduced height goals to be used if possible.
4. **Game Length and Breaks**
 - 4.1. 4 x 6 minute running clock quarters (24 minutes);
 - 4.2. 2 x 1 minute quarters and 1 minute half time (3 minutes);
 - 4.3. Change over and warm up time (3 minutes);
 - 4.4. Total 30 minutes.
 - 4.5. Each team can take 1 30 second time out per half.
 - 4.6. Time-outs are not permitted in the last two minutes of either half.
5. **Defence**
 - 5.1. Children must defend the player with the same coloured band, bib or number as themselves. Players cannot swap colours once they have taken the court.
 - 5.2. Teams must not play zone defence.
 - 5.3. Defence from half court only.
6. All inbound passes must be taken from behind the line. All of the team must be past half way AND have made at least two passes (including inbound pass), before the team can score.
7. Double dribble violation called.
8. Travelling calls will be made.
9. Referees are to ensure all fouls notified to the scorebench
 - 9.1. Team fouls are to be recorded.
 - 9.2. Each team is allowed 3 team fouls per quarter after which the penalty will be one point and inbound pass to the non-offending team.
10. If an attacking player is fouled in the act of shooting, then an automatic 1 point will be awarded and their ball to the side (do not shoot free throws).
11. If an attacking player is fouled in the act of shooting and the basket is made, the 2 points will be awarded and their ball to the side.
12. Coaches are not permitted on the court at any time during the game.
13. Substitutions can be made at any time but should generally be made at a stop in play. They will occur at the 'sub-zone' which is the area 3 metres either side of the midline at the side-line of the court. They do not have to go through the referee or score bench.

Year 5 & 6 Rules

1. Ball Size:
 - 1.1. Girls Only Size 5
 - 1.2. Boys & Mixed Teams Size 6
2. Reduced height goals can be used if available.
3. Games are:
 - 3.1. Division 1: 2 x 8 minute stop clock halves
 - 3.2. Division 2&3: 4 x 6 minute running clock quarters (24 minutes);
 - 3.3. 2 x 1 minute quarters and 1 minute half time (3 minutes);
 - 3.4. Change over and warm up time (3 minutes);
 - 3.5. Total 30 minutes.
 - 3.6. Each team can take 1 30 second time out per half.
 - 3.7. Time-outs are not permitted in the last two minutes of either half in Division 2.
- 4. Defence**
 - 4.1. Teams must not play zone defence
 - 4.2. Division One: Man to man defence; one to one only (no double team defence); all players wearing numbered tops front and back with names and playing numbers recorded on score sheet.
 - 4.3. Division Two & Three: Children must defend the player with the same coloured band or bib as themselves. Players CANNOT swap colours once they have taken the court.
 - 4.4. Defence from half court only.
5. All inbound passes must be taken from behind the line.
6. Back court rule applies. 8 second rule applies for Division 1.
7. Double dribble violation called.
8. Travelling calls will be made.
9. Three second rule applies.
10. Referees are to ensure all fouls notified to the score bench. Each team to provide one score bench official.
 - 10.1. Team fouls are to be recorded. Player fouls are recorded for division 1.
 - 10.2. Each team is allowed 4 team fouls per half (Division 1) or 3 team fouls per quarter (Division 2&3); after which the penalty will be one point and inbound pass to the non-offending team.
11. If an attacking player is fouled in the act of shooting: Div 2&3, an automatic 1 point will be awarded and their ball to the side (do not shoot free throws); Div 1, 1 point awarded and one free throw attempt.
12. If an attacking player is fouled in the act of shooting and the basket is made, the 2 points will be awarded and the player will shoot 1 free throw from the line, Div 1; ball to side, Div 2&3.
13. Coaches are not permitted on the court at any time during the game.
14. Substitutions can only be made during a stop in play for division 1 and must go through the referee; for division 2&3 substitutions can be made at any time at the 'sub-zone' which is the area 3 metres either side of the midline at the side-line of the court; but should generally be made at a stop in play. In this case they do not have to go through the referee or score bench. For division 2&3 the outgoing player must be off the court before the player coming on can enter the court.

Year 7 & 8 Rules

1. Game to be played with a size 6 for girls only and size 7 for boys and mixed on full height goals.

2. Game Length and Breaks

2.1. Division One: 2 x 12 minute stop clock halves

Division Two: 4 x 8 minute running clock quarters;

2.2. Breaks Div 1: 2 minutes at the half; Div 2: 2 x 1 minute quarters and 1 minute half time (3 minutes);

2.3. Change over and warm up time (5 minutes);

2.4. Each team can take one 30 second time out per half.

2.5. Time-outs are not permitted in the last two minutes of either half for Division 2.

3. Teams must not play zone defence.

4. All inbound passes must be taken from behind the line.

5. Back court rule applies. 8 second rule applies.

6. Double dribble violation called.

7. Travelling calls will be made.

8. Three second rule applies.

9. All fouls will be called and recorded against individuals and teams.

10. Team Fouls

10.1. Each team is allowed 3 team fouls per quarter in division two and 4 team fouls in division 1; after which the penalty will be one point and inbound pass to the non-offending team.

11. Coaches are not permitted on the court at any time during the game.

12. Substitutions for division 1 can be made only during a stop in play and must go through the referee; for division 2 substitutions can be made at any time but should generally be made at a stop in play; they do not have to go through the referee or score bench. The player coming onto the court cannot enter the court until the outgoing player has left the court through the 'sub-zone'; which is the area 3 metres either side of the midline at the side-line of the court.

ZERO TOLERANCE POLICY

Basketball Hawkes Bay supports and encourages good on-court and side-line behaviour. We see teams as being made up of the players, coaches, managers and supporting spectators.

This policy is to penalise abusive and inappropriate behaviour by any members of that team.

1. Approaching a Referee or Official for an Explanation

- a. As stated in the FIBA rules only the team coach or captain can approach a referee for an explanation. This must be done in a respectful manner.
- b. When a player or coach challenges an official's decision in an inappropriate manner, a technical foul may be called as specified in the FIBA rules
- c. If another technical foul for abuse is called, their team will forfeit the game.

2. Spectator or Supporter Inappropriate Behaviour

- a. If a spectator challenges or harasses an official, player or coach a technical foul will be called on the team that they support. The referee will approach the team coach and tell them why the foul has been awarded and ask him or her to advise the offender of the situation. The game may be delayed while this happens.
- b. If the behaviour continues the referee, with the support of the Competition Controller, will advise the coach that their team has forfeited the game.
- c. The offending spectator will then be asked to leave the venue. If the spectator delays or refuses to leave, the police will be called to remove the spectator.
- d. A spectator removed from the game will be banned from attending BBHB competitions and events for a period of twelve months

3. Game Report

- a. The competition Controller and game officials shall write up an incident report of any forfeited game, including any recommendations for further action.
 - b. The BBHB Operations manager will review this report and may decide on any additional action that might be required.
4. Technical fouls that are called, but do not involve the abuse of an official (eg: too many players on the court, uniform violation, score sheet infraction) will not count toward the Zero Tolerance Policy and the official's decision to call the game.



Letter of Transfer

| | |
|-------------------------|--|
| Date: | |
| To (Team/club/School) | |
| From (Team/club/School) | |

Player Name

Date of Birth

Our Team/Club/School hereby grants a letter of clearance to the above player to the above player to transfer to the (Team/club/School) named above.

He/she has no contractual or financial obligations with our Team/club/School

Signed

Name

Position

Date

Please forward to Basketball Hawkes Bay, 85 Ford Road, Napier – Phone 833 6215

Basketball Hawkes Bay Approval

| | |
|--------|--|
| Signed | |
| Name | |
| Date | |

Team and Player Registration Fees

Senior Competition

All teams must complete and sign a team entry form by the date specified on the competition flyer and/or entry form. The fees for all payment options and competitions are detailed in Appendix 3 of this document.

Teams have the option of paying the team fee by two methods

Option One: The payment of the specified team fee in weekly payments. The total entry fee for this option will be higher than option two.

Option Two: Payment in full on or before the first game of the competition.

A team will not be permitted to play on any night of competition if they have not paid the full entry fee or their scheduled weekly fee and any other default or penalty fee

| Competition | Total Competition Fee | Early Payment Fee | Weekly Fee | Annual Player Registration fee |
|-------------------------|------------------------------|--------------------------|-------------------|---------------------------------------|
| Adults (Stop clock) | \$480.00 | \$450.00 | \$60.00 | \$20.00 |
| Adults (Running clock) | \$400.00 | \$370.00 | \$50.00 | \$20.00 |
| Adults (Whanau team) | \$360.00 | \$330.00 | \$45.00 | \$20.00 |

Secondary Schools

All teams must complete and sign a team entry form by the date specified on the competition flyer and/or entry form. The fees are detailed below

All players must be registered on the official team roster form with all details listed

Additional players may be registered by any team directly with BBHB or on game night with the competitions controller. The school will be invoiced for additional registrations.

Team and Player registration fees will be invoiced to the school with payment to be made within 30 days of the invoice.

| Competition | Total Competition Fee | Annual Player Registration fee |
|--------------------------------|------------------------------|---------------------------------------|
| Secondary Schools (Stop clock) | \$560.00 | \$20.00 |
| Secondary Schools (Running) | \$390.00 | \$20.00 |



Minibasketball (Primary and Intermediate School)

All teams must complete and sign a team entry form by the date specified on the competition flyer and/or entry form. The fees are detailed below

All players must be registered on the official team roster form with all details listed

Additional players may be registered by any team directly with BBHB or on game night with the competitions controller. The school will be invoiced for additional registrations.

Team and Player registration fees will be invoiced to the school with payment to be made within 30 days of the invoice.

| | Total Competition Fee | Competition Player Registration fee | Maximum Player Registration payment per Annum |
|-----------------------------|------------------------------|--|--|
| Year 7&8 Div 1 (Stop Clock) | \$235.00 | \$10.00 | \$20.00 |
| Year 7&8 Div 2 (Run Clock) | \$235.00 | \$10.00 | \$20.00 |
| Year 5&6 Minibasketball | \$195.00 | \$10.00 | \$20.00 |
| Year 5&6 Reduced court size | \$170.00 | \$10.00 | \$20.00 |
| Year 3&4 Minibasketball | \$125.00 | \$10.00 | \$20.00 |
| Year 1&2 little league | \$125.00 | \$0 | \$0 |



Scorebench Information

Beginners Guide to Completing a Score Sheet For MiniBasketball Year 1-6 Grades

How to score:

Each Basket scored in normal play is worth 2 points – mark off 2 points per basket scored in the appropriate column on the score sheet Column A is for the team listed as team A and Column B is for the team listed as team B.

| A | B |
|--------------|--------------|
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |
| 5 | 5 |

Fouls:

Personal Fouls occur when there is an illegal contact. This can be a shooting foul or a non-shooting foul. The Referee will signal personal fouls; each personal foul is counted as a team foul and recorded on the score sheet. Each team is allowed 3 team fouls per quarter. On the fourth team foul whether the foul was a shooting foul or not the non-offending team will automatically receive 1 point and the inbound pass.

Team Fouls

| | | | | | | | | | |
|---|--|--|--|--|---|--|--|--|--|
| ① | | | | | ② | | | | |
| ③ | | | | | ④ | | | | |

In year 1&2 and 3&4 Grades in the case of shooting fouls the non-offending team automatically receives 1 point and the inbound pass.

In year 5&6 grades if it is Division one the team receives one point and takes one free throw shot. If the free throw shot is successful then the team receives another 1 point.

In all other year 5&6 divisions the same rule for year 3&4 grade applies.

Don't forget to record fouls in the team foul box and let the referee know when a team has reached 3 team fouls in that quarter – you will also award the non-offending team a point from now on!

Unsportsmanlike fouls and technical fouls will result in the non-offending team automatically receiving 2 points.

At the end of the game record the final score and write in the name of the winning team.

Final Score: Team A: 36 Team B: 71
 Name of Winning Team: Hawkes Bay



Guide for Scorebench Officials Other Grades - Includes Basic Information for All Sections of Scorebench.

Caller/Chairperson

The Caller or Chairperson is responsible for the smooth running of the scorebench. Core responsibilities involve:

- Communication between Referees, teams and scorebench. Ensuring the scoresheet requirements are complete at the beginning and end of the game.
- Changing direction of the arrow as required.
- Calling player colour and number for baskets and fouls to the scorer as required during the game.
- Administrating substitutions and time-outs from teams. Sounding the sirens for substitutions and time-outs (only to be done when the ball is dead). If a Referee is reporting a foul, please wait until they have finished calling before sounding the horn.
- Placing the team foul indicators on the bench after the 4th team foul.
- Notifying teams and Referees how many fouls a player has by displaying the numbers foul batton when a player is fouled.
- Ensure order is maintained during the game at all times.

Scorer

The Scorer is responsible for the completion of the scoresheet including:

- Recording all successful baskets made and calling the score aloud to the person on scoreboard duty.
- Record all personal, team and coach fouls committed and calling to the person on scoreboard duty.
- Inform the Chairperson when a player commits their 5th foul. Record time-outs taken.

Using the Scoresheet:

- Write the number of the player that scored next to the running total for the team.

To mark the score use:

- A diagonal line for field goals.
- A heavy dot for free throws scored.
- A circle around the number of the player if they score a 3-pointer
- At the end of each quarter or extra period, draw a circle around the last score and number of the last scorer.
- At the end of the game, for each team, draw a circle around the last score and a double heavy line under the last score and the number of the last scorer
- Draw a diagonal line through the remaining unused scores in the column.

Entering names, fouls and time-outs

- Mark the starting five with - X
- Mark all other "players in" entering with – X
- Team Fouls: Cross out the team fouls up to 4 per period. Bench and Coach fouls do not count to team fouls.

APPENDIX FOUR



Codes to be used on the scoresheet:

| | |
|----|--|
| P | Personal Foul (no free throws) |
| P1 | Personal Foul (1 free throw) |
| P2 | Personal Foul (2 free throws) |
| P3 | Personal Foul (3 free throws) |
| U2 | Unsportsmanlike foul (2 free throws) |
| T2 | Technical Foul (2 free throws) |
| D2 | Disqualifying Foul (2 free throws) |
| C2 | Coach Technical Foul (2 free throws) |
| B2 | Bench Foul (2 free throws) - Bench foul issued to members of the team other than coach and members playing, includes assistant coach and manager). |
| Pc | Personal Foul (Penalty cancels) |

Timekeeper and Visuals Operator

The Timekeeper is in charge of all timing and all information placed on the scoreboard including:

- Accurately measuring playing time, time-outs and intervals of play.
- Stops and starts of the clock as set out in the competition rules
- Timing the time-out to ensure only 60 seconds are used.
- Work with the scorer to ensure the accurate score and fouls are issued on the scoreboard.

Start the game:

- When the ball is legally tapped
- On a restart when the ball touches a player from the pass off
- A missed free throw, when the ball first touches a player on the court.

Stop the clock when:

- An Official blows the whistle
- When a field basket is scored in the last 2 minutes of the 4th quarter and in the last 2 minutes of any extra period
- At the end of a quarter or an overtime period

24 Second Shot Clock Operator

The operator of the 24 second clock must be constantly attentive throughout the entire game. The role of the 24 second shot clock operator is to:

- Ensure each „play“ is within the allotted 24 second time frame.
- A „play starts when a player of one team gains control of the ball, or the game has restarted.
- A „play“ ends when:
 - A shot is made and it either goes in, or touches the hoop.
 - A foul from either team is made.
 - The opposition gains control of the ball.
- In all cases - stop, reset and hold clock until the game is restarted or a team has gained control of the ball.
- If the ball is „loose“ (not in control by either team) and does not hit the rim of the hoop, the clock continues to run until either a shot is made/hits the hoop or the opposition gains possession of the ball.

Substitutions:

- Subs are permitted by either team when an official has called a foul, violation, jump ball, if the free throw is successful, during time-outs and during game stoppages such as the floor being wet.
- Subs can only be called by the non-scoring team after the opposition scores a basket or goal tend in the last minute of the 4th quarter or in the last 2 minutes of any extra period.

APPENDIX FOUR



Time-outs:

- Time-outs are permitted to either team after an official blows their whistle to stop the game or if a final free throw was successful,
- Time-outs to the non-scoring team can only be called when the opposition scores a field goal.

General Notes

- Please ensure the scorebench is clean and tidy during and after every game.
- Please ensure when on scorebench you conduct yourself in a professional and unbiased manor.
- If there are discrepancies with any part of the scoresheet, or scorebench duty; at the earliest game stoppage, ask the referee for advice.

Scorebench duty is a vital part of Basketball. If there are any discrepancies or problems during the game, please seek the direction of the floor controller or Referee at the first stoppage possible.



Notes:



Contact Details

Postal Address

Basketball Hawkes Bay
PO Box 4037
Marewa
Napier 4143

Physical Address

96A Nuffield Avenue
Marewa
Napier
Phone (06) 8336215, or
Email admin@basketballhawkesbay.co.nz
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