



SBA SOCIAL 2016

SUMMER BASKETBALL LEAGUE



2016 SOUTHLAND BASKETBALL Social Summer League



Introduction

The 2016 Social Summer Basketball League will run over 10 Monday nights at Stadium Southland with a scheduled start date of 22 February 2016. Games will be played at ILT Stadium Southland.

Dates for this year's league are: 22 and 29 February; 7, 14 and 21 March; 4, 11 and 18 April, 2 and 9 May. The league will not run on 28 March (Easter Monday) and 25 April (ANZAC Day).

Social League & Grades

Our social leagues are run with the intent for the focus to be on all teams having fun and enjoying the game of basketball, regardless of player skill or experience level.

In order to emphasize this focus we have decided this year to have two grades - Social A and Social B. Guidelines for entry into either grade are outlined in the following pages of rules and regulations.

Registrations

This year all Southland Basketball League entries will be via the online SportingPulse registration system. A guide to the process accompanies this entry information and a copy can also be requested from the SBA office. In 2016 full player registration is also required to be completed online by teams.

All registrations must be accompanied by a \$250 deposit to confirm entry. Full entry fees are \$540 (including GST). Bank account details are listed at the end of the online form.

Sporting Pulse Team Registration Form: <https://reg.sportingpulse.com/regofrm.cgi?formID=55502>

Sporting Pulse Player Registration Form: <https://reg.sportingpulse.com/regofrm.cgi?formID=55503>

Rules & Regulations

The following pages outline rules and regulations for the 2016 SBA Social Summer League. If you have any queries regarding these please contact the SBA office.

Important Dates

Online Team Entries & \$250 Deposit Due
Monday 15 February 2016

Start of League
Tuesday 22 February 2016

Online Player Registrations Due
Monday 21 March 2016

Full Registration Fees Due
Wednesday 23 March 2016

Contacts

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2016 SOCIAL BASKETBALL LEAGUE RULES & REGULATIONS

1. Competition Overview

The 2016 Social Summer Basketball League will run over 10 Monday nights, commencing on 22 February 2016. Games will be played at ILT Stadium Southland.

Teams should be aware that this is a social competition, so those with basketball experience are expected to play 'light' defence on those who are obviously new to the game.

Two separate grades will be introduced into this year's social league – A and B. Guidelines are outlined below.

2. Registrations

2.1 Team Registration

Teams must register via the SportingPulse online system. A guide to registration is available from the office and will accompany the entry information. **All teams must be registered online prior to Monday 15 February 2016.** No late or 'offline' entries will be accepted. A \$250 deposit must accompany your entry (as outlined in paragraph 2.5).

2.2 Online Registration Form

The web link for registration is as follows. As per the SportingPulse entry guide, you will need a confirmed SP Passport to proceed.

<https://reg.sportingpulse.com/regofrm.cgi?formID=55502>

2.3 Social Grades

Upon completing registration teams must email the office nominating which grade they are entering.

The following guidelines should be taken into consideration:

A Grade:

- Teams with basketball experience, or who have entered other leagues (eg A Grade League) or are social league regulars
- Any team with three or more representative players
- Any team with three or more A grade players

B Grade:

- Teams with very little (if any) basketball experience

2.4 Team Composition

Each team is to have at least two female players on court at all times. If only one female is available, then your team is only permitted to have four players on the court. It is recommended that you have at least one female and one male substitution available for each game.

It is not permitted to have five women on the court at any given time as this limits the defence played on this team.

2.5 Player Registration

Player registration is online via SportingPulse. A guide to registration is available from the office and will accompany the entry information. **All players must be registered online prior to Monday 21 March 2016.**

Each team can register as many players as they wish but only 12 may play each game. Players may only play for one team.

2.6 Registration Fees

The full registration fee for the 2016 Social Summer Basketball League is \$540 (including GST) per team. Entry fees must be paid for a team to compete in finals.

An initial non-refundable deposit of \$250 must be received by Monday 15 February 2016 to confirm team registration.

Payment may be made to the SBA office via cheque or cash (receipt provided) or via direct bank deposit to:

Southland Basketball Association
03 1750 0494294 00

If you pay by internet banking please ensure that your deposit has a clear reference (team name / social league etc) so we can link your payment with your entry.

2.7 Draw Requests

Any special requests for the draw (weeks teams cannot play, requested time slots etc) must be advised in writing upon entry to michelle@basketballsouthland.co.nz. We will do our best to meet requests however this may not always be possible.

Note: Once the draw is finalised no changes will be made. So if there are dates your team may not be able to play it is important that you notify SBA before competition starts.

2.8 Referee Duty

Each team may be rostered on to referee from time to time. Please let us know who your allocated referee/s will be so that we can include their name in the draw when they are required. If the named person is unable to referee it is up to them to find a replacement.

Failing to provide a referee when you are rostered to do so will result in the team losing one competition point.

If a team forfeits their game they are still required to provide a referee if rostered on.

3. Competition Rules & Administration

3.1 League Draw

The draw will be available online via the SBA website under the Draws & Results page. It will also be available to download as a pdf document on the Competitions > Social Summer 2016 page of the website. Draws and updates will be emailed to those who provide their address to michelle@basketballsouthland.co.nz

Please check the website regularly for updates. Posts will also be made to the SBA Facebook page when any changes have been made.

3.2 Duties

- All teams are required to do duty (a minimum of two people are required). Duties will be scheduled before or after teams have played, and the number of duties will balance fairly by the end of the league.

- Teams are still required to complete their scheduled duty, even if they forfeit their game.
- Team should take particular notice of the draw (downloadable pdf and emailed document) to ensure they do not miss scheduled duties.
- Failing to do duty will result in one competition point being deducted from the team's overall competition points, and the team may be re-scheduled to make up that allocated duty at a later date.

3.3 Forfeits

- Forfeits in this and all SBA leagues are strongly frowned upon. It is very disappointing to turn up to play only to find there is no opposition.
- Upon initial entry please inform SBA of any dates or times your teams cannot play. If this is not done then teams will be expected to play all scheduled games.
- Teams must notify the SBA office directly in writing more than 24 hours before their game if they cannot play. **They must also advise the opposition team as well as any duty team affected by their forfeit.**
- The forfeiting team is responsible for arranging people to cover their scheduled duty for the night. **This also includes any other duty affected by their forfeit.**
- If a team has three or more players away representing Southland Basketball teams, you can choose to defer your game that particular week. Please inform SBA of any teams that may be in this situation.
- Catch up games may be played when it is suitable for **both teams** and SBA. Catch up games must be played within **two weeks** of the original game date.
- If a forfeit game occurs then the draw will not be changed (e.g. games swapped on competition night) to accommodate any teams.
- Forfeited duties will also incur a deduction of 1 competition point.
- If any team forfeits more than twice for no valid reason they will be withdrawn from the competition. (Note: This does not have to be on consecutive nights.)

3.4 Results

The results and ladders will be available online via the SBA website under the Draws & Results page.

- Please check the scoresheet before leaving your game each week to ensure the correct score is recorded and the name of the winning team is written clearly on the bottom of the sheet.
- Notify michelle@basketballsouthland.co.nz if you wish to query a recorded result on the website.

3.4.1 Points System

Competition points are allocated as follows: 2 points for a win, 1 point for a draw and 0 points for a loss. Bye games are also 2 competition points. A point will be deducted for non-advised forfeits (of games and duties).

3.4.2 Tied Ladders

If two or more teams are on the same competition points, the team who has the better win/loss record when the teams met during pool play will rank higher on the ladder. If it was a draw when the teams met in pool play, points differential between those teams will be used to determine the highest qualifier (or in the case of no finals, the winner of the competition).

3.5 Uniforms

- It is to be hoped that all teams will have some sort of consistent uniform, e.g. tops of the same colour and type (all singlets or all t-shirts).
- **No track suit pants are to be worn.**
- Bibs will be available court side for teams of similar colour. The game referee will nominate which team wears the bibs.
- Players will not be allowed on court if they do not comply with the uniform rules (referees and competition controllers will enforce this).

3.6 Protests

Protests or formal complaints are to be written on the back of the score sheet with a contact number and signature of the coach provided. The competition controller will contact the coach with a decision on the matter. Any protest not occurring on the night can be forwarded in writing directly to the SBA office.

3.7 Code of Conduct

All competitors, coaches and supporters must conduct themselves in a manner that reflects the spirit of fair play and sporting behaviour. They shall give due regard to the authority of officials and the

rights of opponents, spectators, the stadium staff members and others.

All venues, equipment and the facilities at the venues used by the Southland Basketball Association must be treated with respect and left tidy.

The disciplinary procedure for misconduct will be dealt with under the guidelines of Southland Basketball's Policies and Procedures manual section "Judicial Processes".

3.8 Questions / Concerns

If at any time during the league a team has queries, concerns or protests these are to be put in writing through the SBA office either via email, post or dropped into the office. It is preferred that these come via the school administrator directly to the SBA office.

4. Basic Basketball Rules

4.1 Game Timings

- Games consist of 20 minute halves, running clock.
- Teams to be ready a minimum of **10 minutes** before the game is due to start.
- The game clock will always be started at the scheduled game time. Teams will have one minute to have five players on court in the correction uniform; if not the court controller will deem the game defaulted. The clock will not be reset.

4.2 Time Outs & Substitutions

- There will only be one time out (50 seconds) in each half, shared by both teams (first in). The clock will stop while the time out is being taken. After 50 seconds teams must return to the court to play.
- Substitutions can be made on a run on / run off basis.

4.3 Social League Rules

- Male players are not allowed to block the shot of a female. If, in the opinion of the referee, a male has blocked a female's shot attempt, the basket will be awarded (2 points). For clarification: Men are permitted to guard women, i.e. hands straight up.

- An introduction to the basic rules of basketball is included at the end of this document.
- Team composition is as per the rules outlined in 2.4.
- Seven team fouls per half before shots are taken.
- **Jump Balls:** There is only one jump ball at the start of the game. From then on every time there is a tie ball situation, possession of the ball alternates.

4.4 Score Sheets

- Only those players listed on the score sheet will be eligible to play.
- The score sheet must be correctly filled out. At the end of your game please always check the score is correct and that the name of the winning team is clearly noted at the bottom of the score sheet.
- Any additions or alterations to the pre-printed team lists must be clearly outlined on the back of the score sheet. Additional player registrations must be done by the team via SportingPulse and notified to SBA.

4.5 General Rules

- All supporters are to be kept off team benches and must sit in spectator seating. **The team benches are strictly for players, coaches and managers only.**
- There will be zero tolerance regarding bad behaviour towards referees.
- Please note that as this is a social competition good sportsmanship is expected. Referees have the right to order a player off the court if they are consistently fouling or showing poor sportsmanship. Please take it easy on those players who have obviously not played a lot of basketball before.

SOCIAL BASKETBALL BASIC RULES OVERVIEW

Travelling

A player cannot walk / run with the ball unless dribbling it. A player can pivot by keeping one foot planted on the ground but you cannot drag that foot. When making a lay-up or passing on the run, a player can make two steps without dribbling.

Double Dribble

Once you have dribbled and come to a stop you cannot dribble again; you must either pass or shoot. You are only permitted to dribble with one hand, if at any stage during the dribble, both hands are on the ball at the same time, it is classified as double dribble.

Fouls

Players are allowed to take the ball out of the opposition players' hands, but they are not allowed to make disadvantaging contact with a player. Examples of such contact includes hitting the player across the arm when they are dribbling or shooting, pushing with any part of the body or blocking the path of the player with any part of the body (unless standing completely still, with arms & legs straight up & down). Players are not to display any unsportsmanlike behaviour. The Referee has the right to order players from the court if they foul excessively or show unsportsmanlike behaviour.

Blocking

A male player is not allowed to block the shot of a female (ie. put their hand on the ball while they are shooting). If this does happen, in the first instance the male will be reminded, but thereafter the female will be awarded two points as if the basket has gone in.

Held Ball

A player with possession of the ball is allowed to hold the ball for five seconds only if they are closely guarded. If they are not closely guarded they can hold it for as long as they want.

Tie or Jump Ball

There is only one Jump Ball, to start the game. From then on, every time there is a tie ball situation, possession of the ball at the sideline / baseline alternates. A tie ball occurs when: two players from opposing teams are holding the ball at the same time, when two players from opposing teams hit the ball out of bounds at the same time or when the ball is wedged in-between the backboard and the hoop.

Back Over Half

When a team has the ball in the offensive half of the court and someone passes, dribbles, or steps with the ball back over the halfway line.

3 Second Rule

When your team is on offense, in the frontcourt (over halfway), players are only allowed in the keyhole area for a maximum of 3 seconds. The count starts again each time the player enters the keyhole or each time a player takes a shot.

Out of Bounds

Occurs when the ball touches the line, the floor or another object outside the boundary of the court or is touched by a player who is outside the court. The opposite team inbounds the ball (passes) from where it went out.

Inbounding the Ball

As soon as the referee hands the ball to the player inbounding, they have 5 seconds to get it in and they cannot travel with the ball or step on or over the line. After a basket, the ball is inbounded from behind the baseline and the player *can* move anywhere along the baseline to pass the ball in.

After any violations or fouls the other team will be awarded the ball to be inbounded from the side or end of the court.