

# 2021 Supercity Basketball

## Information and Rules

### **Game Format:**

#### **15/17 Grades**

##### 8 Minute Stop Clock Quarters

1 minute break between quarters

2 minute half time

2 x Time outs per half

#### **19 Grade**

##### 10 minute Stop Clock Quarters

1 minute break between quarters

2 minute half time

2 x Time outs per half

### **Overtime:**

2 Minutes extra time will be played in the event of a draw at the end of regular playing time.

1 timeout per team (unused timeouts don't carry over to OT)

Team fouls remain the same

### **Mouth Guards:**

All players must be wearing a mouth guard when on court. Coaches and managers please ensure that players are wearing their mouth guards before taking the court. If found that a player is not wearing their mouth guard that player will be subbed out of the game. No other penalty will apply as this is for the players own safety.

### **Team & Player Registrations:**

Teams must have a minimum of 8 Athletes and no more than 12 athletes per team. Players may be added to rosters during the competition. **However it should be noted that these additions must be requested via email to Competitions Manager, Andrew Horrocks by 12pm Thursday before the weekend of play - [competitions@harbour.basketball](mailto:competitions@harbour.basketball)**

Please be aware that players must be eligible to play for your teams under the BBNZ regulations and players who have not initiated the transfer paper work are NOT eligible to play (both associations must be aware of the transfer). Playing an un-registered player will result in an automatic default of the game.

If a team plays an ineligible player and that ineligibility has been notified to the association by the competition manager, the team will default the game and score zero points.

If the same player is played a second time and is still deemed ineligible the team will be removed from the competition and will not be able to play in the respective age group qualifying tournament for Nationals.

**Players may play up a maximum of 2 games.** If a player plays up more than twice they will have to permanently move up to that team.

No player may be registered in two teams.

Players must choose a team before Supercity begins.

All players registered must play a minimum of two games to be eligible to play in a semi or final.

**Entry Fee:**

The entry fee of \$600 per team is to be paid prior to the first game on the 12th March.

**Zone Defence**

U17 and U19's ONLY - All other Grades Play Man to Man

**Mercy rule**

Will apply to ALL age groups. Once a team is leading by a 30 point margin they must pull back to half way on defence. With correct grading this will hopefully not be an issue, and coaches need to use common sense around this.

**Match ball**

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

U15-U17-U19 Girls - **Size 6**

U15-U17-U19 Boys - **Size 7**

**Score bench**

Teams are to supply at least one person for score bench duty for their own games.

**Default/forfeit games:**

Teams must notify the Competitions Manager (Andrew Horrocks) at least 3 days prior.

**Disqualifying Fouls:**

If a player receives a disqualifying foul they will need to vacate the playing stadium.

They will also have an automatic one game playing suspension.

**Points System:**

Win = 3 points

Loss = 1 point

Default/forfeit = 0 points

**Protest Procedure:**

Captain of the U15s, U17s and U19s are to sign front of score sheet before the referee signs off the game. Coach or Manager is to write at the back of the Score-sheet immediately following the game and hand in to the Venue Controller. From here the Venue Controller will endeavour to resolve the dispute on the day. If the dispute cannot be resolved the host and you will be notified of the outcome within the week following the game.