

North Harbour Secondary Schools Rules and Regulations

1. Rules

The rules of the competition are included within these information sheets. The Competitions are run in conjunction with the official FIBA rules and the By Laws of Auckland Secondary Schools Basketball.

ALL SUPPORTERS WILL BE REQUIRED TO BE UPSTAIRS FOR ALL GAMES

All teams must make themselves fully aware of the rules
It is the Team Contact's responsibility to ensure this happens.

Important Notice Regarding Age Groups

Junior Grade Year 9 and 10 - cannot be turning 17 during the year
Under 17's Born 2007 or later – **Under 17 years** of age as of January 1st, 2024.
Under 19's Born 2005 or later – **Under 19 years** of age as of January 1st, 2024.

2. Venue

All grades will play at Eventfinda Stadium (North Shore Events Centre), Silverfield Lane, Glenfield, unless indicated on the draw. These other venues are AUT, Akoranga Drive, YMCA North Shore, Akoranga Drive, Westlake Boys High School and Massey University off Albany Highway.

Food, chewing gum, alcohol and soft drinks are not permitted inside the playing area, except drink bottles. Please wear only non-marking rubber soled shoes in the court area.

- **Eventfinda Stadium has the right to require us to change our bookings with two (2) months' notice. Therefore there is always a possibility that the draws may need to be changed.**

3. Payment for team fees and NHBA Affiliation Fees

- Team entry fees are as per the Secondary Schools information Sheet.
- On receipt of entry, teams will be invoiced for the remainder of their entry fees and the NHBA affiliation fees. **The full amount owing is payable by the due date stated on the invoice.**
- Teams withdrawing after the start of play of the season will still be liable for the full team fee unless a suitable replacement team can be found.

4. Payment Options

- **Cash or Eftpos:** This can be paid during 10am to 4pm Monday to Friday at the Harbour Basketball Office, Silverfield Lane, Glenfield. **(Please note: We do not accept credit cards.)**

Cheque: Cheques are no longer accepted.

- **Direct Credit:** Please quote your **invoice number** as your **reference** this is to ensure that we Credit the money against the correct invoice.
Branch: ASB Northcote
Account Name: North Harbour Basketball Association
Account Number: 12 3053 0401960 00

5. Referees

Every effort will be made by Harbour Basketball Assn to provide two referees for each game.

6. Game Times

Open Men, Open Women, U17 Boys League 1, U19 Girls League 1

4 x 8 min stop clock quarters, 2 mins between all quarters.

U17 Boys L1, U17 Girls L1, Junior Boys L1, Junior Girls L1

4 x 7 min stop clock quarters, 2 mins between all quarters.

U19 Boys League 2, U19 Girls League 2, U17 Boys League 2 & 3, U17 Girls League 2, Junior Boys League 2, Junior Girls L2, Year 9 Boys and Year 9 Girls.

4 x 6 min stop clock quarters. 2 mins between all quarters.

All Grades

24 Second Shot Clock (except YMCA)

There is no warm-up time allocated for any team.

Grading where possible will be done for all grades. Open Grade and U19 League 1 will be combined for Grading. As will U17 League 2 & 3

The last two minutes of all games will be timed as per FIBA regulations. (e.g., clock stopped on made baskets, Substitutions will be allowed by the non-scoring team after a basket, etc.)

7. Time Outs

All Grades

2 x 60 Second time outs in the first half, 3 x 60 second time outs in the second half. As per FIBA rules (lose a timeout in the second half if not taken before the last 2 minutes of the 4th quarter)

8. Defence

Junior Grade and Year 9 teams there will be **no zone defence**. The NZ Junior Secondary School Basketball Commission has made it compulsory for U15 teams to play **man-to-man defence**.

Penalty for infringement

- **First Offence** Warning by the referee, who will be instructed by the Venue Controller
- **Second Offence** Technical foul on the coach (one free throws and possession at half court)
- **Third Offence** Forfeit game to opposing team

Zone defence shall not be played in the offensive front court when the ball has past half way. The offensive front court shall be defined as the halfway line.

It is in the best interests of player development in that the skills required in man-to-man defence provide for a more open and attractive game and creates greater opportunity for teams to show their skills. In the past, too many coaches have chosen to play a zone defence as it nullifies much of the offensive skill of the opposition. Teams who focus on zone defence often neglect to learn the skills and footwork of man-to-man defence. A team of tall players who play a lazy sagging zone defence focus on a negative aspect of the game whereas they would be better players in the future if their man-to-man defensive skills were concentrated on and properly developed.

To identify if a team is playing zone and not help defence, the venue controller should be approached to observe the defensive players to see if they are reacting to the movements of the player they are marking. A referee may ask a player who they are marking to clarify the situation on instruction from the venue controller.

Obvious signs of a zone defence are:

- Stationery players inside the keyhole

- Players who remain in an area without responding to the movements of their associated offensive player

9. Balls

Harbour Basketball Association will provide all match balls. All girls' grades will play with a size 6 and all boys grades will play with a size 7.

10. Players

- Any U17, Junior Grade or Year 9 players may play in one other team in a higher age grade per week provided always that they are registered in no more than two teams. (NOTE ASSBA would prefer that Junior Grade players did not play for U17 team except in an emergency). U19 and Open Grade are considered the same age grade.
- Eligibility U17 Teams will be based on a player's age as at 1st of January 2024.
- U19 and Open Grade players must be Under 19 on 1st January 2024 and still attending Secondary School in 2024 as a full-time student.
- A younger player can play up a grade, but an older player cannot play in a younger grade. i.e., a Junior team player can play for an Under 17, U19 or Open Grade, but a 19 year old cannot play for an Under 17 team, even as a fill-in for one game. Teams who use a player in a lower team than the players age, will have their game forfeited, and no competition points awarded for that game.
- All players registered in a team must play a minimum of four (4) games for that team to be eligible to play in a semi or final.
- A player cannot play for a League 1 and League 2 team of the same age group or play for two teams in the same grade. U19 and Open Grade are considered the same age group, therefore a player cannot play for an U19 teams AND an Open grade team.

11. Uniforms

- The first team named in the schedule (Team A) shall wear light-coloured shirts (preferably white). The second team named in the schedule (Team B) shall wear dark-coloured shirts. However, if the 2 teams agree, they may interchange the colours of the shirts.
- All players must have matching singlets and matching shorts. All players must tuck their singlets into their playing shorts.
- Each player's singlet shall be numbered on the front and back with plain numbers of a solid colour. The numbers shall be clearly visible and:
 - Those on the back shall be at least 20cm high.
 - Those on the front shall be at least 10cm high
 - The lines for the numbers shall not be less than 2cm wide.
 - **Legal numbers are 1-99 + 0, 00**
- Players can wear bike shorts underneath their playing shorts, provided they are the same colour as the predominant shorts colour. **T-Shirts under singlets, Jean Shorts, Cargo Shorts, track pants, scarves, bandanas, hats and caps are not permitted on the court.**
- No jewellery of any type will be permitted on the court. This includes studs, nose rings, tongue, navel, nipple piercing, watches and bracelets.
- Players **can** wear a compression shirt underneath their singlet.
- During the first two weeks of any competition teams may be allowed some flexibility relating to the uniform regulations. After that time incorrectly dressed players may be prevented from entering the game, unless a written arrangement has been made with the **Competition Manager** before the team has taken the court.

12. Scoring

- 12.1 Scoring will be done using the Glory League iPad app Scorekeeper where available. Scoresheets will be used when Glory League is not available.
- Scoresheets and Glory League will be pre-populated using data from the online registration database GameDay.
 - The clock will be started on time if the programme is running to time or one (1) minute after the previous game has been completed
 - A team that is unable to begin a game, due to not having 5 players ready to take the court, shall be penalised 2 points for each 30 seconds or part thereof. If the team is not ready to play after 5 minutes has elapsed the game will be a forfeit and the opposing team shall be awarded a 20 – 0 win. The forfeiting team shall receive no competition points. All points awarded to the opposing team will be made at the discretion of the referee, who will communicate this to both teams before the game starts.
 - The referee concerning the reason for points awarded will make a suitable endorsement on the game scoresheet or in Glory League's app Scorekeeper. This will assist in follow-up action by Harbour Basketball if necessary.
- 12.2 If a player's name is not on Glory Leagues App, Scorekeeper, prior to the start of the game, they **cannot** take the court should they turn up late. If they do take the court and add their name to the iPad, the game will be forfeited.

13. Score bench Duties

- 13.1 Each team must provide two score-person other than a player or coach, for his or her own game.
- 13.2 Scorers are to use iPads provided and use the following colours for each quarter Red, Blue, Green & Black
- 13.3 Coaches and managers will be required to keep all players in their team bench area.
- 13.4 The scores on the scoreboard should not be changed at half-time or at the end of a quarter, unless directed.
- 13.5 Possession arrow will be used for a jump-ball. There will be only one jump-ball in a game at the beginning of each game.
- 13.6 If you are unsure of how to do the score bench competently, please inform the Venue Controller prior to the game so that they can assist you.

14. Forfeits

- a) Any team not able to play a scheduled game must notify both the HBA and the opposition team by phone 02108397318 or email: competitions@harbour.basketball at least 24 hours in advance.
- b) Only in emergency circumstances are matches to be postponed and these must be approved by the Competitions Manager. The opposition must be approached well in advance of the scheduled match date, they must agree to the postponement. If no agreement is reached, that team shall forfeit the match. The team wanting the postponement shall arrange a fixture (such as the opposition's gym) and referees.
- c) **If a coach, manager, teacher or parent is not present at the start of the game, the team will forfeit the game and there will be no championship points awarded.**

15. Defaults

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.

15.1 Penalty

If the team to which the game is awarded is ahead, the score at the time of stoppage shall stand. If the team to which the game is awarded is not ahead, the score shall be recorded as two to zero (2 to 0) in its favour. Furthermore, the defaulting team shall receive one (1) point in the classification.

16. Disputes

Disputes must be referred immediately to the Venue Controller and dispute forms (held by the Venue Controller) filled out by each team, referees within 30 minutes of the completion of the game. The North Harbour Secondary Schools Basketball Judiciary Committee will handle these and may call a meeting of all involved if deemed necessary.

17. Fouls

Personal:

Five personal fouls during the game and the player is sent off and may not re-enter the game. Definitions and Penalties are as Art 34.2 in the **F.I.B.A.** rule book.

Team:

When a team has committed five (5) player fouls, personal or technical, in a period. All subsequent player personal fouls shall be penalised by two (2) free throws, whereby the player against whom the foul was committed shall shoot (2) free throws.

Unsportsmanlike:

An unsportsmanlike foul is a player contact which, in the judgement of a referee is:

- Contact with an opponent and not legitimately attempting to directly play the ball within the spirit and intent of the rules.
- Excessive, hard contact caused by a player in an effort to play the ball or an opponent.
- An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player begins his act of shooting.

- An illegal contact caused by the player from behind or laterally on an opponent, who is progressing towards the opponent's basket and there are no other players between the progressing player, the ball and the basket. This applies until the offensive player begins his act of shooting.

Disqualifying:

Any flagrantly unsportsmanlike infraction of Personal Foul, Unsportsmanlike Foul, and Technical foul by a player or technical foul by coaches, substitutes or team followers may be a disqualifying foul. Penalties are as Art 38.2 in the **F.I.B.A.** rule book.

- Players who receive a Disqualifying foul will need to vacate the playing stadium as soon as possible.
- Players will also have an automatic one game playing suspension, usually the following week. If the next week is a bye or there is no basketball game, then that suspension will carry forward to the next playing game.
- This will result in a referral to the North Harbour Secondary School Basketball Judiciary Committee.

18. Tied Games

No games will result in a draw. To break the tie, teams will play as many **2-minute periods** of overtime as required to break the tie. All team fouls for the final period, as well as the player fouls for the full game, remain as per **F.I.B.A.** rules. One extra timeout is allowed in each 2-minute period by each team.

19. Points System

- a) 3 points for a win and 1 point for a loss.
- b) A margin of victory cap of 30 points will apply. This will be reflected in the competition ladder.
- c) In the event of teams being involved in a competition points (e.g., 3 points for a win) tie, the following procedure shall apply:
 - i) Goal Difference
 - ii) Percentage points (points for divided by points against)

NOTE: all competition ladder calculations will only factor in results after a "margin of victory cap" of 30 points is applied

20. Disciplinary Action

Any team that violates any of the above rules will risk loss of league points and/or expulsion from the league. This action will be taken at the discretion of HBA and following consultation with Secondary Schools Management Committee. The discipline of coaches, managers, and individual players will be the responsibility of the North Harbour Secondary Schools Basketball Management Committee. In the event that any team is expelled, no refund of fees will be made.

21. Greater Auckland Basketball Tournament

All Grade winners and runners up of Open Men and Women, Junior Boys and Girls League 1, U17 Boys and Girls League 1 will represent North Harbour during the Greater Auckland Basketball Tournament in August 2024.

NB. Players will only be allowed to play for one team at this tournament during Semi-finals and Finals

22. Open Grade/ U19 League 1 Entry

Each registered school is allowed to enter two teams for Open Grade. Schools may apply for extra teams at the discretion of the Competitions Manager.

23. Home School

As this is a secondary schools competition. Non –school teams e.g., Home School may be accepted into the competition with the approval of the North Harbour Secondary School Committee. These teams cannot progress through to the Greater Auckland Basketball Tournament. Should they win Open Grade, U17 League 1 and Junior League 1 Grade then the 3rd placed team in that grade would go in their place.