

## Adults League Rules

### Competition Rules and Regulations

Effective as of March 1<sup>st</sup> 2024

#### 1. Venue

All competitive games are at the Eventfinda Stadium, Silverfield Lane, Glenfield. All Social games are played at Massey University Recreation Centre, Albany. Food, chewing gum, alcohol and soft drinks are not permitted inside the playing area.

**Please wear only non-marking rubber soled shoes in the court area.**

- **Eventfinda 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.**

#### 2. Payment for team fees and BBNZ Affiliation Fees

- Team entry fees are as per the Harbour Basketball League information sheet.
- All teams must pay in full, and all players must be registered on the harbour basketball database.
- Teams withdrawing after the start of play will not be entitled to receive any refund

#### 3. Payment Options (Paid in Full)

1. Eftpos This can be paid during 9am to 5pm Monday to Friday at the Basketball Office, Silverfield Lane, Glenfield. Please call ahead
2. Direct Credit: Please quote your **invoice number** as your **reference** this is to ensure that we credit the money against the right invoice.  
Branch: ASB Northcote  
Account Name: North Harbour Basketball Association  
Account Number: 12 3053 0401960 00

#### 4. Game Times

##### Premier Men

4 x 10 min stop clock quarters, up to 5 min half-time, 2 min between 1<sup>st</sup> and 2<sup>nd</sup> quarter and between 3<sup>rd</sup> and 4<sup>th</sup> quarter.

##### A, B and C Grades

4 x 7 min stop clock quarters, up to 5 min half-time, 2 min between 1<sup>st</sup> and 2<sup>nd</sup> quarter and between 3<sup>rd</sup> and 4<sup>th</sup> quarter.

##### Social Grades

4 x 6 min stop clock quarters, up to 5 min half-time, 2 min between 1<sup>st</sup> and 2<sup>nd</sup> quarter and between 3<sup>rd</sup> and 4<sup>th</sup> quarter.

**5. Time Outs**

Premier Men

2 time-outs in the first half. 3 time-outs in the second half (Max. 2 time-outs in last 2 mins of 4<sup>th</sup> quarter)

All Other Grades

2 time-outs in the first half. 2 time-outs in the second half.

All Time-outs are to last for 60 seconds.

**6. Balls**

Harbour Basketball Association will provide all match balls. Men's grades will play with a size 7 basketball, Women's grades they will play with a size 6.

**7. Grading**

Harbour Basketball reserves the right to grade all teams. Allocation of teams to a grade will be done by HBA office and will be based on these principles:

- Allocations will be made on results of the previous league.
- A maximum of two new places will be available in each grade.
- If a team disbands during the season or does not meet its entry fee requirements, it automatically loses its place for the following season.

**8. Registering a Team / Additional Players / Transfer of Players**

- a) A minimum of 7 players, with full name and D.O.B **must be registered on Harbour Basketball's database, GameDay. Any player that is not registered before they play in any competition result in a forfeit.**
- b) All team players must be registered. Further team player registration will only be permitted at the discretion of the HBA office. Each written request will consider further player registration on its merits, e.g.
  - Depletion of team members due to injury.
  - Team members have left the region.
  - A new player from outside the region.
- c) Players may register in a maximum of two teams provided these teams are in separate competitions.
  - Only one Harbour Basketball membership fee will be payable per annum.
- d) If any team permits an unregistered player to play in any competition, the game in which the unregistered player played will be recorded as a forfeit and no competition points will be awarded.
- e) Any team who permits a registered but non-team player to play under the name of a team registered player will have the game recorded as a forfeit and no competition points will be awarded. (It is your responsibility to check)
- f) Any team who repeatedly breaches these registration rules may have their team withdrawn from the league, and no refund of team registration fees will be made.
- g) 1.To be eligible to play for a team in the play-offs, a player must have been registered at the beginning of the league competition on the official Harbour Basketball Database prior to the first game of the season or have been granted

dispensation from Harbour Basketball after the Coach/Manager has sent in the players information to play for that team. (refer clause b).

2. To be eligible to play in playoffs a players must have played at least 6 (or 50%) competition games

Harbour Basketball is under no obligation to grant this dispensation.

- h) Should a registered player wish to transfer to another team, they will need to get their registered team contact to complete a transfer form. These can be obtained from the HBA website: [www.harbour.basketball](http://www.harbour.basketball) or from the HBA office between 9am to 5pm Monday to Friday or from the venue controller during competition nights.
- i) Harbour Basketball has the right to refuse entry of any team.

## 9. Uniforms

- a) All teams must register their team colours on the entry form. Teams wishing to register a new uniform colour must contact Harbour Basketball Association to ensure there are no uniform clashes, and if required, must supply an alternative strip.
- b) All players must have matching shirts and matching shorts. All players must tuck their shirts into their playing shorts.
- c) Each player's singlet/t-shirt 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 0 and 00 and 1 -99.
- d) Undergarments, Players can wear compression garments underneath their playing uniform, provided they are the same colour as the predominant shorts colour. Players cannot wear T-Shirts while playing. Jean shorts, track pants, scarves, bandanas, hats and caps are not permitted on the court.
- e) No jewellery of any type will be permitted on the court. This includes studs, nose rings, tongue, navel, nipple piercing, watches and bracelets.
- f) There will be no flexibility relating to the uniform regulations; incorrectly dressed players may be prevented from entering the game.

## 10. Scoresheets / Forfeits / Late Arrivals

- 10.1 iPads with Glory League scoring capability will be used for teams and will be available on the score bench of the court they are playing on.
  - Rosters will be based on the Gameday Database. It is the responsibility of the Club contact Harbour Basketball to add Club members to teams within their club. Harbour Basketball will ensure members are eligible.
  - 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.
  - Should a game be delayed due to a team not having a minimum of 5 players available, after 5 minutes this will be recorded as a 20-0 loss.
- 10.2 Any team unable to play a scheduled game must notify the HBA office at least 24 hours in advance of that game.
  - Un-notified forfeits will result in 0 competitions point's awarded.

- 10.3 A team must have completed the iPad and have a minimum of 5 players in uniform on the court to begin the game. Teams will be penalised 4 points for every minute or part thereof they are late, up to 20 points (5 minutes) when the game becomes a forfeit.
- 10.4 If a player's name or number is not on the iPad prior to the start of the game, they cannot take the court. If they do take the court or add their name to the iPad during the game, it will result in a forfeit. (Please ensure that you put every player's name on the iPad that way none of your players will miss out on playing if they turn up late).

**11. Score bench Duties**

- 11.1 Duty teams must provide 1 score bench personnel each.
- If a team has no score bench but 5 players, they will be required to play with 4 players and 1 player do score bench. If they only have 4 players and no score bench the game will be forfeited.
- 11.2 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.
- 11.3 If both teams do not provide score bench personnel the game will be recorded as a double forfeit draw.

**12. 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.

**Penalty for Defaults**

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.

**13. Disputes**

- a) Any disputes must be referred immediately to the venue controller and dispute forms (held by the venue controller) filled out by each team, referees and spectators if necessary. The disputes committee will handle these and may call a meeting of all involved if deemed necessary.
- b) Please see Appendix 1 from BBNZ Judicial Procedures for recommended penalties for offences that occurred before, during or after a game. They are the guidelines that the Judiciary will use.

**14. Mixed Leagues**

Mixed Leagues require that 2 females must be always on the playing court for each team. To begin a game, there must be a minimum of 2 Males and 2 females per team

**15. Fouls**

Disqualifying:

- 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 disqualification is a result of fighting or unsportsmanlike behaviour. 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 could also result in a judicial hearing at the discretion of the Judicial Committee.

**16. Points System**

- a) 3 points for a win, 1 point for a loss and default, 0 points or forfeit loss.

**17. Ladder position**

Teams will be ordered on the ladder according to the following order:

1. Competition points (e.g., 3 points for a win, 2 points for a draw, 1 point for a loss)
2. Goal Difference
3. Percentage (Points for / Points against)

**18. Prizes**

1<sup>st</sup> and 2<sup>nd</sup> placed teams in each grade will receive a credit note for the next competition.