

Competition Rules for Intermediate Mini-ball

Valid as of 1st January 2025

1. Game time:

- a. For all Leagues excluding Boys League 1 and Girls League 1. There will be two 12-minute running clock halves with a 1-minute halftime. All games will start strictly on time, please ensure your teams are ready 10 minutes early to take the court.
- b. For Boys and Girls League 1 ONLY: The first half will be 12 minutes running clock. The second half will be 12 minutes; the first 10 minutes of the second half will be running clock. The last 2 minutes of the second half will be FULL STOP CLOCK.

2. Balls: Harbour Basketball Association will provide all match balls. All Boys Grades will play with a size 6 Basketball. All Girls Grades will play with a size 5 basketball.

3. Substitutions: Substitutes must be at the score bench and can go on the court when the referee signals them on. Substitution must be made quickly.

3.1 Either team can substitute players, but only when the ball is out of play, i.e., after the whistle is blown. Substitutions cannot be made after a basket has been scored.

3.2 (Excluding League 1 Boys and Girls) Substitutions cannot be made in the last minute of each half, except to substitute a player on 5 fouls or because of injury. If a substitute is waiting to sub and the time goes below the final minute of either half, the substitution shall not be granted.

4. Timeouts: **There will be no time-outs allowed** due to the duration of the game and because the clock would not stop during time-outs. This is to maximise the amount of playing time for the players.

League 1 Boys and Girls: Each team is allowed one time-out in the last two minutes of the second half.

5. Team management: Teams must have a Coach/Manager or Parent present with the team for each game (This is for safety reasons). If this person is not present, the game will be cancelled, and the opposition will be awarded a win by forfeit.

6. Score bench: **The two playing teams must each provide a person to do the score bench for their own game.**

7. If neither of the teams is ready to take the court the clock will start on time and both teams will miss out on playing time. No points will be awarded to either team. If one team is late the offending team will be penalised 4 points per minute of wasted time up to a maximum of 3 minutes at which time the game will be forfeited (see also # 14 below).

7.1 If a player's name is not on the iPad prior to the start of the game, they cannot take the court. Please ensure every player is registered for their team on the Game Day database to ensure their name will be on the iPad.

8. Disputes: If there is a dispute the Venue Controller must be notified and a disputes form needs to be completed full before leaving the venue. The form must have your name and contact details on it.

9. Uniforms: Each player must have the same playing jersey and shorts (colour and style). If players are not wearing the correct uniform, they will not be allowed to play.

9.1 Only non-marking rubber soled shoes in the court area are permitted.

9.2 Arm and leg garments, including undershirts and undershorts, made of compression material are permitted.

9.3 Mouthguards are compulsory for all players.

9.4 9.2 Allowed numbers are: 0-99, 00.

10. Personal fouls: Players may receive a **maximum of five personal fouls** during the game. When a player receives his/her fifth foul the player is sent off. This player may not re-enter the game. **There are no team foul penalty free-throws.**

11. Technical fouls: On players: Is non-contact abuse i.e. arguing, bad language etc. The penalty is 1 free throw to the opposition. Play is to be resumed where the game was stopped. On bench or coach: Arguing with referees, bad language or unsportsmanlike behaviour will not be tolerated. The penalty is a technical foul on the coach/manager/parent or person in charge of the team, 1 free throw. Play is to be resumed where the game was stopped. No adult may take the court during play unless indicated by the referee.

12. Unsportsmanlike foul: Unsporting physical behaviour. The penalty is 2 free throws and possession at the throw-in line by the opposing team. (If a coach feels the need to withdraw the player who committed the unsportsmanlike foul, he/she may do so).

13. Forfeit games: If your team is unable to play a scheduled game due to any circumstance, it is your duty to contact the school team you are scheduled to play and advise them of the forfeit. You also need to contact Campbell Marsters at the Harbour Basketball office on 021 0839 7318 or email competitions@harbour.basketball by 3pm on Friday the previous week.

13.1 If a team follows the correct procedure when forfeiting a game, a championship point (for a loss) will still be given. The forfeiting team will lose the game 12 points to 0 points

14. Late arrival/Forfeit game: If a team is not ready to take the court with the minimum of 5 players at the scheduled start time, they will be penalised 4 points per minute for a maximum of 3 minutes. At this point, the game will be forfeited. The offending team will

lose the game 12 points to 0 points and no championship points will be awarded to the losing team.

15. Championship points: Win 3, Tied game 2 points per team, Loss/Forfeit 1.

- Byes count as 12 – 0 Wins.
- Winning margin in **Competition Ladder is capped at 20 points.**
- Seeding for finals is determined by competition ladder in the following order:

1. Competition Points (e.g., 3 points for a win)
2. Goal Difference
3. Percentage (Points For divided by Points against)

16. Defence: Man-to-man defence only (see appendix 1 below for BBNZ zone defence criteria). If a team fails to play man-to-man defence, it could result in a technical foul on the coach (see #12 for further details).

17. Players may only play one game per night: No player registered for one team may take the court for another team without prior permission from the Competitions Manager.

- 17.1 A player may play for another team from their school in a higher grade, for a maximum of two games only however the player must decide whether they play for their registered team or fill in for another team from their school on that night. The player may not play in both games.
- 17.2 A player cannot play for a team in a lower grade than their registered team.
- 17.3 If a player is found to be playing a second game in the same night, that game will be forfeited.

18. Players eligibility: For a player to play in the finals he/she must be registered and have played a minimum of half the games in the initial round robin for that team. All team lists and score sheets will be approved before the commencement of the finals.

19. Registering new teams: Further team registrations throughout the competition will only be permitted at the discretion of the Competitions Manager. Only written requests will be considered. This should only be in the event of long-term injury or withdrawal of team members.

20. Food and drinks: Water bottles are allowed in the team bench area. No other food or drink is permitted in the court playing area.

21. Possession Arrow: The game begins with a jump ball at the centre circle. The team that does not gain control of the live ball on the playing court after the jump ball shall be entitled to the first alternating possession. The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents'

basket. The direction of the alternating possession arrow shall be reversed immediately when the alternating possession throw-in ends.

22. Spectators: All spectators are to view all Basketball games from the old mezzanine floor upstairs they are not allowed to sit on the team's bench during a game. The stairs are to the left of the main entry into the North Shore Events Centre.

Reasons for this area follow:

- 22.1 To enhance and maintain a quality programme for players, coaches and supporters.
- 22.2 To maintain and improve safety for players, officials and spectators.
- 22.3 To eliminate negative sideline comments to officials and players.
- 22.4 To enable referees to move freely around the side of the court safely without interference.
- 22.5 To protect players, officials and spectators from injury due to teams warming up around the courts.
- 22.6 To prevent children from climbing on equipment and causing harm to themselves and damaging equipment.
- 22.7 To enable venue controllers to do their job more effectively and efficiently.
- 22.8 To stop children from bouncing balls in the foyer while North Shore Events Centre staff are working.
- 22.9 To eliminate disputes regarding the incorrect scoring of games, due to the score bench personnel being distracted or not being able to see the game.
- 22.10 To create a more orderly and controlled environment for all involved.
- 22.11 For clearer and better spectator viewing from upstairs.

All QF, Semi-final and Grand Final games: If the game concludes with a draw a “sudden death” shoot out will be taken with the 5 players who were on the court playing participating. Each team will line up at the free throw line. Teams will alternate shots until all five players have shot. If the score remains tied, the first member to shoot from each team will shoot in a “sudden death” scenario. If both make their shots (or both miss), the next player from each team will shoot in a sudden death scenario again. This process will be repeated until there is a winner.

Appendix:

1.

Zone Defense Rule CRITERIA

As there is a general acceptance that the consistent use of zone defenses in the younger age groups adversely affects the development of both defensive and offensive skills in younger athletes. The use of zone defenses in the keyhole is banned at all BBNZ Under 13, Under 15 Tournaments and the Junior Secondary Schools Tournament (per BBNZ Internal Regulations). Note that this does not include full court, $\frac{3}{4}$ court or $\frac{1}{2}$ court zone presses. Basic rule of thumb is that when the ball is past the center jump circle, the defensive team must be in man to man. Below is the full definition.

Definitions

Zone Defense

As a team, players defending specific areas of the court (and opponents in that area) versus marking individual players.

Split Line

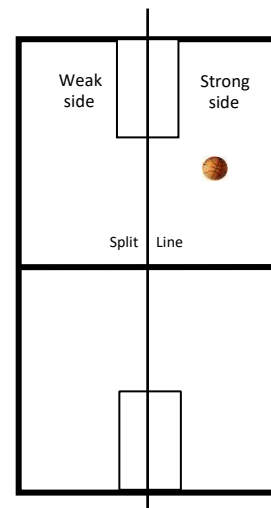
An imaginary line that bisects the court length wise.

Strong Side

The side of the court that the ball is on.

Weak Side

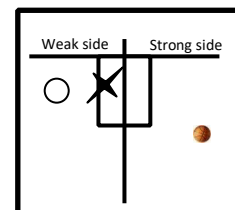
The opposite side of the court from where the ball is located.



Interpretation of Zone Defense

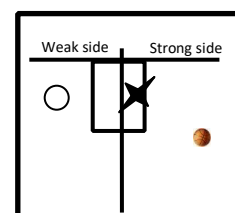
For the purposes of interpreting how a zone defense is determined:

A player is considered to be in man-to-man defense when the player, who is on the weak side, does not cross the split line into the strong side of the court.



A player is permitted to cross the split line to double-team or to stop ball penetration.

A player is considered to be in zone defense when the player, who is on the weak side, crosses the split line, on to the strong side and remains there regardless of their player's movement on the court.



Zone Buster and Process

1. If a coach feels that their opponent is playing a zone defense, they approach the person designated as the Zone Buster at that tournament/Competition.
2. The Zone Buster will watch the play and determine if a zone is in fact being played.
3. If the Zone Buster believes a zone is being played, they will instruct the referees to issue a warning to the coach of the team playing a zone in the first instance.
4. Further violations will result in the Zone Buster instructing the referees to call a technical foul against the coach.