

2025 Super City Basketball

U14/U12 Age Groups

Information and Rules

Game Format:

All Grades 8 Minute Stop Clock Quarters

1-minute break between quarters

3-minute half-time

2 x Time outs first half, 3 x Time outs second half

Overtime:

2 Minutes of 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 player's 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 the Operations Manager by 12pm the day before the day of play.

operations@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 paperwork 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.

Zone Defence - All Junior Grades play Man to Man – No Zone allowed.

If a team is warned by a ZONE buster or Venue Controller but continues to play zone, the VC will issue one warning. If continued noncompliance, the team will default the game.

Mercy rule

This applies to **ALL** junior age groups. Once a team is leading by a 30-point margin, they must pull back to halfway 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 team's ball is to be used for the game.

U12 Boys / U12 Girls/ Under 14 Girls - **Size 5**

Under 14 Boys - **Size 6**

Score bench

Teams are to supply at least one/two people for score bench duty for their games.

Default/forfeit games:

Teams must notify the Competitions Manager by Thursday, 5 pm 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:

Coaches are to sign the front of the score sheet before the referee signs off on the game. The coach or Manager is to write at the back of the Scoresheet immediately following the game and hand it in to the Venue Controller.

The protest procedure will be slightly different when scoring with iPads:

The coach/manager must advise the Venue Controller on Duty of their protest within 15 minutes of the conclusion of the game. 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.

However, once a score has been submitted on an iPad, it cannot be changed or altered in any way.

NOTE: Game result to be submitted by REFEREE only. NOT Scorebench, to ensure consistency and transparency.