

## Adults League Rules

### Competition Rules and Regulations

Effective as of January 1<sup>st</sup> 2026

#### 1. Venue

All competitive games are at the Eventfinda Stadium, 17 Silverfield, Wairau Valley.  
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. All payments are to be made through the registration platform GameDay.
2. Teams can opt to pay a Team Fee. This will entitle the team to have up to 15 players register without paying the individual player fee via a PROMO CODE that will be assigned to the team contact upon registering. These players will not be exempt from paying the annual BBNZ Development Levy when registering.

#### 4. Game Times

##### North Shore 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.

**5 minutes overtime.**

##### North Shore A, B and C Grades, Mahurangi and Stanmore Bay

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.

**2 minutes overtime.**

**5. Time Outs**All Leagues

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) as per FIBA rules.

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, and Women's grades 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 the HBA office and will be based on these principles:

- Allocations will be made on the results of the previous league.
- If a league has 13 teams or more, the league will be graded out. i.e. a new league will be created with the lower half of teams from the grading rounds being placed in the new league.

**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 to the team 48 hours prior to the game. There are no restrictions on when a player can be added to a team during the regular season. Minimum number of games to be eligible for finals still apply.
- c) Players may register in a maximum of two teams provided these teams are in separate competitions and those competitions are played on different days of the week.
  - 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%, whichever is higher) competition games

Harbour Basketball is under no obligation to grant this dispensation.

- h) Should a registered player wish to transfer to another team, this is not permitted during a season.
- 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 uniform colour, or black or white. All players of the same team must all wear the same colour undergarment. 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.
  - 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 points awarded.
- 10.3 A team must have marked active on the iPad a minimum of 5 players in 5 minutes prior to the start of 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 Game Incident report 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 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.
- The Disciplinary Review Committee (DRC) will in the first instance review the incident and may refer the matter to the Judicial Committee.
- The DRC have authority to suspend players, coaches, referees up to a maximum of 5 games.

#### 16. Points System

- 3 points for a win,
- 1 point for a loss, notified forfeit (More than 24 hours notice prior to the game)
- 0 points for an unnotified forfeit loss (Less than 24 hours notice prior to the game)

#### 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. Head-to-head
3. Goal Difference
4. Percentage (Points for / Points against)

#### 18. Prizes

PROMO CODES to be used for entry into the following season will be awarded as follows:

- 1<sup>st</sup> place: Free Team Entry (\$100 value) and one player free entry (\$210 value)
- 2<sup>nd</sup> place: Free Team Entry (\$100 value)