



Harbour Basketball Association

Silverfield Lane, Glenfield, North Shore City

Telephone: 09-443-3854 ext. 3

E-mail: competitions@harbourbasketball.co.nz

Website: www.harbourbasketball.co.nz

Secondary Schools Competition 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 16 during the year

Under 17's Born 2002 or later - **16 years** of age all year cannot be turning 17 during the year

Under 19's Born 1999 or later - **18 - 19 years** of age all year cannot be turning 20 during the year

2. Venue

All grades will play at the North Shore Events Centre, Silverfield Lane, Glenfield, unless indicated on the draw.

This affects: Junior Boys League 2, Year 9 Boys, Under 19 Boys League 1, Under 17 Girls League 2, Under 19 Boys League 2 and Open Women. These other venues are AUT, Akoranga Drive 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.

- **NSEC 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 Basketball Office, Silverfield Lane, Glenfield. **(Please note: We do not accept credit cards.)**
- **Cheque:** Please make cheques payable to: **Harbour Basketball Assn** and post them to:
Silverfield Lane, Glenfield, North Shore City.
- **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 in conjunction with the Harbour Basketball Referees to provide two referees for each game

6. Game Times

Open Men & Women

4 x 10 min stop clock quarters, 2 min half-time, 1 min between periods (1 & 2) and (3 & 4)
24 Second Clock

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

4 x 7 min stop clock quarters, 2 min half-time, 1 min between periods (1 & 2) and (3 & 4)

Junior Boys L2, Year 9 Boys, U17's L2 & U19's Boys and Girls

4 x 6 min limited stop clock quarters (Clock will continue to run during violations, e.g. out of bounds, travelling, double dribble, kicked ball) .1 minute half-time, 1 min between periods (1 & 2) and (3 & 4)

All Grades except for Open

24 second shot time and 8 second backcourt time will be monitored by referees for all games. There is no warm-up time allocated for any team.

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, e.t.c.)

7. Time Outs

Open Men & Women

2 x 30 Second time outs in the first half, 3 x 30 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)

Junior Boys League 1, Junior Girls, Under 17 Boys and Girls League 1

2x 30 second time outs per half.

All other Grades

1 x 30 second time out per half.

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 half way 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

- a) Any Junior or Year 9 players (i.e. Junior or U17) 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).
- b) Eligibility U17 Teams will be based on a player's age as at 31 December 2018.
- c) U19 and Open Grade players must be Under 19 on 1st January 2018 and still attending Secondary School in 2018 as a full-time student.
- d) 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.
- e) An Under 19 player may play two games for an Open Grade team. If a player plays more than two games for an Open Grade team then he or she will remain an Open Grade player and cannot revert to U19 Grade.
- f) 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.
- g) 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.

11. 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 singlets and matching shorts. All players must tuck their singlets into their playing shorts.
- c) 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**
- d) Players can wear bike shorts underneath their playing shorts, provided they are the same colour as the predominant shorts colour. **T-Shirts under singlets, Full Length Skins, Jean Shorts, Cargo 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) Players **cannot** wear a t-shirt underneath their singlet.
- g) 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. Scoresheets

- 12.1 These are provided for teams and will be available at a central table in the stadium.
- Scoresheets need to be filled in at least 10 minutes before the scheduled game start time. The team captain is responsible for ensuring that this is completed.
 - 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 filled in the scoresheet correctly, the team who has not completed the scoresheet correctly and on time will be penalised 2 points for each 30 seconds the scoresheet remains incomplete.
 - 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. This will assist in follow-up action by Harbour Basketball if necessary.
- 12.2 A team must have completed the score sheet and have a minimum of 5 players in uniform on the court to begin the game. Teams will be penalised 2 points for every thirty seconds or part thereof they are late, up to 20 points (5 minutes) when the game becomes a forfeit.
- 12.3 If a player's name is not on the score sheet 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 scoresheet the game will be forfeited. (Please ensure that you put every player's name on the scoresheet that way none of your players will miss out on playing if they turn up late).

13. Scorebench Duties

- 13.1 Each team must provide one score-person (2 for games with 24 second clock) other than a player or coach, for his or her own game.
- 13.2 Scorers are to use the scoresheets provided and use a 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 scorebench 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 fax 09 443 3298 or email: competitions@harbourbasketball.co.nz at least 24 hours in advance.
- b) Only in emergency circumstances are matches to be postponed, (see ASSHA handbook for definition circumstances) and these must be approved by the competition administrator. 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 default 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 Secondary Schools 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 personal foul on a player which, in the opinion of the official, is not a legitimate attempt to directly play the ball within the spirit and intent of the rules. Penalties are as Art 37.2 in the **F.I.B.A.** rule book.

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 Secondary School 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, 1 point for a loss or default and 0 points for a forfeit loss.
- b) In the event of teams being involved in a points tie, the following procedure shall apply:
 - i) In the event of a two-way tie, the winner shall be decided on the basis of the game between the two tied teams. The winner will be the team that won the game between both teams.
 - ii) Where there have been one or more games between the two teams in the round robin, the higher placed team will be the team that has beaten the other team twice. If game wins between both teams are equal, a points "for and against" between the two teams will determine placing's.
- c) In the event that three or more teams are tied, points for and against between the three teams will determine placing's.
 - If a three- team tie remains, the points for divided by points against between those three teams will determine the winner.
 - If two of the three teams are still in a tie, the "higher" placed team will be the team winning the game between those two teams.
- d) Thereafter FIBA rules shall apply.

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 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 Junior League 1, 17 League 1 Boys and Girls, Open Grade Boys and Girls will represent North Harbour during August and September 2017 tournament.

22. Open Grade 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

This is a secondary schools competition. Non –school teams eg Home School may be accepted into the competition with the approval of the Secondary School Committee. These teams cannot progress through to the ASSBA competitions. 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.