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## Competition Rules for Intermediate Basketball

1. Game time: There will be two 12-minute 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.
2. Balls: Harbour Basketball Association will provide all match balls. All Grades will play with a size 6 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 Substitutions cannot be made in the last minute of each half, except to substitute a player on 4 fouls or because of injury.
4. Timeouts: There will be one, 30-second timeout per half (the clock does not stop). There will be no timeouts in the last two minutes of each half. The referee will blow the whistle after 25 seconds. Failure to take the court immediately will result in loss of possession or technical foul on the coach.
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 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 then 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 should they turn up late. If they do take the court and add their name to the iPad the game will be forfeited. (Please ensure that you put every player's name on the iPad that way none of your players miss out on playing should if they turn up late).
8. Disputes: If there is a dispute you need to notify the Venue Controller and obtain a disputes form. This form needs to be completed in full before leaving the venue. The form must have your name and contact details on it.
9. Uniforms: Each player must have the same t-shirt or singlet and shorts (colour and style). If players are not wearing the correct uniform then they will not be allowed to play. Please only wear non-marking rubber soled shoes in the court area. If this rule is not adhered to, a letter outlining the problem will be sent to the miniball co-ordinator at the school.
  - 9.1 Legal numbers: Each player shall be numbered on the front and back of his/her shirt with plain numbers of a solid colour contrasting with the colour of the shirt. The numbers shall be clearly visible and those on the back shall be at least 20cm high and the numbers on the front shall be at least 10 cm high. The numbers shall be no less than 2cm wide.

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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.

11. Technical fouls: On players: Is non-contact abuse i.e. arguing, bad language etc. The penalty is 1 free throw to the opposition and possession at half way. 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 and possession at half way. 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 half way 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. Default 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 default. You also need to contact Andrew Horrocks at the Harbour Basketball office on 09 4433854.

13.1 If a team follows the correct procedure when defaulting, a game a championship point (for a loss) will still be given. The defaulting 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/Default 1, Forfeit 0

15.1 If 2 teams (or more) teams have equal points; the result(s) of the game(s) between the teams involved will be used to determine placing's.

15.2 If teams are still tied their points difference (for and against) will determine placing's, taking into account only the results of the games between the teams that are tied.

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 permission from the Venue Controller.

17.1 A player may play up a grade for another team from their school or a team that is in the same 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 If a player is found to be playing a second game in the same night, that game will be forfeited (see #14 for further details).

18.3 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 players: Further team registrations throughout the competition will only be permitted at the discretion of the Harbour Basketball Associations 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: Food and drink is not permitted in the court playing area. (Apart from water bottles)

21. Possession Arrow: We have replaced the jump ball with the possession arrow; the Possession arrow will determine all Jump ball situations. The possession arrow goes in favour of the team that does not gain first possession of the ball then.

22. Spectators: All spectators are to view all miniball 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 side line 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.

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

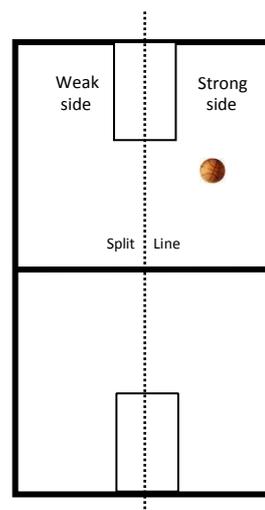
An imaginary line that bisects the court length wise.

#### Strong Side

The side of the court that the ball is on.

#### Weak Side

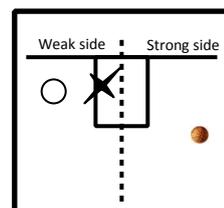
The opposite side of the court from where the ball is located.



### Interpretation of Zone Defense

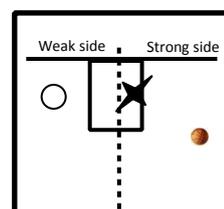
For the purposes of interpreting how a zone defense is determined:

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.