

SECONDARY SCHOOL BASKETBALL COMPETITION RULES

AIM

To provide an environment that supports fair play and a robust competition with guidelines to promote enjoyment and safety for all players, officials and supporters.

Rules are as per the Official FIBA Rules unless stated otherwise below.

1. ALL GRADES

1. **Players must wear matching Uniforms** that comply with the registered colours on the entry form. Incorrectly attired players are not permitted to play. Compression clothing (CC) may be worn under the uniform. Compression clothing must be the same PLAIN colour as the MAIN uniform colour or PLAIN black OR PLAIN white and all players wearing CC must have the same colour. T Shirts may be worn under uniforms but must be the same plain colour as the Main uniform colour, or black or white. All players wearing T Shirts must wear the same colour. The playing in bare feet or track pants is not permitted.
2. **Substitutions** can be made on any whistle. No substitutions in the last two minutes of the game.
3. **The clock** will not stop during halves (includes time outs).
4. **Two referees** must officiate at each game. At least one will be appointed by SCBA. The other referee is to be supplied by the Duty Team (except in the event that two SCBA referees have been appointed). Appointed referees will be named on the notice board draw before commencement of games each week.
5. **Duty team of 1 referee and 2 on score bench**, plus an adult supervising, to be in position before the game commencement time. Breach of Duty team requirements results in a \$50 fine.
6. **Teams must have an adult** present while players are at the venue to ensure appropriate team behaviour **including putting rubbish in bins**. There must be a 'Responsible Adult' (not a senior student) seated on the players' bench throughout the game. Failure to do so constitutes a default.
7. Each team is permitted **one-45 second time out per half**. No time outs are allowed during the last 3 minutes of the second half, and if a time out commences with less than 4 minutes remaining in the second half, play must resume at the 3 minute mark.
8. **A player who has committed five fouls**, either personal and/or technical, shall be informed of such and must leave the game immediately. A player who receives two unsportsmanlike fouls or 2 technical fouls shall be disqualified from the game and shall leave the Stadium if asked to do so by the referee or controller.
9. **Subsequent fouls** after 7 team fouls in a half will result in shots awarded.
10. **Clarification of Rule 7-8 Schedule One** - A Junior Premier Grade player cannot play for Senior B or C Grade.
11. **Competition points:** Win = 4 points Draw = 2 points Loss = 1 point
If teams are equal on points at the end of a competition phase, the higher place will be awarded to the team that won the game between the teams involved. If more than two teams are level it will be determined on the result of the games between these teams, then points' differential in the games between these teams, then overall points' differential in all games played by the teams in the competition phase. If teams still cannot be separated a playoff game may need to be scheduled.

13. Fines & Defaults

13.1 Breach of Rules (e.g. not ready to start play or duty on time, incorrect uniform) - First breach of a particular rule within the season: the opposing team receives the 4 points for a win. Second and subsequent breach of a particular rule: the opposing team is awarded the 4 points and the offending team fined \$50 on each occasion.

13.2 Default Game – SCBA office must be notified ASAP. There is no fine if the defaulting team fulfils all default conditions which include: to notify SCBA/GM, the opposition and the rostered duty team in writing by 9.30am Friday of the competition; to ensure that the defaulting team's duty and the opposition team's duty is done.

13.3 Default Game - Incomplete, late or non-notification by 9.30am Friday of the competition of the default – the team will be fined \$100 plus travel costs of any traveling team plus loss of already secured competition points.

The SCBA Board reserves the right to interpret its policies as it sees fit and to amend them from time to time.

* = Policy. Requires Board approval to alter.

4.1 Feb 17 Operations Policies & Procedures

SOUTH CANTERBURY BASKETBALL ASSOCIATION INC.

www.southcanterburybasketball.co.nz

13.4 Payment relating to clauses 13.1 and 13.3 must be made before the competition game of the week following receipt of the invoice or the team will be disqualified from the competition. SCBA will invoice the school immediately (the Monday following).

13.5 Teams will be excluded in the competition UNTIL the fine has been paid

14. **Withdrawals** once the initial draw has been commenced will incur the actual entry fee plus \$100.

15. **Rescheduling Of Games:** Games may ONLY be rescheduled when agreement with GM and teams involved.

2. SPECIFIC SECTIONS

2.1 Senior – A Grade

a) **Games** will be played over two halves of 25 minutes, with a 3 minute break between halves. (If entries permit)

b) **FINALS ONLY**

1. Stop Clock as per FIBA rules, except that the quarters will be 10 minutes each.

2. Quarter times – 2 minute.

3. Half time – 3 minutes.

4. Time outs, subs permitted as per FIBA rules.

5. Extra Periods

- One minute break before commencement of an Extra Period of 5 mins.
- Continue playing to the same basket as in the Fourth Quarter.
- Team Fouls and Personal Fouls continue as if it were a part of the Fourth Quarter.

2.2 Senior – B & C Grade

a) Games will be played with no 'on court' warm up, over 20 minute halves, 2 minutes between halves.

b) Man to Man defense is compulsory in Senior A & B grade. Zone defense is not permitted.

c) Semi-finals– a) **Stop clock** for the last 3 minutes of the game, including after every basket.

b) **Extra time is played** if a game is drawn at full time.

- Finals- Stop clock on time outs

Stop clock for the last 3 minutes of the game, including after every basket.

2.3 Junior - Premier A , B & C Grades

a) Games will be played with no 'on court' warm up, over 20 minute halves with 2 minutes between halves.

b) Man to man defence is compulsory in junior games. If a zone defence is used a technical foul is awarded.

Definitions of each type of defence should be given to and explained to students.

c) Semi-finals & Finals – a) **Stop clock** for the last 3 minutes of the game, including after every basket.

b) **Extra time is played** if a game is drawn at full time.

SCBA reserves the right to use its discretion in the enforcement of these rules.

These rules must be read in conjunction with Schedule One, the Registration Form and any memos circulated by SCBA.

The SCBA Board reserves the right to interpret its policies as it sees fit and to amend them from time to time.

* = Policy. Requires Board approval to alter.

4.1 Feb 17 Operations Policies & Procedures

SOUTH CANTERBURY BASKETBALL ASSOCIATION INC.

www.southcanterburybasketball.co.nz

The SCBA Board reserves the right to interpret its policies as it sees fit and to amend them from time to time.

* = Policy. Requires Board approval to alter.

4.1 Feb 17 Operations Policies & Procedures