



NORTH CANTERBURY BASKETBALL  
**FRIDAY NIGHT BASKETBALL**

Programme and Rules of Play

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T e r m 1 , 2 0 1 9

**Welcome to the Term 1 season of Friday Night Basketball for 2019.**

**What is the McDonalds Friday Night Basketball competition?**

The Friday Night Basketball League started around 30 years ago in Rangiora with 12 primary school teams. Today, we generally host around 100 teams per season, from around 30 primary schools in the North Canterbury region.

There are two Friday Night Basketball competitions annually – a 6-week competition in Term 1, and a 10-week competition in Terms 3 and 4. The 6 week season in Term 1 is generally referred to as the ‘non-competitive’ season out of the two due to there being no FINALS games, and therefore no trophy to play for. The intention behind this is simple: for children who have entered years 5&6, and 7&8 at the start of the year, the Term 1 season is about getting acquainted with your school year group teams, and learning the basic skills, in advance of the Term 3/4 competition. We therefore hope that those who play in the Term 1 season then progress to play in the Term 3/4 season, ready for a more competitive situation.

Overall, however, Friday Night Basketball is all about developing participant’s skills (including players and referees), learning a few things along the way, and having fun. Saying that, just because the Term 1 competition does not have a trophy to play for, doesn’t mean it lacks competitive spirit!

We wish you good luck, and lots of fun for the upcoming season!

***Philosophy of Friday Night Basketball***

*This tournament is aimed at developing players, coaches and officials at age-appropriate levels, encouraging fair play and enjoyment of the game. In many instances this is a participant’s first, and potentially only, experience with the sport of basketball. These leagues are about getting as many of our community, especially young people, involved in, and enjoying, sport. Adherence to the guidelines outline in this programme should make the Basketball more enjoyable for everyone.*

***Key dates for Term 1, 2019***  
***(6 week non-competitive)***

- Week 1: Friday 8<sup>th</sup> March
- Week 2: Friday 15<sup>th</sup> March
- Week 3: Friday 22<sup>nd</sup> March
- Week 4: Friday 29<sup>th</sup> March
- Week 5: Friday 5<sup>th</sup> April
- Week 6: Friday 12<sup>th</sup> April

**THE REFEREES ARE LEARNING ALL THE TIME.**  
**Having spectators shouting their interpretations of the rules does not enable referees to enjoy the learning process.**  
**In many instances, the referees are children themselves, and are keen to be involved in officiating.**  
**As a spectator, coach or manager, please treat these children as you would expect someone to treat your children, with respect at all times. Please be aware that any person continuing to question the calls made by a referee may lead to a TECHNICAL FOUL being given to the player/coach/team involved.**  
**Please help us support this philosophy by making your contribution a positive one.**



## **SPORTS RAGE – What is it, and how can you help?**

Despite people's best intentions, SPORT RAGE incidents occur. While it is North Canterbury Basketball's responsibility to deal with incidents, as a parent, coach, player or official, **you can understand and support the process.**

### When a SPORT RAGE incident occurs, **you SHOULD:**

- Report it to the Floor Controller at the venue (Maroon polo shirts - one per court, per venue)
- Stay calm and collected.
- Leave it in the hands of officials.

### It is important that **you DON'T:**

- Ignore it and allow situations to get out of hand.
- Lose control of your emotions and composure.
- Engage in aggressive behaviour.

### **What can you do to help?**

You can help create a POSITIVE SPORTING ENVIRONMENT and reduce sport rage by being good role models. To do this:

1. **Encourage FAIR PLAY** – cheer and acknowledge good plays from both teams.
2. **Show RESPECT** – communicate enthusiastically, without screaming instructions.
3. **CONDUCT yourself well** – never use bad language, and avoid arguments with others – don't forget, **KIDS LEARN FROM YOUR BEHAVIOUR.**
4. **Help kids ENJOY their time playing sport** – emphasise having fun and trying hard – not just winning. Consider the wellbeing of the child (not just your own!) when you are speaking to them, or shouting your support for a team.





**If I'm wearing  
YELLOW**



**Please don't see RED!**

**If you see umpires & officials wearing  
YELLOW shirts, please recognise we are  
beginners and we may make mistakes.**

- Please give us a chance to develop our skills  
without harassment or abuse*
- Please be helpful and give us constructive feedback*
- Please understand we are doing our best*
- You can help by supporting all officials and umpires*

**DON'T FORGET...**  
**We are just as passionate about  
the game as you are.**



## RULES OF PLAY

### 1. Ball size

Years 5 & 6 use a size 5 ball; Years 7 & 8 use a size 6 ball.

### 2. Players

- i. Players in the ***Junior section*** must be in **Year 5 or 6**;
- ii. Players in the ***Senior section*** must be in **Year 7 or 8**.
- iii. Any player below Year 5 must have NCBA approval to play, in writing from NCBA, and will be based on their previous basketball experience, and participation in NCBA programmes.
- iv. **Playing in different year groups:** Year 5 & 6 players can play up in Year 7 & 8 grade, following approval, in writing, from NCBA. However, at no time can a Year 7 or 8 player play down in a year 5 & 6 grade team. Any violation of this rule will lead to the forfeit of the game, and possible disqualification of the team from the competition.
- v. **Playing in different grades:** Players can play for a team in a grade above (i.e. Grade 6 playing for Grade 2), in special circumstances, however, if they play for them 3 times or more, the move is deemed permanent and they are no longer able to play for the team in the lower grade. It is never permissible for players to play DOWN a grade. Each school is responsible for managing this; and if not adhered to, may result in the disqualification of a team.
- vi. All **REGISTERED** players must be listed on the scoresheets prior to the game commencing, regardless of whether they are present. If a team has less than 8 players present for a game, the Manager needs to alert the Floor Controller.
- vii. No player's names can be added to the scoresheet after the game has started. If a registered player is running late to a game, they are able to join the bench only IF their name is on the scoresheet.
- viii. No UNREGISTERED players can be 'pulled-in' on the night, due to the team having a lack of players present. All requests to add players during the season must be through NCBA, and adhere to the rules herein. Players from other teams from your school (that are in a lower section or grade) can play in a team if it has less than the required 8 players, however this scenario is subject to rule 2(v) above.
- ix. Players cannot be registered to play for 2 teams on a permanent basis. Players can only play for two teams if they are pulled in to support, and are subject to rule 2(v).
- x. In the 10 week competition round, in order to be eligible to play for a team in the SEMI-FINALS or FINALS, a player must have played for that team in a minimum of THREE (3) of the grading / round robin games (ANY 3 of the 8 weeks of games), before the semi-finals.

### 3. Teams and Grading

- i. Teams have to have a minimum of 8 players. ***Schools must seek dispensation from NCBA to register a team of less than 8 players.***
- ii. All teams must be affiliated to a North Canterbury based primary school or Club, within the region of North Canterbury (i.e. North of the Waimakariri River).

- iii. In situations where schools or clubs cannot field a full team, they can combine, by registering under the school/club of choice.
- iv. Every team must have an adult (over 21 years old) present at the game.
- v. Grading: participating schools will provide an estimate of the skill of the team/s upon registration. This is determined by completing a registration form complied by NCBA. The final decision on grading will remain with NCBA.
- vi. Teams will be graded as follows:
  - Junior (Year 5&6) Grades: 1, 2, 3, 4, 5, 6 (1 being the top grade)
  - Senior (Year 7&8) Grades: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 (1 being the top grade)

#### **4. Game duration**

- i. The games consist of 2 x 20 minute halves
- ii. Half time is 2 minutes
- iii. Between games: 3 minutes
- iv. The game clock will start regardless of whether a team is ready to take the court, or not.

#### **5. Fouls and infringements**

- i. Players may receive a maximum of 4 personal fouls during the game. When a player receives his or her FIFTH (5) foul, they are asked to leave the court by the Referee, and may not re-enter the game.
- ii. Teams are allowed 7 team fouls PER HALF. On the 8<sup>th</sup>, and subsequent, *team foul/s* of the HALF, free throws will be awarded to the opposing team.

#### **6. Zone defence**

No zone defence allowed. Zone defence is considered the alternative to 'man-to-man' **defence**; instead of each player guarding a corresponding player on the other team, each **defensive** player is given an area known as a "**zone**" to cover. This is not allowed in Friday Night Basketball. We encourage every coach to teach 'man-to-man' defence.

#### **7. Points**

There are no 3 point shots allowed; 3-point shots will only count as two points. Each basket is worth 2 points; each free throw is worth 1 point.

#### **8. Timeouts**

- i. There is **ONE time-out allowed per half, per team**.
- ii. There are **NO time-outs** allowed in the **last three minutes** of the **second half**.

**Rationale:** There should be no encroachment on the **last three minutes** of the game.

**Explanation:** The coaches are allowed one time out per half in a game, however the final decision *on the timing* of the timeout remains with the Referee/s. Referees are encouraged to call players back to the court in time for the last three minutes to start.

**Example:** With 3 minutes 40 seconds left on the clock, if a coach calls a timeout, best practice would be to allow this on the basis that that Referee starts calling the players back in at around 3 minutes 10 seconds. This is so that the game can start having three full minutes on the clock. If a coach calls a timeout so close to the 3 minutes that the Referee, in their judgement, believes that the teams could not possibly resume the court in time, that Referee can reject the request on this basis. This is most likely occur, but not restricted to, a situation where a coach would call a timeout at 3 minutes 15 seconds, for example.

***Floor Controllers should be encouraged to remind coaches, during the game, that the 3 minute mark is due, and that no timeouts or substitutions, other than to replace an injured or fouled-out player, are allowed.***

- iii. A **maximum duration of 30 seconds** applies to each **time-out**

**Rationale:** a limit of timeouts should be issued to ensure the smooth running of a game which has limited time, and to enable time for coaches to rotate players, encouraging ample gametime across all players, especially in the Term 1 season, where no competition points are collated, and therefore no trophies to be awarded.

**Explanation:** Timeouts should be a **maximum of 30 seconds** in a Friday Night Basketball game, due to the games being limited to a running clock of 20 minutes per half. This is to discourage negative coaching habits such as buying time in a close game situation.

Only in the instance of the above, i.e. “No timeouts in the last three minutes of the game”, where the timeout could encroach into the final three minutes of the game, can the Referee make a judgement call. In situations of disagreement between the Coach and the Officials, the Referee has the final call, with the philosophy of player development and fairness being paramount priority in their decision.

## 9. **Substitutions**

- i. **No substitutions** allowed in the last three minutes of the **second half**, except for injuries or replacing fouled out players

**Rationale:** There should be no encroachment on the **last three minutes** of the game.

**Explanation:** There are to be no substitutions of players allowed in the last three minutes of the game (i.e. the second half). This means that coaches can send a player to the bench outside of the three minute mark, but the player must take the court **OUTSIDE** of the last three minutes.

**Example:** With 3 minutes 40 seconds left on the clock, if a coach calls a timeout, best practice would be to allow this on the basis that that Referee starts calling the players back in at around

3 minutes 10 seconds. This is so that the game can start having three full minutes on the clock. If a coach calls a timeout so close to the 3 minutes that the Referee, in their judgement, believes that the teams could not possibly resume the court in time, that Referee can reject the request on this basis. This is most likely occur, but not restricted to, a situation where a coach would call a timeout at 3 minutes 15 seconds, for example.

*In the case of a player on the court **sustaining an injury** within the last three minutes of the game, the Referees should manage the substitution swiftly, with appropriate respect to the situation of the injured player. In such an instance, the Referee is to make the final call.*

*In the case of a player on the court being **fouled out** within the last three minutes of the game, again, the Referees should manage the substitution swiftly and appropriately.*

ii. **Process for substituting players**

Players who request to be substituted during a game **MUST APPROACH THE BENCH**. They do this by announcing their intention to go on the court to the nearest scorebench official, and squat, so that the scorebench remain in full view of the court. From this point, they should wait to be called onto the court by a Referee. Referees will be able to deny those substitutions attempted directly from the player's bench.

***Floor Controllers should be encouraged to remind coaches, during the game, that the 3 minute mark is due, and that no timeouts or substitutions, other than to replace an injured or fouled-out player, are allowed.***

**10. Half-way Mercy Rule**

- i. In both the JUNIOR (years 5&6) and SENIOR (years 7&8) sections, when a team reaches a lead of 20 POINTS or more, and **ONLY AFTER** a basket is scored, the **LEADING** team must retreat back to behind the **HALF-WAY LINE**, and remain there **UNTIL** the attacking team crosses the half-way line with the ball.
- ii. Coaches should encourage defensive players to 'pick-up' a player (i.e. resume man-to-man defence), once the trailing team players cross the centre-line. In this situation, the leading team **MUST** let the trailing team players **CROSS THE** centre-line, not sit on the line and stop them from crossing. This must continue until the trailing team closes the margin to 15 OR LESS.
- iii. This half-way mercy rule only applies **AFTER** a basket is scored by the leading team.
- iv. The Half-way Mercy rule does not apply to a 'dead ball' situation (i.e. a ball that goes out of court in the general state of play), nor in a situation where there is a change of possession through a re-bound opportunity.

**11. Scorebench**

- i. Each of the participating teams must contribute one responsible ADULT to the score bench for their game.
- ii. Games cannot commence without the score bench being manned.
- iii. Spectators should NOT stand in front or beside the score bench.
- iv. All team members should remain seated on the team bench whilst not on court, unless approaching the bench to substitute a player on the court.
- v. Scorebench personnel should refrain from using their phones for personal reasons whilst on the bench. All focus should remain on the management of the game.

**12. Game schedule, defaults and forfeits**

- i. All games will be played on a FRIDAY at the time and date scheduled. If your school / club have a preference for a specific game time, due to a timetable clash with school camp/event, please place a written request into NCBA as soon as possible.
- ii. If a team needs to change a game time once the draw has been issued, or cannot make a scheduled game time at short notice, please contact NCBA on 027 222 0943 or admin@ncba.org.nz, with as much notice as possible.
- iii. No games will be re-scheduled to be played on another day. If a school or club team cannot make the time allocated, they are automatically considered to forfeit the game. **It is the responsibility of the team which forfeits to contact NCBA AND the other school/club in order to provide as much notice as possible.**
- iv. Late arrival: if a team is not ready to take the court at the scheduled time with a MINIMUM of 5 players they will be penalised TWO POINTS per minute, or part thereof, for a maximum of 5 minutes. At this point, the game will be forfeited. The offending team will lose the game. Following this, teams can choose to hold a 'friendly game', and agree to the number of players that play, as long as the number in a team does not fall below 5. This rule prioritises the wellbeing of the participants. The Floor Controller is to make the final decision in this instance.
- v. It is at the discretion of NCBA that a penalty fee of \$50 is to be invoiced to the school if notice of default/forfeit is not given in time that changes can be made.
- vi. NCBA will do their utmost to ensure teams do not have byes, however this may be unavoidable depending on the number of teams in each grade.
- vii. NCBA reserves the right to withdraw a team if consistent issues arise such as complaints from other participating teams which contravene NCBA policies, or defaulting more than once without good reason. No refunds will be granted in this situation.

**13. Mouthguards**

Mouthguards are compulsory for all players – see enclosed Basketball New Zealand policy.

#### 14. Uniforms and Dress codes

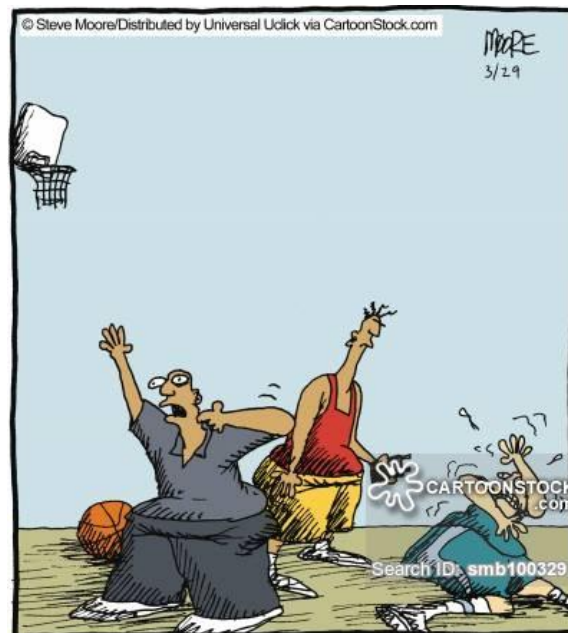
- i. Players should wear the appropriate clothing for playing.
- ii. Playing singlets should be tucked in to shorts.
- iii. If teams are playing in the same colours as their opponents, the first team named on the scoresheet will need to wear bibs. These are available, upon request, from the Floor Controller.
- iv. Top: Singlet or Tee-shirt top in team colour, printed on front and/ or back with player number visible (N.B. one number per person).
- v. Shorts: These are required to be above the knee to allow for movement. No external pockets or tabs (for safety of other players), and no low riding of shorts.
- vi. All team members must be wearing the same coloured shorts.
- vii. Shoes: Clean, non-marking sports shoes must be worn, and properly tied. No street shoes allowed. Feet must be fully covered at all times.
- viii. NO jewellery to be worn. Jewellery worn for cultural or religious reasons will need to be taped.
- ix. Hair that is longer than shoulder-length should be tied back, and kept out of the eyes.
- x. Medic Alert Bracelet: where a player wears a medic alert bracelet the bracelet will need to be taped over before the player takes the court. The player will need to ensure the coach and referees are aware of the situation, so there is no misunderstanding in case of an emergency.

#### 15. FINALS and SEMI-FINALS Night (10-week competition only)

If the game concludes with a draw, an extra period of UP TO THREE (3) MINUTES will be played. The team scoring the first point(s) in this extra period will win the game. All team fouls will be carried over into this extra period. If the scores are still tied at the end of extra time, then a “sudden death” shoot-out will be taken.



"Bavetta! The foul is called 'holding.' Stop calling it 'touchy-feely.'"



"Personal foul ... Number five ... Tasing."

## UNDERSTANDING THE BASIC RULES OF BASKETBALL

The following violations and personal fouls are explained in a basic way for your better understanding and enjoyment of the game, however note they do not cover every technical aspect.

**Travel:** When a player catches they will establish a pivot foot. Once they have picked up their pivot foot they cannot reground it without releasing the ball.

**Carried Ball:** A player may not allow the ball to come to rest in the hand during a dribble.

**Double dribble:** A player may not make a second dribble after completing a dribble. The dribble ends when the player touches the ball with both hands simultaneously or permits the ball to come to rest in one or both hands. A player may dribble again after a shot is attempted, the ball is batted away by an opponent, or a pass or fumble is touched by another player.

**'3 second' rule:** Three seconds is not simply a player standing in a key for more than three seconds. Firstly, the ball must be in the front court. The player should gain an ADVANTAGE, eg set a screen, catch the ball etc. Allowances are made for a player attempting to leave the key. The three second count starts again EVERY time the ball leaves a player's hands to make a shot.

**'8 second' rule:** Once a team has achieved possession of the ball in the back court, they must cross the half court line into the front court with the ball within eight seconds or this will result in a turn-over the ball to the other team.

**'Back over half' rule:** A team with control of the ball in its front court (including out of bounds) may not cause the ball to return to the back court. The ball illegally returns to the back court when a team in control of the ball is the last to touch the ball in their front court, then immediately following that team is first to touch the ball in the back court.

**'Tied ball' rule:** For there to be a 'tied ball', the ball must be held cleanly by BOTH players, regardless of whether they are standing or on the floor. It is not permissible to dive on-top of a player on the floor in order to gain possession of the ball. When the referee calls a tied ball, possession is alternated between teams, and indicated by the direction of the scorebench arrow.






**'Block/Charge' rule:** Contact is either a BLOCK if contact is on the SIDE of the defender's body (and therefore the defender has not placed themselves in a 'legal guarding position' at the time of contact), or a CHARGE, which is if the contact occurs in the TORSO of the defender (providing they have not stepped forward into the offensive player). The length of time a player has been standing in a position is irrelevant. It is the responsibility of the defender to position themselves correctly. The point of contact determines the call the referee should make.

**Personal fouls:** There are many types of defensive fouls, but the ones you will hear called most are blocking, pushing, holding and hands fouls. The holding and hands fouls are called when contact is made with an opposing player that interferes with his freedom of movement. There must be contact with another player in order for a foul to be called. This often occurs when a defensive player reaches in to attempt to steal the ball from an offensive player who has possession. Block and pushing fouls can occur with any part of the body.





Friday Night Basketball is a development competition for both players and referees.  
**We encourage our junior referees to call the foul, and WHAT THEY SEE, even if they are not yet confident using the correct signals and terminology.**  
Please bear in mind also that referees, particularly those more experienced, will assess **whether any advantage is gained**, before calling a foul.  
**The referees are encouraged to explain their calls to the players, so they understand the game better.** Whilst only captains of teams and coaches are allowed to speak to the referee during a game, if asked politely the referee will endeavour to answer a player's question, for the benefit of their development.

### OFFICIAL SIGNALS USED BY REFEREES






**I. SCORING**

<p>1 ONE POINT</p>  <p>1 finger, 'flag' from wrist</p>	<p>2 TWO POINTS</p>  <p>2 fingers, 'flag' from wrist</p>	<p>3 THREE-POINTS ATTEMPT</p>  <p>3 fingers extended</p>	<p>4 THREE-POINTS SUCCESSFUL SHOT</p>  <p>3 fingers extended on both hands</p>	<p>5 CANCEL SCORE OR CANCEL PLAY</p>  <p>Scissor-like action with arms, once across chest</p>
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**II. CLOCK-RELATED**

<p>6 STOP CLOCK FOR VIOLATION OR STOP PLAY (blowing whistle simultaneously) OR DO NOT START CLOCK</p>  <p>Open palm</p>	<p>7 STOP CLOCK FOR FOUL (blowing whistle simultaneously)</p>  <p>One clenched fist, other palm down pointing to offender's waist</p>	<p>8 TIME IN</p>  <p>Chop with hand</p>	<p>9 TWENTY-FOUR SECOND RESET</p>  <p>Rotate hand, index finger extended</p>
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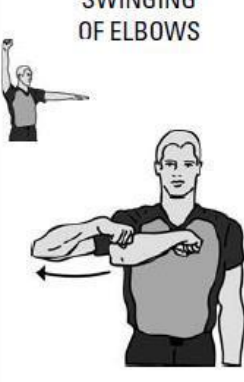
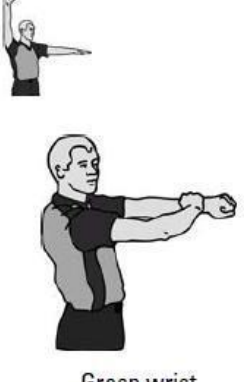
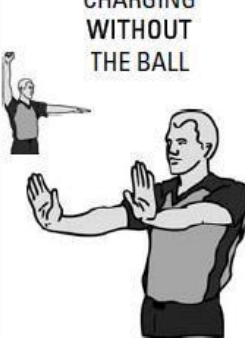

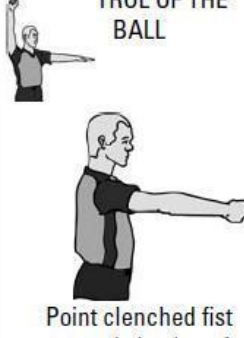




**III. ADMINISTRATIVE**

<p>10 SUBSTITUTION (blowing whistle simultaneously)</p>  <p>Cross forearms</p>	<p>11 BECKONING-IN</p>  <p>Open palm, wave towards the body</p>	<p>12 CHARGED TIME-OUT (blowing whistle simultaneously)</p>  <p>Form T, index finger showing</p>	<p>13 COMMUNICATION BETWEEN OFFICIALS AND TABLE OFFICIALS</p>  <p>Thumb up</p>	<p>14 VISIBLE COUNT (Five and eight seconds)</p>  <p>Fingers showing counting</p>
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TYPES OF VIOLATIONS

<p>15  <b>TRAVELLING</b></p> <p>Rotate fists</p>	<p>16  <b>ILLEGAL DRIBBLE:                  DOUBLE                  DRIBBLING</b></p> <p>Patting motion</p>	<p>17  <b>ILLEGAL DRIBBLE:                  CARRYING                  THE BALL</b></p> <p>Half rotation,                  forward direction</p>	<p>18  <b>THREE SECONDS</b></p> <p>Arm extended,                  show 3 fingers</p>
<p>19  <b>FIVE SECONDS</b></p> <p>Show 5 fingers</p>	<p>20  <b>EIGHT SECONDS</b></p> <p>Show 8 fingers</p>	<p>21  <b>TWENTY-FOUR SECONDS</b></p> <p>Fingers touch shoulder</p>	<p>22  <b>BALL RETURNED                  TO BACKCOURT</b></p> <p>Wave arm,                  index finger pointing</p>
<p>23  <b>DELIBERATE                  FOOT BALL</b></p> <p>Point finger to the foot</p>		<p>24  <b>OUT-OF-BOUNDS                  AND/OR                  DIRECTION                  OF PLAY</b></p> <p>Point finger                  parallel to sidelines</p>	<p>25  <b>HELD BALL/JUMP BALL                  SITUATION</b></p> <p>Thumbs up followed by point                  finger in direction of                  alternating possession arrow</p>

TYPES OF FOULS

<p>38  <b>ILLEGAL USE OF HANDS</b></p>  <p>Strike wrist</p>	<p>39  <b>BLOCKING</b>                      (offence or defence)</p>  <p>Both hands on hips</p>	<p>40  <b>EXCESSIVE SWINGING OF ELBOWS</b></p>  <p>Swing elbow backwards</p>	<p>41  <b>HOLDING</b></p>  <p>Grasp wrist downward</p>
<p>42  <b>PUSHING OR CHARGING WITHOUT THE BALL</b></p>  <p>Imitate push</p>	<p>43  <b>CHARGING WITH THE BALL</b></p>  <p>Clenched fist, strike open palm</p>	<p>44  <b>BY TEAM IN CONTROL OF THE BALL</b></p>  <p>Point clenched fist towards basket of offending team</p>	<p>45  <b>DOUBLE</b></p>  <p>Wave clenched fists on both hands</p>
<p>46  <b>TECHNICAL</b></p>  <p>Form T, palm showing</p>	<p>47  <b>UNSPORTSMANLIKE</b></p>  <p>Grasp wrist upward</p>	<p>48  <b>DISQUALIFYING</b></p>  <p>Clenched fists on both hands</p>	

## GUIDELINES FOR SCHOOL TEAM MANAGERS

- A *Floor Controller* will be appointed to each venue, and will be visible wearing a MAROON coloured polo shirt with the name FLOOR CONTROLLER on the back. All concerns, enquiries, incidents and accidents should be directed to this person.
- A *First Aid Kit* will be available at each venue, and provide the basics required. Please approach the Floor Controller in the first instance to access it. **Please note that this will NOT include ICE. It is advised that each team provide their own First Aid kit for their team, and include an ice pack, towels to wipe up spilt water bottles etc.**
- Use of *Drink Bottles* courtside: please ensure that all water bottles are managed appropriately: upright and stacked in a water bottle carrier. We suggest team manager's carry old towels to wipe up any spills during game time. Please take away old water bottles from under the benches after your game.
- Please respect other team's games and keep clear of the court and surrounding areas during play. This is a health and safety factor.
- Before the game, full names and player numbers must be entered onto the score sheet promptly, and returned to the Floor Controller for the other team to complete. If not completed by the time the scheduled game is due to start, this will impact on available game time, as a running clock is used. Copies of scoresheets can be accessed via the Floor Controller.
- NCBA also suggest teams keep their own score on the bench, to track points and statistics of players. If a Manager does not agree with the score on the scoreboard, they should approach the bench during game breaks, NOT DURING THE GAME.
- Player's nails may be checked by the referee before each game & any nails deemed to be too long will need to be shortened before the player will be allowed on the court. The clock will not be stopped for this to occur. It is the Manager's responsibility to ensure all player's nails are checked before the game.
- Due to the amount of games scheduled into an evening, efficient use of time is imperative, therefore games will need to run on time. The clock will not be stopped for teams that delay for any reasons. Floor controllers will manage this.
- If you are considering purchasing new uniforms for your school teams, please check with NCBA first, especially if you are looking to change the colour of your strips, as it may clash with another school's colours.

**THANK YOU**  
**McDONALDS RANGIORA** for providing **PLAYER OF THE DAY**  
**VOUCHERS** for every team, every week.



**GOT YOUR MOUTHGUARD?**

**MOUTHGUARDS ARE COMPULSORY FOR ALL U19 GRADES AND BELOW FROM 1 MARCH 2016.**

Please contact your local Association to purchase mouthguards.  
This policy will be extended to include adults within the next few years.

For more information please check out [www.basketball.org.nz](http://www.basketball.org.nz)

**BASKETBALL**  
New Zealand



"I just got text-heckled!"



### Basketball New Zealand Mouthguard Policy

#### Introduction

Basketball is a dynamic game in which the body can be put under enormous stress. Based on data from ACC, dental claims related to injuries sustained to the teeth and mouth have risen in the last five years as more people play basketball. These injuries can be reduced by having a Basketball New Zealand (BBNZ) policy to make mouthguards compulsory for all age grade players (19 and under) under Basketball New Zealand's control. The BBNZ Mouthguard Policy is the minimum standard to be applied to advance the welfare of players. Associations, Clubs and Schools are reminded that they have a duty of care to enforce the BBNZ Mouthguard Policy. It is intended that this policy will be extended to include adults within the next few years as mouthguard use becomes more commonplace.

#### Basketball New Zealand Mouthguard Policy

It is compulsory for all players participating in sanctioned competitions, leagues and tournaments run by BBNZ and its members to wear a protective mouthguard.

The **No Mouthguard, No Game Policy** is to be firmly enforced.

Players are not permitted to share mouthguards.

#### Operational Guidelines

Referees will, prior to the game, check that all players on the team rostered scoresheet are wearing a mouthguard. During the course of the game any player not wearing a mouthguard/have a mouthguard in their possession will be made to leave the court. On obtaining a replacement mouthguard, he/she may re-enter the court after reporting to the referee. In the event a player is unable to obtain a replacement mouthguard he/she may take no further part in the game but may be substituted.

#### Mouthguard Exemption Guidelines

In the case where a player cannot wear a mouthguard due to medical reasons:

1. The player must submit a medical certificate from a dentist clearly stating why a mouthguard cannot be worn by the player with a portrait photo to the basketball organisation running the competition, league or tournament. Where it is BBNZ, the information must be provided to the tournaments department ([tournaments@basketball.org.nz](mailto:tournaments@basketball.org.nz)) 10 working days prior to the competition, league or tournament. Failure to do so will result in the player not being able to take the court.
2. Basketball New Zealand reserves the right to make the final decision on issuing a mouthguard exemption.

**These policy areas must be enforced by all Associations, Clubs, teams, and Schools operating under BBNZ's authority. Please contact NCBA if you require any further information.**



### ZERO TOLERANCE POLICY

Associations agree that the development of game officials is essential to aid the continued provision of well organised and well officiated competitions.

Due to many reported and observed instances of abusive behaviour and in order provide a safe environment for all basketball participants, it has become necessary to implement a Zero Tolerance Policy.

**This is to be directed at any inappropriate or abusive behaviour from team personnel or spectators towards referees, officials, floor controllers, scorebench, coaches, or NCBA staff.**

**A team personnel member (Coach, Assistant Coach, Manager or other), or a spectator of a team who:**

- continually questions or challenges referee/official decisions
- abuses referees or officials, or any attending staff or visitor
- or displays inappropriate conduct i.e. facial or hand gestures and /or overt expressions of anger or dismay

**should expect to be disqualified or reprimanded, and be required to leave the courtside or viewing area. The notification can be issued by the Floor Controller, Referee Co-ordinator, NCBA Committee member or any tournament official representing NCBA.**

Any spectator observing instances of the above behaviour should immediately report the incident to tournament personnel, as listed above.

Whether or not technical fouls have been called on team personnel during the game will have NO BEARING on the decision to disqualify team personnel under this policy.

**Warnings may be issued at the discretion of the officiator but are not mandatory and failure to heed the disqualification will result in the disqualified person's team forfeiting the game in question.**

Any appeals against disqualification under this policy should be directed to the NCBA committee in writing within seven days of the offence.



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We gratefully thank our ongoing supporters

