

Local Competition Bylaws, Rules & Regulations

NCBA – Developing pathways for a inclusive, passionate basketball community

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General Provisions

1. FIBA Rules
2. All games are played by FIBA rules, except when otherwise stated in these bylaws.

Uniforms and Equipment

1. Uniforms shall comply with FIBA Rules relating to uniform subject to any local amendments allowed in these rules and regulations.
2. Each Club/School/Team should have a main playing uniform, and an alternative uniform of a contrasting colour to its main uniform, and shall be required to nominate the colours of both uniforms to the Competitions Administrator each season.
3. The following numbers are legal playing numbers: 00, 0 to 99.
4. Where a clash of uniform occurs in any game, the first named team (Team A) on the draw shall wear a light uniform, and the second named team (Team B) will wear a dark uniform. If both teams' coaches agree before their game, in consultation with the Floor Controller if required, they may interchange the colours of their playing tops (e.g. Team A wears dark, and B light). If no resolution is found, the second named team on the scoresheet will need to wear bibs. These are available, upon request, from the Floor Controller.
6. Visible undershirts may not be worn under playing tops. If players feel they should be allowed to wear undershirts, they need to contact the Competition Administrator. If worn, they must be the same dominant colour as the shirt.
7. Compression arm sleeves may be worn, preferably of the same main colour as shorts and singlets – black and white are also acceptable (e.g. If your uniform is dark then a black one may be used and a white one for lighter colour uniforms). Full leg compression stockings are allowed as long as they match the main colour of the uniform or are black or white. Everyone in the team must be wearing the same colour. (see FIBA rule Book Article 4.4.2)
8. Any player who, in the opinion of the Floor Controller, is incorrectly attired cannot play. There will be a two week exemption for illegal uniforms. After that, no player wearing an illegal uniform will be permitted to take the court unless special permission has been granted.
9. Mouthguards are **compulsory** in all grades when players are on court and the game is in play. Players are not permitted to share mouthguards. Mouthguards of any colour may be worn. Players must wear mouthguards properly or can be made to leave the

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court. Please see **North Canterbury Basketball Association Mouthguard Policy in the Local competition Bylaws, Rules & Regulations Handbook.**

10. No objects that could possibly cause injury are permitted, including but not limited to: jewellery, greenstone, casts, braces, hair accessories etc.

Scorebench/Scoresheets

1. Each of the participating teams **must** contribute one responsible ADULT to the score bench for their game.
2. Games cannot commence without the score bench being manned.
3. Spectators should NOT stand in front or beside the score bench.
4. 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.
5. 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.
6. Referees are responsible for checking the scoresheet at the conclusion of the game, and signing it to verify that it is a true and correct record of the game before returning the completed scoresheet to the court controller.
7. Teams that fail to carry out their scheduled duty will incur a \$100 fine.

Player & Team Eligibility

Player Registration:

1. All players are required to be registered online
2. All teams are required to submit a team registration, which includes players' first and last names and contact details. Jersey numbers can be submitted if the team desires.
3. Completed team registrations must be accessible by the Competitions Administrator before the beginning of the competition the team is involved in.
4. Clubs are responsible for ensuring that players are eligible to play for them (i.e. they are in good financial standing)
5. All players must pay any Basketball New Zealand and NCBA Player Development Levies or Registration/Membership Fees when required.

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Player Eligibility:

1. Players must play for their school teams if their school is entering teams in the NCBA FNBB competition
2. Players must reside or attend a school in the North Canterbury region (North of the Waimakariri bridge) to be eligible to play in the NCBA FNBB competition.
3. Players that attend a school in Christchurch may play for a club team, but they must still reside in the North Canterbury region.
4. Individual cases may be considered by written application to the NCBA Competitions Coordinator.
5. 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.
6. All **REGISTERED** players must be listed on the scoresheets prior to the game commencing,
7. 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.
8. A player cannot take the court if they are not on the scoresheet prior to tip-off.
9. A player is considered to have played a game if they are on the scoresheet.
10. Players must play for the correct grade for their age. E.g. Yr 7 must play in the Yr 7½ competition etc. Players are not able to play down for grades below their age group.

Playoff Eligibility

1. 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.

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Teams

1. 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).
2. Schools outside of the region will be given consideration, under certain criteria, to be decided and voted on by the committee, and will be at their discretion, for entry into the FNBB competition.
3. In situations where schools or clubs cannot field a full team, they can combine, by registering under the school/club of choice.
4. Every team must have an adult (over 21 years old) present at the game.

Competition Information

Points System:

1. Primary School Basketball - All Games:
 - a. Win = 3 points
 - b. Draw = 2
 - c. Playing Loss/ Loss by Default/ Notified Defaults = 1
 - d. Forfeits/Defaults = 0
2. NCBA follows the FIBA rules for all competitions including those followed by BBNZ at Tournaments, with specified amendments being included in these Rules, Regulations and By-Laws. The latest FIBA Rules became effective first October 2014.
3. Classification of teams: All Teams Classifications will be used from the FIBA rulings (adopted by BBNZ in late 2003). See the 2014 FIBA rules, Article D Pages 74-78 where teams are tied in round robin or pool play for more information on tie breaking procedures.

Grading

1. NCBA reserves the right to make common sense decisions regarding competitive balance in its competitions.
2. This includes but is not limited to: placing teams into grades as NCBA sees fit, holding grading rounds or grading tournaments prior to the commencement of competition rounds, and re-grading teams at any time based on competition performance.
3. The NCBA reserves the right to promote or relegate any team at any time

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Competition Draw

1. Games must be played at the time and date set down by the NCBA Competitions Coordinator
2. Where Semifinals and Finals are scheduled, teams must be available to play at the time and date set down, and no deferment for whatever reason will be granted. Should a team be unable to play in a scheduled final the next placed team will replace the defaulting team.
3. Requests for special consideration throughout the whole playing season must be included along with the entry form when submitted, so that due consideration may be given to it by the Competitions Manager and/or Committee, without any guarantee that it will be accommodated. Examples may include: School Holidays; School Formals; Educational Trips;. Requests during the season must be 10 days prior to the scheduled date of competition.
4. No games will be rescheduled 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.
5. 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. 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.
6. 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.
7. 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.

Local Basketball Game Rules

Yr 5-6 Junior Primary School Competition

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NCBA FNBB - Yr 5/6 3X3 Rules

- The game is first to 21 points or most points at the end of 10 minutes.
- 2 pts for a shot outside the arc, 1 pt for everything else.
- No overtime.
- Both teams shall warm-up simultaneously prior to the game.
- Paper scissors rock played to determine who starts with the ball.
- **Rolling subs.** Subs can be made at any point during the game.
- Clear the ball outside the arc before trying to score via passing or dribbling.
- If the defensive team steals the ball and it changes possession (the other team gets it), it must return the ball behind the arc.
- Check ball only on a whistle via foul, out-of-bounds, or other violation.
- Check ball happens at the top of the 2pt line.
- Check ball needs to be a soft pass - standing 1m apart. Bad passes are not allowed.
- Tie Ball = Defensive Teams Ball

Shot Clock

- We won't use a shot clock, but the game is meant to be fast so possessions should take no more than 15 seconds or the referee will start counting down.

Fouls

- No personal fouls or team fouls will be kept
- If players are fouled in act of shooting:
- If it goes in = 2 points
- ■ Misses while in act of shooting and they shoot from outside the arc = 2 points automatically count. The other team gets the ball at the top to check it.
- ■ Misses while in act of shooting and they shoot from inside arc = 1 point automatically counts. The other team gets the ball at the top to check it.

Yr 7-8 Senior Primary School Competition

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1. No on court warm up time is guaranteed
2. **Section 1** running 20 minute halves with a running clock + a 24 seconds shot clock, stopping the clock in the last 3 minutes and allowed to still make subs plus time out is still allowed if they have any left.. 3 pointers count in all yr 7/8 sections.
3. One (1) 30 second timeout per team per half.
4. Drawn games are allowed in the regular season.
5. Size 6 Ball to be used
6. Fouls
7. Shooting bonus is after 8 team fouls per half
8. Personal foul limit of 5 fouls from section 4 up, Section 5 down have no foul limit

Primary School Game Timings

1. 2 x 20 minute halves
2. Half time is 2 minutes
3. Between games: 3 minutes
4. Two (2) minutes extra time in the playoffs when games are drawn.
5. Game timings may be changed by NBCA for any given competition/grade at their discretion determined by, but not limited to, amount of entries and court space.
6. It is the Floor Controller's responsibility to keep games to time

The game clock will start regardless of whether a team is ready to take the court, or not. For all running clock games, **No substitutions** allowed in the final three (3) minutes of play in the game, except for injuries or replacing fouled out players (this applies to section two and below)

For all running clock games, **No timeouts** to be awarded in the final three (3) minutes of play in the game.

Half-way Mercy Rule

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.

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.

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This half-way mercy rule only applies AFTER a basket is scored by the leading team. 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-bounce opportunity.

Behaviour

Players, coaches, team officials/administrators will be bound by the NCBA Behaviour and Code of Conduct Policy.

Junior Deference: Man to Man

Junior teams must actively pick up and mark one player prior to entering the 3-point line. The penalty for failing to do this in the game will be against the coach.

1st Offence: Warning by the referee.

2nd Offence: Tech foul on coach (two free throws and possession at half court).

3rd Offence: Forfeit game to opposing team loss of game 0 – 20, no competition points. There will be no zone defence. The New Zealand Junior and Secondary School Basketball Commission have made it compulsory for Junior teams to play man-to-man defence. Penalty for infringement is a technical foul on the coach for first and second offences in a game. Third offence in one game is a forfeit. Zone Defence shall not be played in the defensive quarter when the ball is in that area. The defensive quarter shall be defined as the rectangular area from the centre of the three-point line out to each sideline and down to the baseline. 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, a referee should

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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. Obvious signs of a zone defence are: Stationary players inside the keyhole. Players who remain in an area without responding to the movements of their associated offensive player.

Team Registration and Fees:

All fees must be paid on receipt of an invoice. Teams withdrawing after the entry closing date will still be liable for the entry fee.

Late arrival:

Any team failing to field at least four players on court ready to play within 5 minutes after the appointed start time, shall forfeit the game. Teams will be penalised 2 points per 30 seconds for late arrival, up to 5 minutes, at which the game is forfeited. Schools can apply in writing to the North Canterbury Basketball Association for a review of the late start penalty for a specific game, based on extraordinary circumstances beyond their control.

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