

FBA League & Competitions - 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.

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.

2. Venue

All grades will play at Franklin Pool and Leisure Centre, 29 Franklin Road, Pukekohe, unless indicated on the draw. These other venues are Valley School, Waiuku College, Waiau Pa School, St Joseph's Catholic School, Puni School and Tuakau College.

Food, chewing gum, alcohol and soft drinks are not permitted inside the playing area.
Please wear only non-marking rubber soled shoes in the court area.

Franklin Pool & Leisure 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. Referees

Every effort will be made by Franklin Basketball Assn to provide two referees for each game
(Excluding U10)

4. Game Format & Times

Junior Club League (JCL - 10U)

Clubs to supply coach who volunteers to ref/manage games
4 x 7 min running clock quarters, 1 mins between all quarters.
3x3 format. Teams of min 4, max 6.
No Score or competition points. Round Robin only.
No Free throws - 2pt awarded on a shooting foul.

Junior Club League (12U Div 1, 2 & 3)

4 x 8 min running clock quarters, 1 mins between all quarters.
4x4 format. Teams of min 6, max 8.
Round Robin only with no competition points.
No Free throws - 2pt awarded on a shooting foul.
3 second keyhole rule applies

Junior Club League (14U Div 2 & 3)

4 x 8 min running clock quarters, 1 mins between all quarters.
5v5 format. Teams of min 8, max 10.
No competition points. Round Robin only.
3 second keyhole rule applies

Junior Club League (14U Div 1)

4 x 6 min stop clock quarters with shot clock.

1 mins between all quarters.

Teams of min 8, max 10.

No competition points. Round Robin only.

3 second keyhole rule applies

Senior Club League (SCL - 16U & 18U), Mid Week Hoops (MWH - Men's B, Women's Competitive), Secondary Schools League (FZSSL)

4 x 10 min running clock quarters, 1 mins between all quarters.

Round Robin & Finals if applicable

Teams of min 8, max 12.

Mid Week Hoops (MWH - Men's A)

4 x 8 min stop clock quarters with shot clock, 1 min between all quarters.

Round Robin & Finals if applicable

Teams of min 8, max 12.

Mid Week Hoops (MWH - Women's Social and Open Social)

2 x 15 min running clock halves, 2 mins between halves.

Bonus on the 7th Team Foul.

Round Robin & Finals if applicable

Teams of min 8, max 12.

All Grades

There is no warm-up time allocated for any team (unless time permits)

5. SCL & MWH Finals Format (If Applicable - A Grade only)

Players - Players from a lower grade may play up but B grade teams can only play one player from higher grade at one time.

Players must play 2 regular season games before they qualify to play in the playoffs.

Time outs - Teams are allowed 1 in each of the first 2 1/4's & 2 time outs in the 2nd half. 1 per extra period

O/T (Only in Finals) - Games that result in a draw will play an extra period of 2 mins (stop clock in A grade). If the game remains a draw there shall be a second extra period played the same. If the game still remains a draw, and there is no extra time available then the game will be resolved in a free throw line shootout. The first team to miss after the first free throw is made (while alternating shots per team) LOSES. The team with the directional arrow advantage takes the first shot.

Women's Competitive & Men's A - Last 2 minutes of the last quarter of a Finals game will be a stop clock.

6. Time Outs

All MWH, SCL, FZSSL Grades 2 x 60 Second timeouts in the first half, 2 x 60 second timeouts in the second half.

All JCL Grades 1x 30 second timeout in the first half and 2 x 30 second timeouts in the second half.

For all grades, no timeouts in the last three minutes and no subs in the last two minutes of the last quarter. This is due to running clock and avoiding a delay of game.

7. Defence

All JCL teams and FZSSL Junior 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 Court Coordinator/Referee Coordinator
- 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 passed halfway. 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 or 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

8. Balls

Franklin Basketball Association will provide all match balls.

JCL 10U, 12U & 14U Girls Only - Size 5

JCL 14U, FZSSL Junior Girl, Open Girls, Senior Girls & MWH Women's & Open Grades - Size 6

FZSSL Junior Boys, Senior Boys & MWH Men's A & B Grade - Size 7

9. [BBNZ Mouthguard Policy](#) (adopted in 2021)

- It is compulsory for all players participating in all age grade (under 19's and below) competitions, leagues and tournaments run by BBNZ and its members to wear a protective mouthguard when they are on court and the game is in play.
- The **No Mouthguard, No Play Policy** is to be firmly enforced.
- Players are not permitted to share mouthguards.
- Mouthguards of any colour may be worn.

10. Players Eligibility

Mid Week Hoops (MWH)

- a) **Players can play UP from a grade below but CANNOT play down.**
- b) Players must play two regular season games before they qualify to play in the playoffs

Franklin Zone Secondary Schools League (FZSSL)

- a) **Players can play UP from a grade below but CANNOT play down. Once a player plays up FIVE times. They MUST stay in the grade above.**
- b) Players must play two regular season games before they qualify to play in the playoffs.

Junior & Senior Club League (JCL & SCL)

- a) Players from a lower grade may play up but players from higher grades cannot play down. Players from a lower grade must have only played a maximum of 3 games in a higher grade before being classed to stay in the higher grade.
- b) Players must play 2 regular season games (except players in the lower grade) before they qualify to play in the playoffs. (unless replacement is for injury and a written request is sent to the leagues committee prior to the game day).

11. Uniforms

- a) The first team named in the schedule (Team A) shall wear light-coloured shirts. The second team named in the schedule (Team B) shall wear dark-coloured shirts. However, if the 2 teams agree, they may interchange the colours of the shirts.
- b) All players must have matching singlets and **plain black 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 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. Compression t-shirts (short or long sleeve) are now permitted and **MUST BE BLACK**.
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.
- f) 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. **SCL & MWH - there is a 6 point penalty per player wearing incorrect shorts.**

11.1 SCL & MWH Uniform Standards

Playing singlets are provided by Franklin Basketball which will be handed to the team manager/captains, it is the team manager/captains responsibility to ensure they stay as a set, we will not be giving out extra singlets for fill ins as all the singlets should be together so if someone cannot play you have the singlets for the fill in player.

Any playing singlets not returned will result in a \$100 replacement fee which will be given to the team captain responsible for that team.

11.2 Shorts Requirements

Players must wear plain black shorts, no big logos or coloured stripes etc. For every infraction of the rules there will be **6 game points** added to the other team.

ACCEPTABLE



Franklin Basketball Shorts are available for purchase through SAS:

<https://www.sas.co.nz/product/franklin-basketball-playing-short/>

NOT ACCEPTABLE



12. Scoring

12.1 Scoring will be done using the Glory League iPad app Scorekeeper where available.

Scoresheets will be used when Glory League is not available.

- Scoresheets and Glory League will be pre-populated using data from the online registration database GameDay. Player numbers **must be** entered through GameDay two days prior to the competition.
- 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
- A team that does not have 4 or more players on the court after 5 minutes has elapsed since the start of the round, the game will be a forfeit and the opposing team shall be awarded a 20 – 0 win. The forfeiting team shall receive no competition points. 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 or in Glory League's app Scorekeeper. This will assist in follow-up action by Franklin Basketball if necessary.

12.2 **MWH** - If a player's name is not on Glory Leagues App, Scorekeeper, 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.

13. Score bench Duties

13.1 Each team must provide two score-person other than a player or coach, for his or her Own game. **MWH** - When it is your duty for scorebench, you must supply minimum 2 people per court for your duty.

13.2 Scorers are to use iPads provided.

- 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 - (Blowout Management may apply and reset the score after each quarter)
- 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 score bench competently, please inform the Court Coordinator prior to the game so that they can assist you. Please also refresh yourself with the Scorebench Procedures.

14. Forfeits

- a) Any team not able to play a scheduled game must notify both their club and the Competitions Manager by phone 0225491440 or email: amanda@fbb.nz at least 48 hours in advance. They will let the other team know.
- b) Only in emergency circumstances are matches to be postponed and these must be approved by the Competitions Manager. 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 forfeit the match. The team wanting the postponement shall arrange a fixture (such as the opposition's gym) and referees.
- c) **FZSSL:** If a coach, manager or teacher 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 Court Coordinator. If Court Coordinator is unable to resolve the issue on the night, they will advise the individual disputing to email the Competition Manager at corey@fbb.nz for the further steps. If it is a major issue, Franklin Basketball Leagues 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 when applicable (Not in 9U & 11U JCL).

Unsportsmanlike:

An unsportsmanlike foul is a player contact which, in the judgement of a referee is:

- Contact with an opponent and not legitimately attempting to directly play the ball within the spirit and intent of the rules.
- Excessive, hard contact caused by a player in an effort to play the ball or an opponent.
- An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player begins his act of shooting.
- An illegal contact caused by the player from behind or laterally on an opponent, who is progressing towards the opponent's basket and there are no other players between the progressing player, the ball and the basket. This applies until the offensive player begins his act of shooting.
- Contact by the defensive player on an opponent on the playing court when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, when the ball is out-of-bounds for a throw-in and still in the hands of the referee or at the disposal of the player taking the throw-in.

Disqualifying:

Any flagrant 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 Franklin Basketball Leagues Committee.

18. Tied Games

No games will result in a draw in the finals if applicable. 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) 2 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, the 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
 - i) If a three- team tie remains, the points for divided by points against between those three teams will determine the winner.
 - ii) 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 FBA and following consultation with the Leagues Committee. The discipline of coaches, managers, and individual players will be the responsibility of the Franklin Basketball Leagues Committee. In the event that any team is expelled, no refund of fees will be made.