



MORTGAGE ME SOCIAL BASKETBALL

MATCH RULES

As of January 2026



1. REGISTRATIONS

- 1.1. All teams must register via GameDay prior to the competition commencing.
- 1.2. Team fees must be paid in full upon registration or by the outlined cut-off date set by the Basketball Otago office. The Competitions Manager or Competitions Administrator may remove any team that fails to pay on time or has any outstanding fees.
- 1.3. **Mixed Grade Rule:** Teams must always have 2 female players on court at all times.
- 1.4. Dispensation for children 15 years and younger will be counted as a female player and must get approval from the Competitions Manager or Competitions Administrator prior to the competition commencing.
- 1.5. Basketball Otago has the rights to refuse team entries or move teams around due to the number of team registration. Basketball Otago will inform all parties of this.

2. PLAYING UNIFORMS

- 2.1. Teams must wear a unified colour for all games. Bibs can be provided to avoid clashes.

3. CONTROL AND RULES

- 3.1. All games shall be played under the control of Basketball Otago and played under FIBA rules with local amendments as mentioned hereafter.
- 3.2. Basketball Otago Competitions Policy and other documents can apply to this competition unless stated otherwise in these match rules.
- 3.3. All of Basketball Otago's competitions are drug and alcohol free. Any alcohol consumption is strictly prohibited. Failure to comply may result in disciplinary actions.
- 3.4. The Edgar Centre has the rights to decline entry to anyone deemed intoxicated. Basketball Otago supports and enforces these entry rules.
- 3.5. Substitutions must be made by tagging hands to avoid having six players on the court.
- 3.6. Referees' decisions are final. Disputing calls is not permitted.
- 3.7. Complaints must be made on the night of competition and in writing to the Competitions Manager and/or Competitions Administrator.
- 3.8. Once the final score has been submitted, there will be no further protest.
- 3.9. Players must not wear any jewellery during games.
- 3.10. Players must not wear equipment or accessories that may cause injury (e.g., caps, hard objects).

4. PLAYER REGISTRATIONS, SCORESHEETS, AND GLORY LEAGUE

- 4.1. Players can register through their teams unique Game Day team code to gain access to their Glory League games.
- 4.2. All players must be on the team list at the start of the season. Additions must be approved before they play.
- 4.3. Players may play for multiple teams if approved by the Competitions Manager. Time clashes may still occur.
- 4.4. All players under the age of 18, must wear a mouthguard as per the Basketball New Zealand policy.

5. FOULS AND PENALTIES

- 5.1. Any player receiving a **Technical Foul** will receive the following penalties:
- 2-minute stand-down,
 - 1 point awarded to the opposition,
 - Possession to the opposition.
- 5.2. Foul or abusive language directed at referees or other players results in a technical foul (2-minute stand-down).
- 5.3. Depending on the severity of the situation, additional consequences may be issued out as per Basketball Otago's Competition Policy and Disciplinary and Judicial Policy.
- 5.4. All defensive fouls award 1 point to the opposition.
- 5.5. Offensive fouls result in a **change of possession** only.
- 5.6. Any player receiving an **Unsportsmanlike Foul** will receive the following penalties:
- 2-minute stand-down,
 - 2 points awarded to the opposition,
 - Possession to the opposition.
- 5.7. Rough, dangerous, or aggressive play may result in immediate removal from the game.
- 5.7..1. Players must make every effort to avoid unsafe play. Removed players may be required to attend a disciplinary meeting.

6. COMPETITION RESULTS

- 6.1. For all games:
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|---------|-------------------------|
| Win | 3 points |
| Draw | 2 points |
| Loss | 1 point |
| Default | 1 point |
| Forfeit | 0 points (\$50.00 fine) |
- 6.2. In the event of teams being tied, the tie shall be broken by applying the following criteria:
- By comparing the Win/Lose results of the Competition games played between the teams in the tie. If this fails to break the tie, then:
 - By comparing the point's differential in the Competition games played between the teams in the tie. If this fails to break the tie, then:
 - By comparing the higher number of game points scored in the games between the teams in the tie. If this fails to break the tie, then:
 - By comparing the points differential between the team over the entire competition. If this fails to break the tie, then:
 - By comparing the high number of game points scored over the entire competition. If this fails to break the tie, then:
 - By coin toss or other similar methods.

7. DEFAULTS AND FORFEITS

- 7.1. If teams are unable to field a team, they must notify the Competitions Manager or administrator, at least 12:00pm the day of competition.
- 7.2. If teams are unable to field a team and fail to notify the Competitions Manager or Administrator by the time stated by Basketball Otago or within 10-minutes of the game starting, will be considered as a forfeit and may result in a \$50.00 fine.
- 7.3. The score of the match will be recorded at 20-0.
- 7.4. Frequent defaults/forfeits throughout the term may result in the team being withdrawn from the competition at the discretion of the Competitions Manager or Administrator.

8. GAME TIMES

- 8.1. Games are 2x 25-minutes, running clock games.
- 8.2. Half time shall be no less than three (3) minutes.
- 8.3. Games will start on time, whether teams are ready or not.
- 8.4. There will be no overtime if games are tied.
- 8.5. Teams may take one 30-second timeout per half, but not during the final 5 minutes of either half.

9. AMENDED RULES – GENERAL

- 9.1. Dunking is permitted, however, hanging on the rim will result in a technical foul (penalties applied)

10. AMENDED RULES – 8-FOOT HOOP GRADE

- 10.1. Players are prohibited from the following actions:
 - Grabbing, pulling, shaking, or make intentional contact with the rim, backboard, or supports.
 - When attempting to block a shot, players must not touch or use the rim or net for leverage.
- 10.2. Dunking is allowed for this grade; however, the following actions are prohibited:
 - Excessive hanging, swinging, or pulling down on the rim.
- 10.3. Failure to comply with these rules, may result in the referee issuing out a Technical or Unsportsmanlike Foul (penalties will apply).
- 10.4. Any damage that occurs, beyond wear and tear, the player/team will be responsible and liable for repair costs.

This is a social league. Be competitive but play fair and have fun.

