



BASKETBALL OTAGO

SECONDARY SCHOOL BASKETBALL MATCH RULES

1. CONTROL AND RULES

- 1.1 All games shall be played under the control of Basketball Otago and played under FIBA rules with local amendments as mentioned hereafter.
- 1.2 Basketball Otago Competitions Policy will apply to this competition unless stated otherwise in these match rules.

2. COMPETITIONS ADMINISTRATOR AND COMMITTEE

- 2.1 A Leagues & Event Manager shall be appointed to arrange and conduct Secondary School competition games.
- 2.2 A Venue Controller to enforce local rules may be appointed to assist the Leagues & Events Manager.
- 2.3 Basketball Otago may appoint a Competitions Committee to assist with the delivery of the competition.

3. PLAYING UNIFORMS

- 3.1 Uniforms shall comply with FIBA Rules relating to uniform subject to any local amendments allowed in these match rules.
- 3.2 Each team shall have a main 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 Leagues & Events Manager upon registration.
- 3.3 Where a clash of uniform occurs in any game, the first named team on the draw shall wear their light-coloured uniform.
- 3.4 Compressions shirts and leggings can be worn, as long as they are tight-fitting compression garments. Any compression garments worn by members of a team must all be the same solid colour.
- 3.5 Any player who, in the opinion of the Referees, is incorrectly attired cannot play.
- 3.6 Mouthguards are compulsory for all players in Secondary School Basketball. Please refer to Basketball Otago's mouthguard policy for more information.

4 COMPETITION DRAW

- 4.1 Games must be played at the time and date set down by the Leagues & Events Manager.
- 4.2 Where vital equipment such as hoops, back boards, courts are not in a condition to play or deemed unsafe and a replacement court is unavailable, the game facing the equipment issue will be deferred, organised by Basketball Otago.
- 4.3 Where Finals (of any description) 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.
- 4.4 Teams must state valid request upon registrations. Requests after registrations will be considered however cannot be guaranteed.
- 4.5 Deferred games may be allowed upon application to the Leagues & Events Manager provided fourteen (14) Days' notice is given. Deferred games must be organised by the team requesting the deferral and played within fourteen (14) days of the original game set date, or a timeframe acceptable to the

Basketball Otago Leagues & Events Manager. The cost of the deferred game (court and referees) will be met by the team requesting the deferral.

- 4.6 The date and location of the deferred game must be agreed by both teams and provided to the Leagues & Events Manager prior to the date of the original game. If either team cannot play the deferred game as agreed the team requesting the deferral will Forfeit the game.
- 4.7 If a deferred game is agreed and granted but it is part of a finalised draw, then the deferring team must cover any duties assigned to either team on the original date of the game.
- 4.8 A team shall lose the game by Forfeit if five (5) minutes for Junior or ten (10) minutes for Senior games after the starting time; the team is not present or is not able to field five (5) players. The referee will start the game clock at the scheduled start time, but the game cannot be started until both teams have 5 players on the score sheet, the score sheet signed and 5 players on court ready to play.

5. SCORE BENCH AND REFEREEING DUTIES – DEFAULTS AND FORFEITS

- 5.1 A default will occur where the team defaulting team notifies the Leagues & Events Manager in writing (includes e-mail) twelve hours (12) hours prior to the scheduled game starting time that they are unable to play as per the Basketball Otago Competitions Policy.
- 5.2 A forfeit will occur where a team fails to notify the Leagues & Events Manager and is unable to field a team to begin a game or fails to inform the Leagues & Events Manager with less than twelve (12) hours' notice. Teams that forfeit any game will incur a deduction of two (-2) competition points and if notified with less than 3 hours or a no show, minus 2 (-2) points and a \$200.00 forfeit fine, as per the Basketball Otago Competitions Policy.
- 5.3 Duties involved with any defaults/forfeits of any kind will be covered by the team defaulting or another team from their school, it is the defaulting/forfeiting team's responsibility to organise this.
- 5.4 Once the Basketball Otago Office has received notification of a default/forfeit, this will be final, and penalties and actions will be taken from this point onward.
- 5.5 Score bench and refereeing duties will be allocated to each team. Full details will be included in the draw updated weekly.
- 5.6 Score bench personnel must not be using cell phones during game play.
- 5.7 If the bench is not a senior team, an adult or coach should be accompanying the bench.
- 5.8 Score bench personnel must remain neutral at all times.
- 5.9 Teams must be prepared and supply the following to cover Score bench –
 - 3 persons for score bench duty (score keeper, timekeeper and 24 second operator).
 - Teams must prepare to supply 2 capable referees for every game they are responsible for duty. Teams will be given at least 24 hours' notice prior to the competition starting.
 - Teams that fail to carry out their scheduled duty will incur a fine of \$150.00.
- 5.10 Regularly failing to carry out their scheduled duty may result in the loss of competition points. Any fines incurred must be paid prior to the team playing their next scheduled game. Teams will be emailed notification of all fines and invoiced within two business days. If not paid, the Basketball Otago Leagues & Events Manager reserves the right to disqualify the team/s from any/all games.
- 5.11 If a team has three (3) or more duty/game defaults/forfeits per season they may be withdrawn from the competition at the Competition Committee's discretion.
- 5.12 Any game that starts and is abandoned due to circumstances outside of the teams' control (weather etc.,) will be recorded and no result and rescheduled with only players on the score sheet able to play. This is

unless the game is in the second half and the result is out of doubt (+30 points diff). Only the Leagues & Events Manager and Venue Controller can make the call to abandon a game, this will only be considered if player safety is in risk.

6. REGISTRATION

- 6.1 Each team is required to complete a registration form detailing the full name, date of birth, gender, and nationality of each player, and forward it to the Leagues & Events Manager by the date set by them, failure to so could incur forfeiting games. After this date players can only be added to the score sheet via the process described in 6.4, otherwise the team will forfeit that game unless an acceptable reason is provided.
- 6.2 All teams must name a minimum of 8 players
- 6.3 All players must play for the school they are enrolled and attend.
- 6.4 A Player may be registered during the playing season provided:
 - a) The team registration form is updated and sent before the game.
 - b) The Leagues & Events Manager is advised prior to the game.
 - c) The new registration is highlighted on the score sheet.
- 6.5 No players can play down grades in this competition, for any reason. Any player caught playing in a lower grade will automatically forfeit the game.
- 6.6 All Year 9 and 10 players who are NAMED in a junior team are free to play up in ANY senior grade for ONE team without penalty, the Leagues & Events Manager should be notified of this.
- 6.7 No player may not play for more than two teams per round; this applies to all grades.
- 6.8 No player can play for more than one team in the same grade, whether this is once or regularly anyone doing so will Forfeit the game of the team they are not registered.
- 6.9 All players can only play for ONE team during playoffs within their age group competition (Junior and Senior), this excludes any junior that had been playing up in the Senior Competition.
- 6.10 Any player repeating Year 13 should apply to the Leagues & Events Manager for dispensation, after consultation with the Competitions Committee a dispensation may be granted as per NZSS rules.
- 6.11 Year eight (8) students from those members schools who provide such levels, may be eligible to play in the Secondary School competition, by applying for a dispensation to the Leagues & Events Manager to be considered". Consideration will take into account, lack of numbers, specialised condition, the application must be signed off by the school principal and the child's parents/caregivers.
- 6.12 Students who are homeschooled may participate in the Basketball Otago Secondary School Competition based on the following actions and criteria are met:
 - 6.12.1 They must affiliate with a school that they is current participating in the competition and not a part of the schools 'A' team.
 - 6.12.2 Dispensation application must be completed and sent to the Leagues & Events Manager no later than one (1) week before competition commences, to be considered.

6.12.3 School and/or Student must provide evidence of relevant educational activities been undertaken.

6.12.4 Signed off by the school principal and parents.

6.13 There are to be no boys playing in girls' grades or girls playing in boys' grades for any reason, this will result in a Forfeit for the team that has broken this rule.

6.14 Players are only to be entered on the score sheet when they are available to play in a particular game. The recording of players not available to play may result in Forfeit.

6.15 *This rule applies only to Prem and A Grade games.* To be eligible to play in any playoff game, a player must have participated in a minimum of three (3) regular-season games for the team they are representing. Failure to comply with this rule will result in the team forfeiting the game, and the applicable forfeit fine will be imposed in accordance with the Competitions Policy. Dispensation may be applied for to Basketball Otago under exceptional circumstances.

7. COMPETITION RESULTS

7.1	For Secondary School Games:	Win	3 Points
		Loss	1 Point
		Draw	2 Points (Only in running clock games)
		Default	1 Point
		Forfeit	-2 Points (Plus a fine of \$200.00)
		Bye	0 Points

7.2 A default is classified by any game that is not played, and/or adequate warning (12 hours or more) has been given to the Leagues & Events Manager and appropriate duties have been covered.

7.3 A forfeit is classified as a game that has not been played and/or inadequate warning (less than 12 hours) has been given to the Leagues & Events Manager and/or appropriate duties have not been covered. Refer to 5.2.

7.4 Forfeits that occur where a game is not played will result in 7.3, if due to a breach in the rules a forfeit occurs, then there will be no fine penalty, just the loss of match points.

7.5 In the event of teams being tied at the end of Competition Round with the same number of competition points, the tie shall be broken by applying the following criteria:

7.5.1 By comparing the Win/Loss results of the Competition games played between the teams in the tie. If this fails to break the tie then;

7.5.2 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;

7.5.3 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;

7.5.4 By comparing the point's differential between the team over the entire competition. If this fails to break the tie then;

7.5.5 By comparing the Higher number of game points scored over the entire competition. If this fails to break the tie then;

7.5.6 By coin toss or other similar method.

8. PROTESTS

8.1 The score sheet is to be signed under “Protest” by the protesting side’s captain within twenty (20) minutes of the end of the game. A brief reason for the protest should be recorded on the back of the score sheet. In the event of no paper scoresheet, a verbal protest must be made to the Leagues & Events Manager or Venue Controller within twenty (20) minutes.

8.2 A formal protest, setting out full reasons must be made in writing and received by the Leagues & Events Manager within seventy – two (72) hours of the competition of the game protested.

8.3 A team may only file a protest if its interests have been adversely affected by;

- a) An error in scorekeeping, timekeeping or shot clock operations, which was not corrected by the referees (this does not apply if this does not get brought to their attention during the game)
- b) A decision to forfeit, cancel, postpone, not resume or not play the game.
- c) A violation of the applicable eligibility rules.

8.4 No protest will be considered unless the above procedure is followed.

9. ENTRIES

9.1 No entry will be accepted unless all invoices have been cleared and/or written documentation as required by the Leagues & Events Manager

9.2 The Leagues & Event Manager reserves the right to adjust the size and strength of any grade to suit the entries received.

9.3 The Leagues & Events Manager reserves the right to accept or refuse any entry based on deadlines.

9.4 Teams/schools who decline their allocated seed, Basketball Otago has the rights to appoint the next school/team without consultation.

9.5 No entries will be accepted from any school participating in basketball competitions that are not affiliated with Basketball Otago and are scheduled concurrently with the dates of our competition.

10. PROMOTION/RELEGATION

10.1 The Leagues & Events Manager reserves the right to promote or relegate any team at any time.

10.2 For A Grade, A Reserve, and A Reserve 2 grades, the highest placed team in the lower grade may challenge the lowest placed team in the next highest grade in a promotion/relegation match at the conclusion of the first round.

10.3 If a challenge is wanting to be set, notification must be sent to the Leagues & Events Manager within 12 hours of the first round being completed.

10.4 Basketball Otago will set the date and supply the resources for the promotion-relegation.

10.5 Players must have played a minimum of TWO games for that team to be eligible to compete in any promotion-relegation round.

10.6 No deferrals will be granted.

11. SCORE SHEETS

- 11.1 Team details showing players Initials and Surname, the Coaches and Assistant Coaches and captains names must be clearly filled in on the score sheet at least five (5) minutes prior to the start of the game.
- 11.2 The starting five and Captain must be highlighted.
- 11.3 Team Captains/Coaches/Assistant Coaches/Managers shall be responsible for the filling in of the team details on the score sheet.

12. PENALTIES, DISQUALIFICATIONS, CONDUCTS, SANCTIONS

- 12.1 If, in the opinion of a referee, a player, coach, assistant coach, team follower or official breaches FIBA's Rules and is disqualified from a game that player, coach, assistant coach, team follower or official must immediately leave the court and take no further part in the game. The referee's decision is final.
- 12.2 If, in the opinion of the referee, the reason for disqualification has been satisfactorily punished by the ejection from the game no further action will be taken.
- 12.3 All technical fouls and disqualifications will be registered with the Leagues & Events Manager for record, regardless of whether further action will be taken.
- 12.4 If, in the opinion of the referee, the reason for disqualification warrants additional punishment he/she will file a report with the Basketball Otago Leagues & Events Manager which will get referred to the Basketball Otago Judicial Committee as per the Basketball Otago Judicial Policy. The player, coach, assistant coach, team follower or official will be stood down effective immediately from all Basketball Otago affiliated competitions and events until this is resolved.
- 12.5 The Basketball Otago Judicial Committee is formed as per the Basketball Otago Judicial Policy.
- 12.6 If a Basketball Otago Judicial Committee can refer the issue to the Basketball Otago Disciplinary Committee. Where a hearing is required the player, coach, assistant coach, team follower or official will be notified in writing of proceeding action against him/her and has the right to have a support person attend the hearing with them as per the Basketball Otago Judicial Policy.
- 12.7 The Basketball Otago Judicial Committee and Disciplinary Panel has the power to expel, suspend, fine, or discipline any team, player, coach, assistant coach, team follower or official as deemed appropriate and will take guidance from the published Basketball New Zealand suggested penalties.
- 12.8 On completion of the hearing the Basketball Otago General Manager will write to the player, coach, assistant coach, team follower or official informing them of the decision of the Basketball Otago Judicial Committee and Disciplinary Panel
- 12.9 The player, coach, assistant coach, team follower or official has the right of appeal to Basketball New Zealand if they do not accept the Basketball Otago Judicial Committee and Disciplinary Panel
- 12.10 Basketball Otago has a **Zero Tolerance Policy** towards referee abuse with disciplinary action to support any such occurrence from player, coach, manager, supporter.
- 12.11 A player or coach (on-court or bench) that receives two (2) technical fouls in a day will receive an automatic one-week stand down from all Basketball Otago affiliated competitions and hosted events

effective immediately. If in the opinion of the referee additional action is warranted rule 12.4 will also apply.

12.12 If a player or coach receives four (4) technical fouls in one season for any bad behaviour, will receive an automatic one-week stand-down period.

12.13 Multiple offences will require disciplinary hearings with further penalties.

13. GAME TIMES

13.1 Senior A Grade and A Reserve Grades – 4x 10-minute stop clock quarters shall be played under FIBA rules except for:

- a) The warm-up period shall be no less than five (5) minutes.
- b) Half time shall be no less than three (3) minutes or exceed five (5) minutes.
- c) Overtime – If the score is tied at the end of playing time the game shall be continued with an extra period of 5 minutes or with as many such periods of five minutes are necessary to break the tie.

13.2 Junior A Grade and A Reserve Grades – 4 x 8minute stop clock quarters shall be played under FIBA rules except for:

- a) The warm-up period shall be no less than three (3) minutes.
- b) Half time shall be no less than two (2) minutes or exceed five (5) minutes.
- c) Overtime – If the score is tied at the end of playing time the game shall be continued with an extra period of 5 minutes or with as many such periods of five minutes are necessary to break the tie.

13.3 All other grades games (B – D Grade) – 2x 20-minute halves shall be played under FIBA rules except for:

- a) The warm-up period shall be no less than two (2) minutes.
- b) Half time shall be no less than two (2) minutes

13.4 Warm up and half time periods will be at the discretion of the Leagues & Events Manager or Venue Controller.

14. SECONDARY SCHOOL SOCIAL BASKETBALL

14.1 Whilst the match rules above applies, the following match rules are specified for the following Secondary School Social Competition.

a) Secondary School B Grade and Social C and D Grade

- **Substitution**

- Players who would like to request a substitution must inform the referee. Subs are to be made on a whistle and must be beckoned in by the referee. There is to be no rolling subs.

- **Player Registration**

- Minimum of 7 players must be named in the team.

- **Fouls**

- There will be no free-throws in Social Basketball at any given time.
- Players in the act of shooting will receive one (1) point and possession where the foul occurred on the side.
- Players getting fouled **NOT** in the act of shooting will receive the ball back and inbound where the foul occurred on the side.
- Team fouls before bonus – 7 fouls. On the 8th team foul, bonus point for every foul and possession.

- **Time-outs**
 - Each team is entitled to 1x 30-second time-out per half. In the second half, the time out must be taken with more than 2-minutes left on the clock.
 - The clock will continue to run and will not stop for time-outs.
- **Shot Clock**
 - There will be no shot-clock, however, if there are game delays, then the referee will count down from 10-seconds.
- **Protests**
 - There will be no protests under any circumstances.