



SECONDARY SCHOOL 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.

2. COMPETITIONS ADMINISTRATOR AND COMMITTEE

- 2.1 A Competitions Administrator shall be appointed to arrange and conduct Secondary School competition games. A Floor Controller to enforce local rules may be appointed to assist the Competition Administrator.
- 2.2 Basketball Otago may appoint a Competitions Committee to assist with the delivery of the competition.

3. CLUB 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 Competitions Administrator each season.
- 3.3 Where a clash of uniform occurs in any game, the first named team on the draw shall wear their alternative uniform.
- 3.4 FIBA allows all numbers to be used, from 0-99 including 00.
- 3.5 Undershirts may not be worn under playing shirts unless the player has written medical permission. If worn, they must be the same dominant colour as the shirt.
- 3.6 Players of the same team may wear different colour or a combination colour of shoes.
- 3.7 Any player who, in the opinion of the Referees, is incorrectly attired cannot play.
- 3.8 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 Competitions Administrator after consultation with the Competitions Committee.
- 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 Competitions Administrator 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 Competition Committee. 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 Competitions Administrator 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 finalized draw, then the deferring team must cover any duties assigned to either team on the original date of the game.
- 4.8 A season draw will be available for all grades, this will be completed after grading and available on the GameDay Website. The season draw will be updated weekly with times and duty roster, any draw information in advance of this weekly update is subject to change.
- 4.9 A team shall lose the game by Forfeit if five (5) minutes 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 Defaults. A default will occur where the team defaulting team notifies the Competitions Administrator in writing (includes e-mail) twenty-four hours (24) hours prior to the scheduled game starting time that they are unable to play.
- 5.2 Forfeit. A forfeit will occur where a team fails to notify the Competitions Administrator and is unable to field a team to begin a game. Teams that forfeit any game will incur a fine of \$50.
- 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 organize 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 There is to be no eating or drinking on the score bench, the score bench should not be using cell phones, and if the bench is not a senior team an adult or coach should be accompanying the bench.
- 5.7 All teams involved with Senior A and Junior A bench duties will be required to attend a bench duty seminar. All other grades will have one person from each team working on the bench.
- 5.8 When on Senior and Junior A grade duty, teams are to supply at least the following personnel:
 - 3 persons for score bench duty (score keeper, timekeeper and 24 second operator).
 - Teams must also be prepared to supply 2 capable referees for every game they are responsible for duty.
 - Teams that fail to carry out their scheduled duty will incur a fine of \$50 plus they may forfeit of their game played.
- 5.9 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 the next two working days. If not paid, the Basketball Otago Competitions Administrator reserves the right to disqualify the team/s from any/all games.
- 5.10 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.

- 5.11 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 Competitions Administrator 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 Competition Administrator by the date set by them, failure to do 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, all of which cannot play down grades.
- 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:
- The team registration form is updated and sent before the game.
 - The Competitions Administrator or Floor Controller is advised prior to the game.
 - 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 squad are free to play up in ANY senior grade as much as they like without penalty, the Competitions Administrator should be notified of this. Also, time clashes will not strictly be avoided.
- 6.7 No player should play for more than two teams per night, this includes all juniors playing up.
- 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, this excludes any junior that had been playing up grades.
- 6.10 Any player repeating Year 13 should apply to the Competitions Administrator for dispensation, after consultation with the Competitions Committee a dispensation may be granted as per NZSS rules.
- 6.11 Year eight students are able to play in the Secondary Schools Competition, provided they play for the same school in which they are enrolled and attend. They must apply for special dispensation, to the Competitions Administrator, in writing two weeks prior to the first scheduled game of the season. No late entries will be considered. All applications will be reviewed and acknowledged by the BBO Competitions Administrator. These players must only be entered under the proviso they do not play at the expense of a player in Year 9 or 10, they must only supplement team numbers.
- 6.12 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.

6.13 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.

7. POINTS

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| 7.1 | For Secondary School Games: | Win | 3 Points |
| | | Loss | 1 Point |
| | | Draw | 2 Points (Only in running clock games) |
| | | Default | 1 Point |
| | | Forfeit | 0 Points (Plus a fine of \$50.00) |
| 7.2 | A default is classified by any game that is not played, and adequate warning (24 hours minimum) has been given to the Competitions Administrator and appropriate duties have been covered. | Bye | 0 Points |
- 7.3 A forfeit is classed as a game that has not been played and inadequate warning (within 24 hours) has been given to the Competitions Administrator 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 If the score is tied at the end of playing time in any STOP CLOCK GAME or play-off game, the game shall be continued with an extra period of 5 minutes or with as many such periods of five minutes as are necessary to break the tie.
- 7.6 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:
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;
 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;
 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;
 4. By comparing the point's differential between the team over the entire competition. If this fails to break the tie then;
 5. By comparing the Higher number of game points scored over the entire competition. If this fails to break the tie then;
 6. By coin toss or other similar method.
- 7.7 Winners of grades are not limited to Dunedin Schools.

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

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

9. ENTRIES

9.1 No entry will be accepted unless it is accompanied by the relative entry fee and/or written documentation as required by the Competition Administrator for that competition.

9.2 Any High School from the Otago region can enter the Basketball Otago Secondary Schools competition. Dunedin teams will get preference in grades where capacity issues arise.

9.3 The Competition Administrator reserves the right to adjust the size and strength of any grade to suit the entries received.

9.4 The Competition Administrator reserves the right to accept or refuse any entry based on deadlines and rule 9.2.

9.5 No entry will be accepted from a school participating in a non-affiliated basketball competition.

10. PROMOTION/RELEGATION

10.1 The Competition Administrator reserves the right to promote or relegate any team at any time.

10.2 If a request to re-grade has been accepted then any additional cost of entering in the grade will be met by the team who requested the re-grading, regardless of who else is affected.

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, REPORT CARDS

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 Competitions Administrator 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 Competition Administrator. The player, coach, assistant coach, team follower or official will receive a week (2) stand down period starting immediately.

12.5 On review of the report and taking into account the recommendation of the referee the Basketball Otago Competition Administrator may refer the matter to the Basketball Otago Disputes Committee for a hearing on whether the player, coach, assistant coach, team follower or official should face additional punishment.

- 12.6 The Basketball Otago Disputes Committee shall comprise of an appointed Board Member, a representative of the Referees Association and either the Basketball Otago General Manager or Competitions Administrator.
- 12.7 If a Basketball Otago Disputes Committee 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.
- 12.8 The Basketball Otago Disputes Committee 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.
- 12.9 On completion of the hearing the Basketball Otago Competitions Administrator will write to the player, coach, assistant coach, team follower or official informing them of the decision of the Basketball Otago Disputes Committee.
- 12.10 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 Disputes Committees decision.
- 12.11 Basketball Otago has a **Zero Tolerance Policy** towards referee abuse with disciplinary action to support any such occurrence from player, coach, manager, supporter.
- A player or coach receiving two (2) technical fouls (whether this was on court or on the team bench) in a day will receive a one week stand down effective immediately from the competition. The one week stand down period will end at midnight of the seventh day following the date the stand down started.
 - i.e., Received my second technical foul during my 2:30pm game on Saturday 20th August 2022. I cannot partake in any other games until my stand down period ends on Sunday 28th August 2022.
 - A player or coach receiving four (4) technical fouls from any bad behaviour in a season will result in one week stand down period from this competition.
 - Multiple offences could require disciplinary hearings with further penalties decided by the committee.
- 12.12 Any player or coach receiving an aggregate of four technical fouls in a season will be suspended from participating in that teams next scheduled game following the receipt of the fourth technical foul. If in the opinion of the referee additional action is warranted rule 12.4 will also apply.
- 12.13 The classification of an illegal use of elbows will be decided by whoever closes the gap between both players. In any case, any non-basketball action or use of undue force, especially outside of their cylinder will be charged with a USF regardless of where the contact occurs. If deemed serious enough, i.e. head contact/ aggressive undue force, the USF can be upgraded to a Disqualifying foul. Any use of elbows that does not connect but is classified as a non-basketball action or use of undue force will be issued with a tech foul.

13. GAME TIMES

- 13.1 Senior Premier and A Grade – 4x 10-minute 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.
- 13.2 Junior Premier and A Grade – 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.
- 13.3 All other grades games (B – D Grade) – 2x 25-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
 - c) No time outs or part thereof will be granted in the last three (3) minutes of a game even though that time out may have been requested prior to the commencement of the said period.
 - d) When a player in the act of shooting, the basket goes in, they will receive 1 point and the other team will get possession. If the basket does not count, 1 point and the ball back. Not in the act of shooting, inbound ball.
- 13.4 It is the Competition Administrator, Venue Controllers and/or Gym Controllers responsibility to keep games to time.