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# 2019 Game Regulations

## **FIBA Rules Apply with the following HoopNation Amendments:**

### **1.0. Zero Tolerance of abusive language or threatening behaviour**

- 1.1. The safety of all is our paramount principle.
  - 1.1.0. Behaviour that is deemed to be abusive or threatening to anyone is totally unacceptable. In particular this includes players, coaches, managers and their supporters towards other teams, officials, bench crews and staff.
- 1.2. Failure to comply to this principle may result in ejection from the venue, issuance of trespass notification from the venue by venue management, and where warranted notification to NZ Police.

### **2.0. Uniforms**

- 2.1. Team A plays light strip, occupies left-hand side.
- 2.2. Team B plays dark strip, occupies right-hand side.
- 2.3. Teams must wear full one-colour kit.
- 2.4. Mouthguards are compulsory for all youth divisions:
  - 2.4.0. Players without mouth guards cannot take the court.
  - 2.4.1. Mouthguards must be worn properly as designed.
- 2.5. Skins can be worn of any colour.
- 2.6. Shooting sleeves can be worn of any colour or design.
- 2.7. No tee shirts to be worn under playing jerseys.
  - 2.7.0. Exception: if due to a medical or health condition such as severe acne.

### **3.0. Clock**

- 3.1. Four (4) x 10 minute quarters.
- 3.2. One (1) minute quarter period breaks.
- 3.3. Two (2) minute half break.
- 3.4. 24 sec clock and 14 sec resets apply.
- 3.5. Running clock.
- 3.6. Stop the clock last three minutes of the 4th quarter only.

### **4.0. Timeouts**

- 4.1. One (1) per quarter (non-cumulative).
- 4.2. 30 secs duration only.

- 4.3. Clock does not stop during regular play.
- 4.4. During 4th quarter stop-clock period, clock stops during time outs.

## **5.0. Extra Periods Of Play**

- 5.1. During Regular Pool Play:
  - 5.1.0. One (1) minute restart.
  - 5.1.1. Two (2) minutes stop the clock.
  - 5.1.2. Jump ball possession.
  - 5.1.3. No time outs.
  - 5.1.4. Double Overtime:
    - 5.1.4.0. One (1) minute restart.
    - 5.1.4.1. Jump ball possession.
    - 5.1.4.2. Golden Point.
    - 5.1.4.3. No timeouts.
- 5.2. During Semis And Finals:
  - 5.2.0. One (1) minute restart.
  - 5.2.1. Two (2) minute stop the clock.
  - 5.2.2. Jump ball possession.
  - 5.2.3. No time outs.
  - 5.2.4. Double Overtime:
    - 5.2.4.0. One (1) minute restart.
    - 5.2.4.1. Jump ball possession.
    - 5.2.4.2. Two (2) minutes stop the clock.
    - 5.2.4.3. No timeouts.
  - 5.2.5. Triple Overtime:
    - 5.2.5.0. One (1) minute restart.
    - 5.2.5.1. Jump ball possession.
    - 5.2.5.2. Golden point .
    - 5.2.5.3. No timeouts.

## **6.0. Extra Periods Of Play Prize Money Finals Only**

- 6.1. During Regular Pool Play:
  - 6.1.0. One (1) minute restart.
  - 6.1.1. Jump ball possession.
  - 6.1.2. Five (5) minutes stop the clock.
  - 6.1.3. One (1) timeout awarded to each team.
- 6.2. Double Or Any Subsequent Period Required:
  - 6.2.0. One (1) minute restart.
  - 6.2.1. Two (2) minutes stop the clock extra period.
  - 6.2.2. One (1) timeout awarded to each team.

6.3. Unused timeouts are not cumulative to any other period of play.

## **7.0. Technical & Unsportsmanship Fouls**

7.1. Any player or coach who receives a total of two (2) technical fouls or unsportsmanship fouls in any combination is removed from the game.

7.2. Any team that accumulates three (3) technical fouls in a game will lose by default.

## **8.0. Game Lost By Default**

8.1. A team shall lose a game by default if:

8.1.0. During the game, the team has fewer than two (2) players on the playing court ready to play.

8.1.1. Or the team accumulates three (3) technical or unsportsmanship fouls in the game.

8.2. Penalty:

8.2.0. If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped.

8.2.1. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour.

8.2.2. The team awarded the win shall receive 2 classification points

8.2.3. The defaulting team shall receive 0 classification points.

8.3. Altercation:

8.3.0. In the unlikely event of a altercation, only the coach and manager are permitted to leave the bench without penalty if they are assisting officials.

8.3.1. Any players who leave their bench and enter the court regardless of their intent will not be able to resume play. Players must stay on their own team bench.

## **9.0. Game Lost By Forfeit**

9.1. A team shall lose a game by forfeit if:

9.1.0. The team is not present or is unable to field five (5) players ready to play 15 minutes after the game is scheduled to begin.

9.1.1. Its actions prevent the game from being played.

9.1.2. It refuses to play after being instructed to do so by the tournament controller

9.2. Penalty:

9.2.0. The game is awarded to the opponents and the score shall be 20 to 0.

9.2.1. The forfeiting team shall receive 0 classification points.

9.2.2. The team awarded with the win shall receive 2 classification points

## **10.0. Classification Points**

10.1. A win is awarded 2 classification points

10.2. A loss is awarded 1 classification point

10.3. A forfeiting or defaulting team is awarded 0 classification points

# 2019 Event Management Regulations

## 11.0. Bench Duties

- 11.1. Youth divisions are required to supply three personnel to bench.
- 11.2. The team designated as Team A, will bench games.
- 11.3. Team B is encouraged to track digital and paper scores throughout the game, as an aid to possible errors that may disadvantage Team B.

## 12.0. Rosters

- 12.1. Minimum of eight players per division.
- 12.2. No maximum.
- 12.3. Men's Elite:
  - 12.3.0. No player restrictions.
- 12.4. Women's Elite:
  - 12.4.0. No player restrictions.
- 12.5. Men's A-League:
  - 12.5.0. Player restriction: no NBL registered players from previous season, regardless of minutes played.
  - 12.5.1. Penalty:
    - 12.5.1.0. All games forfeited and classification points adjusted.
- 12.6. Replacement Players - General:
  - 12.6.0. Permitted only due to injury.
    - 12.6.0.0. If replaced the injured player cannot return to play in the event.
  - 12.6.1. Tournament controller must be notified of any replacement:
    - 12.6.1.0. If a replacement player takes the court without notification to the tournament controller the team will forfeit game.
  - 12.6.2. Uniform must be from the injured player, and if wrong size a replacement uniform may be available at cost.
  - 12.6.3. No fee for replacement player if registered.
  - 12.6.4. Administration fee for unregistered player - \$50 adult prize money, \$40 social, \$25 youth.
- 12.7. Replacement Players - Youth Divisions:
  - 12.7.0. Can be from a registered player from another team within an academy or club in the same division or lower division.
    - 12.7.0.0. Replacement player is removed from existing team roster and added to the new team.
    - 12.7.0.1. Replacement player forfeits playing in their originally registered team.
    - 12.7.0.2. Replacement player can shift from Development Division to Competitive Division but not from Competitive Division to Development Division.
- 12.8. Replacement Players - Adult Social Divisions:
  - 12.8.0. Can be from a registered player from another team within Men's Social.
    - 12.8.0.0. Or, an unregistered player.
- 12.9. Replacement Players - Prize-Money Divisions:

12.9.0. Must be unregistered player who meets the playing criteria of the division.

### **13.0 Youth Development Division**

- 13.1. Is based upon the honesty and integrity of coaches and managers, and their athletes.
- 13.2. Intent of development division is to provide opportunity for the development of athletes.
- 13.3. Cannot field an A-level representative or national players:
  - 13.3.0. Exceptions, if the player is playing in a division higher than their age bracket, for example a 13U A-level rep player (12 year old) playing in 14U Development (13, 14 and 15 year olds).
- 13.4. If a player is suspected to not be a development player, opposing coaches are to register their concern with the tournament controller:
  - 13.4.0. The suspected player and their coach maybe be required to meet the tournament controller.
  - 13.4.1. The volume of opposing coaches who identify the same player or players adds weight to the legitimacy of the concern.
  - 13.4.2. If a concern is upheld, the team will forfeit all games that the player has played in to that point and the player is to be removed from the team roster.
  - 13.4.3. If the player or players concerned continue to play, the team will continue to forfeit all games.
- 13.5. Zone defensive systems are prohibited from all 16U and 14U divisions.
  - 13.5.0. The Officials Assignor is the adjudicator and their decision is final.
- 13.6. Playing multiple divisions:
  - 13.6.0. An athlete can play in two (2) divisions under the following conditions:(1) other team of a higher division, either youth or adult prize money:
    - 13.6.0.0. They have registered for both divisions.
    - 13.6.0.1. They play in the correct team uniform.
    - 13.6.0.2. Players are restricted from playing in both development and competitive divisions.
- 13.7. Coaches wanting to challenge a player formally in the Development division must follow the protest procedure.

### **14.0. Prize Money Divisions**

- 14.1. Playing multiple divisions
  - 14.1.0. Athletes are prohibited from registering for teams in separate divisions.

### **15.0. Coaches, Managers, and Player/Coach**

- 15.1. All youth teams must furnish a coach
- 15.2. Adult teams are not required to furnish a coach
- 15.3. Teams are not required to furnish a manager
- 15.4. If an adult team does not have a coach, a player on the team may register themselves as coach provided that:
  - 15.4.0. The player/coach ensures that their dual role is recorded on the scoresheet prior to games.

15.4.0.0. A player who does not record their dual role as player/coach at the beginning of the game forfeits any privileges as coach for the duration of the game.

15.4.1. In the event that the player/coach is the antagonist in a dispute or altercation, they forfeit their role as coach to address officials or bench personnel for the remainder of the game being played.

15.2.2. In the event of an altercation on court, the player / coach may assist officials in their role as coach, however must adhere to all officials' instructions.

15.2.3. No other player can assume the role of coach if the player/coach has forfeited this role in any one game due to their behaviour.

## **16.0. Consents Agreed To Through Registration**

16.1. Images:

16.1.0. For your personal image(s) to be used by HoopNation and or our partners.

16.2. Personal Information:

16.2.0. For your personal information to be used to process and manage player and team registrations, to improve our services to you, to disseminate promotions to you, both ours and or partners.