



Rotorua Basketball Association Inc.

2019

WINTER LEAGUE RULES

The official FIBA Rulebook as adopted by Basketball New Zealand will be in use throughout the league, unless otherwise stated below:

1. **FEES:**

i) **Team Entry Fee** (DUE 29 April 2019)

- \$100 per team

ii) **Team Rosters** (DUE 8 May 2019)

- **No additional players may be added for play-offs/semi-finals**

iii) **Player Registration Fees:** **SOCIAL Grades:** \$70 per player.

PREMS Grades \$80 per player

Both fees apply if player is registered to a Prem team and a Social team

If a team forfeits, a penalty of \$50 to be paid before next game.

2. **ELIGIBILITY:** All participants must be registered with Rotorua Basketball Association and thus will also become registered with Basketball New Zealand.

3. **DATES:**

APRIL	MAY	JUNE	JULY	AUGUST	SEPT
29	6, 20,	3, 10, 17, 24	1, 22, 29	5, 12, 19, 26	9, 16, 23

4. **MIXED/SOCIAL GRADES:**

- **No more than 3 men** may take the court at any one time. There must be at least 2 women on court at any one time.

- **Substitutions are "Rolling"** - i.e. may be made after a goal and on violations, fouls or a scored basket.

Players on-court must run to the side to Hi-5 team mate who is standing at the scoretable, waiting to come on-court – this is so that referees are aware of subs wishing to take the court too.

5. **WALKING BASKETBALL:**

- Same rules as Mixed/Social Grades, except players are not permitted to run at all.

6. **PREMS GRADES:**

- Stop clock games and FiBA rules will apply unless otherwise stated

7. **GRADES / GAMES:**

Prem Men: 4 x 10 minutes stop clock

Prem Women: 4 x 10 minutes stop clock

Social & Walking: 4 x 12 minutes running clock

NOTE: Secondary School teams may also enter into the Men's or Women's Prem grade on a Monday night. Refer to RSS Team fees.

All players must be bona-fide Secondary School Students in these teams.

8. **TIED SCORES:**
Stop Clock Games: - In the event of tied scores, a further period of 5 minutes will be played to determine the winner. If still tied after the overtime, then a Free-throw Knock-Out will take place to determine the winner – teams will toss to see who shoots first (winner of the toss chooses to either shoot first or shoot 2nd)
Running Clock Games: - In the event of tied scores, a further period of 2 minutes will be played to determine the winner. If still tied after the overtime, then a Free-throw Knock-Out will take place to determine the winner – teams will toss to see who shoots first (winner of the toss chooses to either shoot first or shoot 2nd).
9. **GAME BALLS:** to be supplied by the teams. All Men’s and Mixed grade games to be played with a size 7 leather or leather composite basketball. Women’s games to be played with a size 6 basketball.
10. **TEAM BENCHES:** Team A sits on the left of the bench & Team B on the right (facing the court)
11. **TEAM UNIFORMS:** must be universal across the team. Playing tops must all be of the same set, style and shade with numbers front & back. The shorts may be a different colour to the tops, but all players must be wearing the same main colour shorts. Players wearing incorrect uniform will not be permitted to take the court. Referees along with the Court Convenor will monitor this for all games.
12. **UNIFORM CLASH:** The determination of which team is required to wear alternate uniforms will be made as per the Official Basketball Rulebook. i.e. Team A wears light; Team B wears dark – unless there is some agreement between the two teams involved. Otherwise bibs will be supplied only for colour clash of uniforms.
13. **T-SHIRTS OR ANY OTHER UNDERGARMENT** which protrudes the playing uniform must be the same main colour. All undergarments must be the same colour. This is the rule, so don’t be offended when asked to remove such items or to be removed from the court. Court Convenor and referees to monitor this.
14. **FOOTWEAR:** Participants must wear suitable footwear while participating in the league – definitely no bare feet or street shoes.
15. Code of Conduct to be applied by all – Coaches, Players, Spectators
16. **SCOREBENCH DUTY: Stop Clock Games** - Each team is required to provide at least 2 *competent* scorers for scorebench duty (before or after game). Please check the scorebench duty roster with the draw. Teams who do not carry out their duty will be fined \$50 or expelled from the competition.
Running Clock Games – EACH team to provide at least one person to cover scorebench duty before or after their game – check draw with duty roster
17. **REFEREES’ DUTY:** – If teams have people who are available to referee, please include name/s on Team Entry form – all referees to be paid

Referees' Game Fees:

GRADE	COMMUNITY Level 0 – not qualified	LEVEL 1 - 2 QUALIFIED
PREMS Stop Clock	\$10	\$25
SOCIAL Running Clock	\$10	\$15

RBA provides Referees classes, please contact Development Co-ordinator 021 2225515

Community Level: Not qualified or has completed basic Officiating Course

Level 1 – 2: Completed Advanced Officiating Course & officiated at National Tournaments.

If a referee is unable to carry out their duty, it is up to the individual to find someone to replace them.

18. **PERPETUAL TROPHIES** for Winter League will be awarded for the winner and runner-up in each grade at the End of Season Awards Evening.
- i) **Premier Men's Winner**
 - ii) **Premier Women's Winner**
 - iii) **Social Men's Winner**
 - iv) **Social Women's Winner**
 - v) **Mixed Grade Winner**
 - vi) **Top Club Challenge Trophy** – club with more than one team entered in the league with highest aggregate points (does not include school teams).
 - i) **1st place = 10pts**
 - ii) **2nd place = 7pts**
 - iii) **3rd place = 5pts**
 - iv) **4th place = 3pts**

NOTE: The Winning Team of each grade has complimentary team entry for that specific league for the following season. The team will not be charged Team Entry of \$100 for that league. Complimentary Entry expires after one year.

19. **PROTESTS** will be lodged as per the FIBA Rule Book with a \$100 fee. Non-refundable if protest not upheld.
20. **POINTS** – 2 pts for a win, 1 pt for a loss, 0 pt for a forfeit
21. **FORFEITS:** Teams which do not take the court with five players 5 minutes after the scheduled time shall then be deemed as a forfeit. **If a forfeit occurs the offending team must pay the \$50 fine.** This must be paid before that team takes the court for their next game. If this occurs a second time, then that team may go before the judicial committee and may be excluded from the League. Any monies paid will be non-refundable.

22. **CASUAL PLAYERS** – there is a ‘casual fee’ of \$10 per game. A player may only play for one men’s or women’s team as well as a mixed team in one night. However, a casual fee of \$10 is to be paid for each game. This must be paid to the Court Convenor prior to the player taking the court for each game.
23. **FIGHTING** will not be tolerated and will be dealt with according to RBA/BBNZ judicial procedures – this will be enforced nationwide. i.e. players will be banned from any basketball competition throughout NZ for the enforced period of time. Disqualified players will also be dealt with according to RBA/BBNZ judiciary procedures.
24. **CONSTANT BANTERING/QUESTIONING or ABUSE** of officials will not be tolerated. Offending players will in the first instance, be given a RED Card warning (automatic 2mins substitution). Followed by “Technical Foul/s” for any reoccurrence in the game. Note: Two Technical Fouls will result in the offender being ejected from the stadium and a meeting with the judicial panel. Coaches/Management/Bench personnel will be issued a warning, followed by “Technical Foul/s as per above.
25. **DRAW**
 - The draw will be emailed to team contacts & on the RBA website.

For more information, please contact:

Sue Pene

mobile: 021 222 5515

Email: rotoruabball@xtra.co.nz

Website: www.rotoruabball.org.nz