



MENS CLUB MATCH RULES

www.otago.basketball

1. CONTROL AND RULES

- 1.1 All games shall be played under the control of the 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 Men's Club competition games. A Venue Controller may be appointed to enforce local rules 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 Club/Team shall have a main uniform, and an alternative uniform of a contrasting colour to its main uniform and shall be required to nominate the colours of both uniforms each season.
- 3.3 Where a clash of uniform occurs (in the opinion of the referee) 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 Compression gear may be worn but only black, if your team uniform is dark, and white if your team uniform is light. Further to this, all-team members must wear the same colour compression gear, white or black.
- 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 match Referees, is incorrectly attired cannot play.

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 play-offs 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, however at the discretion of Basketball Otago under the exception on clause 4.3.1.
- 4.3.1 At Basketball Otago discretion, exception may be granted for a deferral to those attending Basketball New Zealand Under 23 National Championships.

- 4.4 Should a team be unable to play in a scheduled final the next placed team will replace the defaulting team.
- 4.5 Deferred games may be allowed upon application to the Competitions Administrator provided twenty-one (21) Days' notice is given. Deferred games must be organised by the team requesting the deferral and played within three weeks of the scheduled game. 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 to 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 default 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 All club administrators will receive a full copy of the seasons draw after all entries are received and grading games are complete. To allow them time to plan for deferred games if required. This draw will detail the dates and team matchups, with all further information subject to change.
- 4.9 Court and duty allocations will be available on the Basketball Otago website on a weekly basis and all club administrators will receive a full copy of the draw by the Wednesday the game is scheduled to be played.
- 4.10 A team shall lose the game by Forfeit if ten (10) minutes after the starting time; the team is not present or is not able to field five (5) players. Games will not be held up by players playing in other games.

5. SCORE BENCH AND REFEREEING DUTIES – DEFAULTS AND FORFEITS

- 5.1 **Notified Defaults:** A default will occur where the team defaulting notifies the Competitions Administrator and notifies the opposition in writing (includes e-mail) forty-eight hours (48) hours prior to the scheduled game starting time. The score of the match will be recorded at 20-0 and two (2) competition points will be awarded to their opponents. One (1) point will be awarded, similar to a playing loss (article 9.1). No fine will be levied against the team for Notified Defaults.
- 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 (article 4.9). The match will record 20-0, two competitions points will be awarded to the opposition and minus two (-2) competition points to the team forfeiting the game. Teams that forfeit any game will incur a fine of \$150.
- 5.3 Duties involved with any default or forfeit of any kind will be covered by the defaulting/forfeiting teams or another team from their club. 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. There is to be no eating or drinking (with exception to water bottles) or use of cell phones on the score bench.
- 5.6 When on duty teams are to supply at least the following personnel:
- 3 persons for score bench duty (score keeper, time-keeper, and 24 second operator).
 - Teams must also be prepared to supply two (2) capable referees for every game they are responsible for duty.
 - Teams will be notified via email at least the day before the competition where 'official' referees have and have not been appointed to a game.
- 5.7 **Duty Forfeit:** Teams that fail to carry out their scheduled duty and/or fail to provide 2 persons capable of refereeing - will incur a fine of \$150 and at the discretion of the Competitions Administrator they may forfeit the game that day.
- 5.8 Such fines 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 team may be unfinancial from future games until payment is received.
- 5.9 If a team has three (3) or more duty/game defaults/forfeits over the season they may be withdrawn from the competition at the Competition Administrator's discretion.
- 5.10 Any game that starts and is abandoned due to circumstances outside of the teams' control (weather etc.) will be recorded as 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 All players are required to be registered online, via their club.
- 6.2 Before the first game of the season each Club is required to email a full team list for each team they enter. This must include each player's full name and the protected 8.
- 6.3 To affiliate with Basketball Otago, each player is required to complete an online registration form, including but not limited to full name, date of birth, gender, nationality, and email address by the date set by the Basketball Otago Office. After this date players can only be registered and therefore affiliated by the process described in 6.5. Otherwise, the team will forfeit that game unless an acceptable reason is provided.
- 6.4 The Mens Club Competition is limited to anyone aged 16 years old at the start of the season or reaching the age of 16 years old during the season. Exemptions may be applied for to the Competitions Administrator, who in conjunction with the Competitions Committee will reasonably consider every application on the merit of the under-aged player with the proviso no team may have more than three (3) under-age players.

- 6.5 If any player is inadvertently registered for two (2) clubs, they will be deemed to be registered for the club they played for in the proceeding competition. If this is not applicable, then they will be deemed to be registered for the first club they play for.
- 6.6 A player may be registered during the playing season provided:
- (a) The New Player Registration form is completed prior to playing in their first game.
 - (b) A written clearance from the players previous Club or Association is handed to the Competition Administrator or Floor Controller before the game.
 - (c) BBO Player Registration form is filled out.
 - (d) The new registration is highlighted on the score sheet.
- 6.7 Each team will name their squad of 10 players per team, of which 8 will be restricted and cannot play down grades. Each player named in the Protected 8 must play one game per round to be eligible to stay as a protected player. If they do not, someone must replace them in that 8, while being removed from the Protected 8, that player cannot now play down. A maximum of 14 players can be registered to one team, replacements can be added to the team list during the season.
- 6.8 All players named or added to team rosters must be affiliated members of Basketball Otago. BBNZ inter-association fees may also be applicable and need to be paid for any players transferring from another association.
- 6.9 All players who are classed as loyal to their club (Has been playoff eligible for their current club for the past two seasons and is on a team roster prior to the current season starting) only has to play THREE (3) games to be eligible for the playoffs. Any player who is not classed as loyal based on the above criteria must play FIVE (5) games to be eligible for playoffs of any description. All players who attend a game which is forfeited (Article 5.2) AND not played will be counted as having 'played'. If a game is forfeited or defaulted VIA protest or other means, but still played, all players will be counted as 'played'.
- 6.10 Players are only to be entered on the score sheet (or Glory League App) when they are available to play in a particular game. The recording of players not available to play may result in the game being forfeited.

7. RE-GRADING

- 7.1 A Team/Club may apply in writing to the Competition Administrator for a player to be re-graded to a lower grade.
- 7.2 When a Club has two (2) or more teams in one Grade a player shall not be permitted to play for more than one team within that grade.
- 7.3 Where a player contravenes the re-grading regulations, the penalty shall be a Forfeit for the team that player was ineligible for.

8. TRANSFERS

- 8.1 All players participating in Men's Club Competition games must be affiliated members of Basketball Otago.
- 8.2 Players registering from other regions and associations after the player registration cut-off date must have been granted a written clearance from their previous Club and the Association in whose area they previously resided and played to affiliate with Basketball Otago. The applicable transfer fee must be paid before playing in the competition.
- 8.3 No player shall, within the playing season, play for more than one Club affiliated to Basketball Otago unless they have made write an application for and been granted a transfer by the Competition Administrator.
- 8.4 Applications for such a transfer must be accompanied by a written clearance from that players previous Club and/or association and the New Player Registration Form which all must be sent to the Competitions Administrator 24 hours before the transferring players first game.
- 8.5 Players transferring clubs between or into our association within seasons must have written clearance from their previous club/ association (a copy sent to the Competition Administrator). Failure to do this will result in the player's new club forfeiting each game the player plays. There is no grace period.
- 8.6 Non-Financial members of any Basketball Club will not be permitted to play for any other Club in any Basketball Otago or BBNZ competitions until their former club has provided a written release. This will apply at all times.
- 8.7 Transfer Exemption Rule. Any schoolboy registered with a Club or School Team affiliated to a club, can apply for a dispensation to play for another club than they are registered in at the discretion of the Competitions Committee. This exemption also needs to be approved by the current teams coach and the players parents. This rule is designed to help further the development of school aged players in our club competition who could not otherwise play in a higher grade.

9. POINTS

- | | | | |
|-----|----------------|---------|--|
| 9.1 | For all games: | Win | 2 Points |
| | | Loss | 1 Point |
| | | Default | 1 Point |
| | | Forfeit | -2 Points (Plus a fine of \$150.00) |
| | | Bye | 0 Points |
- 9.2 A default is classified by any game that is not played, and adequate warning (48 hours minimum) has been given to the Competition Administrator and appropriate duties have been covered.
 - 9.3 A forfeit is classed as a game that has not been played and inadequate warning (within 48hours) has been given to the Competition Administrator and/or appropriate duties have not been covered.
 - 9.4 Forfeits that occur where a game is not played will result in 9.3, if due to a breach in the rules a forfeit occurs, then there will be no fine penalty, just the loss of match points.

- 9.5 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 as are necessary to break the tie.
- 9.6 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.

10. PROTESTS

Teams wishing to lodge a protest are to adhere to the following procedure:

- 10.1 If a physical scoresheet is being used for the game, it must be signed "Under Protest" by the protesting side's captain. If Glory League is being used, an email must be sent to rebecca@otago.basketball. In either case, the protest must be made 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, or via email. This does not replace procedure 10.2.
- 10.2 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.
- 10.3 No protest will be considered unless the above procedure is followed.

11. ENTRIES

- 11.1 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.
- 11.2 No Club team shall be accepted for A Grade, except at the discretion of the Competition Administrator, after consultation with the Competitions Committee. Any team accepted into A grade must have played in the Mens Club Competition in the previous year.
- 11.3 No Club shall have a team accepted for A Grade, except at the discretion of the Competition Administrator, and must have fielded 2 teams in the Mens Club Competition in the previous year.

- 11.4 The Competition Administrator reserves the right to adjust the size and strength of any grade to suit the entries received.
- 11.5 The Competition Administrator reserves the right to accept or refuse any entry.

12. PROMOTION/RELEGATION

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

13. SCORE SHEETS AND GLORY LEAGUE

- 13.1 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.
- 13.2 The starting five and Captain must be highlighted.
- 13.3 Team Captains/Coaches/Assistant Coaches/Managers shall be responsible for the filling in of the team details on the score sheet.

14. PENALTIES, DISQUALIFICATIONS, CONDUCTS, REPORT CARDS

- 14.1 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.
- 14.2 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.
- 14.3 If, in the opinion of the referee, the reason for disqualification warrants additional punishment he/she will file a report with the Competition Administrator within 48 hours. The player, coach, assistant coach, team follower or official will receive a week (1) stand down period starting immediately.
- 14.4 On review of the report and taking into account the recommendation of the referee, the 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.
- 14.5 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.
- 14.6 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.

- 14.7 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.
- 14.8 On completion of the hearing the 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.
- 14.9 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 Disputes Committees decision.
- 14.10 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 as outlined in clause 14.11.
 - Multiple offences could require disciplinary hearings with further penalties decided by the committee.
- 14.11 Any player or coach receiving an aggregate of four (4) technical fouls in a season will be suspended from participating in all Basketball Otago affiliated competitions effective immediately from when the fourth technical foul was received. The one week stand down period will end at midnight of the seventh day following the date the stand down started. If in the opinion of the referee additional action is warranted rule 14.3 will also apply.
- 14.12 Two (2) Technical Fouls in a day, will receive a one (1) week stand down effective immediately and will be unable to play until stand down period is completed (i.e., if player is scheduled to play a second game that day, they will not be able to).
- 14.13 The classification of an illegal use of elbows will be decided by which 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.

15. GAME TIMES

15.1 Full length games shall be played under FIBA rules except for:

- a) The warmup period shall be no less than three (3) minutes.
- b) Half time shall be not less than two (2) minutes or exceed five (5) minutes.
- c) The quarter breaks shall be no less than one (1) minute.

15.2 Other than Full-length games:

- a) The warmup period shall be no less than two (2) minutes.
- b) Half time shall be not 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.

15.3 It is the Competition Administrator and/or Floor Controllers responsibility to keep games to time. Game start times may be delayed allowing referees time to change into uniform.

15.4 In the event that an official shot clock is not present, the match officials will be expected to simulate and announce the shot clock time.