



DUNEDIN MENS CLUB

MATCH RULES

As of January 2025

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 Competitions Manager shall be appointed to arrange and conduct the Men's Club competition games.
- 2.2 A Venue Controller may be appointed to enforce local rules to assist the Competition 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 Competitions 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 aged Under 18. **Please refer to Basketball New Zealand'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 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 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 a Basketball New Zealand event where over 60% of the players in the team named in the 14 is affected.**

- 4.4 Should a team be unable to play in a scheduled final the next placed team from the semi-finals that was highest placed in the regular season will replace the defaulting team.
- 4.5 Deferred games may be allowed upon application to the Competitions Manager provided fourteen (14) Days' notice is given. Deferred games must be organised by the team requesting the deferral and played within three weeks of the scheduled game or competition round (whatever comes first). 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 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 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 the draw at least three-weeks in advance. The draw will detail the dates and team matchups, with all further information subject to change.
- 4.9 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. The team forfeiting will incur a loss of 2 competition points and a \$200.00 fine as per the Competition Policy. Games will not be held up by players playing in other games.

5. SCORE BENCH AND REFEREEING DUTIES – DEFAULTS AND FORFEITS

- 5.1 A default will occur where the team defaulting notifies the Competitions Manager in writing (includes e-mail) before 1:00pm the day prior to the competition; that they are unable to play as per the Basketball Otago Competitions Policy.
 - 5.1.1 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 applied as per the Basketball Otago Competitions Policy.
- 5.2 A forfeit will occur where a team fails to notify the Competitions Manager and is unable to field a team to begin a game or fails to inform the Competitions Manager after 1:00pm the day before the competition. Teams that forfeit any game will incur a deduction of two (-2) competition points and if not notified, minus 2 (-2) points and a \$200.00 forfeit fine, as per the Basketball Otago Competitions Policy.
- 5.3 Duties involved with any default or forfeit of any kind will be covered by the defaulting/forfeiting club. It is the defaulting/forfeiting clubs' 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.
- 5.6 When on duty teams are to supply at least the following personnel:
 - 5.6.1 3 persons for score bench duty (score keeper, timekeeper, and 24 second operator).
 - 5.6.2 Teams must also be prepared to supply two (2) capable referees for every game they are responsible for duty.

- 5.6.3 Teams will be notified via email at least 48 hours of the competition stating where 'official' referees and Scorebench appointments have and have not been appointed.
- 5.7 Scorebench personnel must not be using cell phones during game play.
- 5.8 Teams that fail to carry out their scheduled duty and/or fail to provide 2 persons capable of refereeing - will incur a fine of \$150.00.
- 5.9 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.
- 5.10 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 Manager's discretion.
- 5.11 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 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 All players are required to be registered online on GameDay via their club and pay the applicable Basketball New Zealand Player Development Levy upon registration.
- 6.2 Each Club is required to email a full team list of a maximum of 14 players per team to which only 12 are allowed to play in a game before the date stated by the Basketball Otago office. Failure to do so will result in an automatic forfeit to the team, -2 competition points, no fine applied.
- 6.3 All players who are on a Tupu/NBL/Tauihi team (named and/or development squad) must be named in their top teams Protected 8.
- 6.4 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 6.7.
- 6.5 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 Manager, who 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.
- 6.6 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 on the basis that 6.7 has been completed. If this is not applicable, then they will be deemed to be registered for the first club they play for.
- 6.7 A new player to the competition 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 Manager or Venue Controller before the game, if applicable.

(c) The new registration is highlighted on the score sheet.

- 6.8 Players are permitted to play no more than two (2) games a day. Playing a third game (3rd) game, the team will forfeit the game with a loss of -2 competition points and fine of \$200.00.
- 6.9 Each team will name their squad of a minimum 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.
- 6.10 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.
- 6.11 To be eligible to compete in any playoffs (quarter, semi, and finals) players must have played (AT LEAST one live play) a certain number of games for that grade.
- 6.11.1 12-14 Week Competition – Minimum of three (3) games for the team
- 6.11.2 15-17 Week Competition – Minimum of four (4) games for the team
- 6.12 Teams who have been forfeited to as per the competitions policy, players who have been named to play, will have this counted as played.
- 6.13 Teams will need to submit a legitimate team list of 10 players to the Competitions Manager prior to the start of the scheduled game being notified of the forfeit. Failure to do so will result in players missing out on this game going towards their played games.
- 6.14 Games considered as a default will not count towards number of games a player has played.

7. RE-GRADING

- 7.1 A Team/Club may apply in writing to the Competition Manager 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, a loss of 2 competition points and a \$200.00 fine.

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. Any applicable international 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 a written application for and been granted a transfer by the Competition Manager.

- 8.4 Applications for such a transfer must be accompanied by a written clearance from that player's previous Club and/or association and the New Player Registration Form **48 hours prior to the competition** which all must be sent to the Competitions Manager for approval.
- 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 Manager). 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 Manager. 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. COMPETITION RESULTS

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| 9.1 | For all games: | Win | 2 Points |
| | | Loss | 1 Point |
| | | Default | 0 Point |
| | | Forfeit | -2 Points (Plus a fine of \$200.00) |
| | | Bye | 0 Points |
- 9.2 A default is classified by any game that is not played, and adequate warning **(before 1:00pm the day before competition starts)** has been given to the Competition Manager and appropriate duties have been covered as per the Competitions Policy.
- 9.3 A forfeit is classed as a game that has not been played and inadequate warning (after 1:00pm the day before competition starts) has been given to the Competition Manager and/or appropriate duties have not been covered as per the Competitions Policy.
- 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

- 10.1 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 Competitions Manager or Venue Controller within twenty (20) minutes.
- 10.2 A formal protest, setting out full reasons must be made in writing and received by the Competition Manager within **forty – eight (48)** hours of the competition of the game protested.
- 10.3 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.
- 10.4 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 Manager for that competition.
- 11.2 No Club team shall be accepted for A Grade, except at the discretion of the Competition Manager, 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 Manager, and must have fielded 2 teams in the Mens Club Competition in the previous year.
- 11.4 The Competition Manager reserves the right to adjust the size and strength of any grade to suit the entries received.
- 11.5 The Competition Manager reserves the right to accept or refuse any entry.

12. PROMOTION/RELEGATION

- 12.1 The Competition Manager 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 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 will result in the game being forfeited.
- 13.3 The starting five and Captain must be highlighted.
- 13.4 Team Delegate/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 **and/or venue controller or Competitions Manager**, the reason for disqualification warrants additional punishment he/she will file a report with the Basketball Otago Competition Manager **within 24 hours** 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.
- 14.4 The process and actions of the Basketball Otago Judicial Committee will be determined by the terms of the Basketball Otago Disciplinary and Judicial Policy.**
- 14.5 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 Disciplinary and Judicial Policy.
- 14.6 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.
- 14.7 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
- 14.8 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
- 14.9 Basketball Otago has a **Zero Tolerance Policy** towards referee abuse with disciplinary action to support any such occurrence from player, coach, manager, supporter.
- 14.10 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.

14.11 If a player or coach receives four (4) technical fouls in one season for any bad behaviour, will receive an automatic two-week stand-down period from all Basketball Otago competitions and events.

14.12 Multiple offences will require disciplinary hearings with further penalties.

15. GAME TIMES

15.1 Full length games 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.

15.2 Warm up and half time periods will be at the discretion of the Competitions Manager or Venue Controller. Game start times may be delayed allowing referees time to change into uniform.

15.3 In the event that an official shot clock is not present, the match officials will manage and verbalise the shot clock and count down from 10-seconds.