2016 Super City Basketball

Information and Rules

**Game Format:**

* Rising Stars (U11/U12/U13)

4 X 10 minute running clock quarters.

1 minute break between quarters

3 minute half time

1 x 30 second time out **per half**, not in the last 2mins of any quarter.

2 minute half time

* All other grades (U13/U15/U17/U19)

7 Minute Stop Clock Quarters

1 minute break between quarters

3 minute half time

2 X Time outs per half

2 minute half time

**Team & Player Registrations:**

* Teams must have a minimum of 8 Athletes and no more than 12 athletes per team. Players may be added to rosters during the competition. However it should be noted that these additions must be requested via email to Competitions Manager, Andrew Horrocks by 12pm prior to the day of play. competitions@harbourbasketball.co.nz
* Please be aware that players must be eligible to play for your teams under the BBNZ regulations and players who have not initiated the transfer paper work are NOT eligible to play (both associations must be aware of the transfer). Playing an un-registered player will result in an automatic default of the game.
* If a team plays an ineligible player and that ineligibility has been notified to the association by the competition manager, the team will default the game and score zero points.
* If the same player is played a second time and is still deemed ineligible the team will be removed from the competition and will not be able to play in the respective age group qualifying tournament for Nationals.
* Players may play up a maximum of 2 games. If a player plays up more than twice they will have to permanently move up to that team.
* No player may be registered in two teams. Players must choose a team before Supercity begins.
* All players registered must play a minimum of two games to be eligible to play in a semi or final.

**Zone Defence**

U17/19/23 ONLY - All other Grades Play Man to Man

**Mercy rule**

Will apply to ALL age groups. Once a team is leading by a 30 point margin they must pull

back to half way on defence. With correct grading this will hopefully not be an issue, and coaches need to use common sense around this.

**Match ball**

Teams are to supply a match ball. (Referees to decide which teams ball is to be used)

* U11s - U13 Girls Size 5
* U13 Boys -U15-U17-U19 Girls Size 6
* U15-U17-U19-U23 Boys Size 7

**Score bench**

Teams are to supply at least one person for score bench duty for their own games.

**Default/forfeit games:**

Only under exceptional circumstances teams failing to turn up for their scheduled game will incur an automatic fine of $100. The fine must be paid to the Super City prior to the next round. Associations will be invoiced for this. The $100 fine will be passed on to the team that missed out on playing the game. If teams know prior that they are unable to attend the scheduled game they must notify the Super City administrator at least 5 days prior.

**Disqualifying Fouls:**

* If a player receives a disqualifying foul they will need to vacate the playing stadium.
* They will also have an automatic one game playing suspension.

**Points System:**

Win = 3 points

 Loss = 1 point

 Default/forfeit = 0 points

**Disputes:**

Captain of the U15s & U17s U19s & U23s is to sign front of score sheet before the referee signs off the game. The Coach is to sign off for the U11 U12 & U13. Coach or Manager is to write at the back of the Score-sheet immediately following the game and hand in to the Host Association Venue Controller. From here the Venue Controller will endeavour to resolve the dispute on the day. If the dispute cannot be resolved the host and you will be notified of the outcome within the week following the game.

**Code of conduct:**

Super city will continue to adopt the BBNZ Coaches/Managers/Athletes Code of Conduct.

**Risk Management:**

If a venue is unsuitable then the competition round is cancelled and where possible moved to another catch up date. First Aid is often available at most venues, but teams should ensure they carry first aid supplies as in some venues such as school venues, access to ice for example is not available.