



Summer League Registration and Information 2020 Adult Social League T1

League Dates: **Monday** - 10 February to 30 March 2020 (8-week league)

Divisions: Men's
Womens
Mixed
These Grades will be dependent on numbers

Cost: Entry Fee per team - \$425.00 (1 referee)

The Entry Fee needs to be paid in full by 24th February 2020
Teams will be invoiced directly

Direct Bank: ANZ #01 0422 0073883 02

Team Size: A minimum of 8 and a maximum of 12 players per team.

Mixed teams must have at least two female players on the court at all times

Location: **Trustpower Arena**

Game Times: **Mondays** from 6.00pm – 9.00pm

Referees: Paid referees will be provided by TCBA (included in fees)

How to Enter:

Please email dev.admin@taurangacitybasketball.co.nz to be set up in system.

Use the attached Team Registrations: How to, follow the process of registering your team and players.

Entries Close: Friday 31st January (5:00pm)

Important Details

Leagues Manager and Court Controllers

For any queries on the draw or results please contact Helen at dev.admin@taurangacitybasketball.co.nz

Rules

TCBA modified rules will apply for the duration of the competition, (these are attached). Please make sure your players are familiar with all these rules. Should you need any clarification on rules please contact the Leagues Manager.

Team Responsibilities

Team Membership Forms and Affiliation to Basketball NZ

Basketball NZ requires our Association to report on the number of players that are affiliated to Tauranga City Basketball and Basketball New Zealand. ***For this reason, it is essential that team membership forms are completed fully and correctly.*** This will greatly enhance our capacity to manage and communicate league draws and results, and also ensures player eligibility.

Any changes to the team membership which accompanies the entry form must be notified to the Competitions Manager in writing **5** days prior to that player taking the court. Failure to notify Leagues Manager of player additions will result in forfeit.

Finals

Registered players must have played a minimum of 3 games before taking part in finals games.

Uniforms

Teams are encouraged to have their own uniform (tops) which are numbered front and back (0, 00, 1 – 99) or use the provided TBCA bibs. These are to be collected from the control desk and returned to the bin in the control room.

Other requirements:

- Nails must be cut
- No Jewellery
- Appropriate footwear must be worn
- No hats or bandanas
- Hair must be tied back
- No jeans

Score bench Duty

Each team is to provide at least one person to do score bench duty for each game **(to score own game).**

Score sheets

Score sheets will be electronically generated. Teams must sit on the right benches as determined by the score sheets (refer to rules), Team A sits on the left, and Team B on the right side of score bench (if you were standing behind the bench looking at the court). Scoresheets must be checked by each team at least 10 minutes before game time.

Defaults and Time Requests

It is the responsibility of each team to ensure that they participate in all their scheduled games during the TCBA season.

Defaults should not be occurring

Defaults must be communicated to the Leagues Manager at least 24 hours prior to the scheduled game. Failure to communicate a default may result in \$50.00 fine

Teams must be ready to take the court at the designated start time of their respective games. Five registered players must be ready on the court by no later than 5 minutes after the scheduled start of a game. Failure to do so will result in a forfeit game with the opposition receiving three points for a win and the offending team receiving one point.

All Games will be starting on time.

Draw Details

We are committed to using electronic technology for communication which has greatly increased our ability to communicate information to our members. ***Please fill in all detail fields in your team registration to help us provide the best possible service.*** It is expected that you will have your own communication lines with individual team members.

Our web page will be updated regularly, so please ensure you check it: www.taurangacitybasketball.co.nz

Childcare

Due to limited space at all venues, parents are asked to take care of their own children. Tauranga City Basketball is not responsible for any injuries sustained at the venues. To reduce child injuries, we ask that no children are to sit on the team's bench. The Court Controller will ask them to be removed.

Also, all parents and spectators are required to sit in the stands or designated seating. Only players and management staff are permitted to sit in score bench area.

First Aid

It is the responsibility of teams to provide a basic a first aid kit. Ice packs will be available for injuries from the Court Controller.

Protest/Complaints

If there is a need to lodge a protest/complaint regarding a matter that arises during a game please ensure you notify the referee, and write a fully detailed complaint on the back of the game score sheet, signed and dated within 20 minutes of the game finishing. This will then be passed on to the Leagues Manager to deal with further.

Judicial / Foul Play

Any player disqualified/ejected from a game will receive an automatic 1-week suspension and if required a Judicial Committee Hearing will be held within 2 weeks of the disqualifying foul. (Please see TCBA Judicial Procedures for more information)

Any foul play cited during the match by an official will be reported on the back of the score sheet and include player number and details of the incident. This will then be further dealt with by the Judicial Committee, using TCBA Judicial Procedures and guidelines.

Adult Social League Rules

Age Restrictions	As this is any Adult League, players must be fifteen years of age to be able to play. Players between thirteen and fifteen years of age may seek written dispensation to play from the Executive Committee. The Committee will seek advice from the Director of Development and other relevant Coaches. Before making a decision, the Committee will consider the advice given, the safety of the player and the other players in the league.
Game Time	All games 4x 10-minute running clock quarters. No timeouts allowed. 1 minute break between quarters.
Scorebench	Each team is to provide one competent person to do the scorebench.
Scoresheets	Players numbers need to be filled out before the game starts. All points and fouls need to be recorded correctly by the scorebench person
Balls	Teams are required to supply their own ball for the game.
Scoring	Field goals = 2 points, Three pointers = 3 points. No free throws.
Swearing	Swearing is unacceptable behaviour on or off the court. The referees will give players Technical fouls should they hear it from either on or off the court. A player with 2 technical fouls will be asked to leave the venue.
Held ball	The ball may not be held for more than 5 seconds.
Jump ball	Used only to start the game, all other jump ball situations alternate in possession from outside the court. (If Team A win the jump ball at the beginning of the game the next jump ball is given to Team B etc.) A directional arrow is on the bench. It is the responsibility of the referees and the scorebench to change the direction of the arrow with each jump ball situation.
Substitutions	Rolling substitutions, only when in offence (your team has the ball) and behind the play of the ball.
Fouls	Any undue physical contact is considered a foul. This generally happens when a player tries to steal the ball from behind or from the side of a player. Fouls are recorded against the player; 5 fouls and the player can no longer take part in the game. If a player is fouled in the act of shooting, and the ball doesn't go in, two points are awarded. The defensive team re-starts from the baseline. If the ball does go in, the team fouled in the act of shooting receives the points for the basket, plus 1 point for the foul. The defensive team will then receive the ball at the baseline. After any foul the ball must go through the hands of the referee before inbounding.

Bonus rule

When one team has accumulated 6 team fouls within one half of the game (4 team fouls within one quarter), each subsequent foul result in the other team receiving 2 points, regardless of the type of foul committed.

Quarter-Final, Semi-Final & Final

No new players are allowed to be added to the team for QF, SF and final games. If a QF, SF or Final game ends in a draw, a 2-minute overtime period is to be played to determine a winner. If the second overtime period ends in a draw the winner will be determined by first basket scored in the third overtime period.

Team Registrations: How to

Once your team has been registered you will receive an email similar to the one below. We suggest you save this link on your favourites bar.

Hi ...

*Your password for your (**club/organisation**) has been reset and you have been assigned a temporary password. You can login to our system using the following details:*

Website: <https://taurangacitybball.friendlymanager.com/login>

*Username: **your email address***

*Temporary Password: **'password'**(to ensure accuracy, copy and paste this value when you login)*

Once you have logged in successfully, you will be asked to enter a new password of your own choosing.

1. Login to your profile to see and select your team.

The screenshot shows the user profile page for 'Maree Green-Home'. At the top right, there is a 'Logout' button and user information: 'Stage Not 0' and 'admin@fw.net.nz'. Below this is a blue navigation bar with 'Hi Maree, you are viewing: Overview' and a 'Menu' dropdown. A light blue banner states 'Registrations are currently open' with a 'Register Now' button. The main content area shows the club name 'Maree Green-Home' and a card for 'test club' with a green circle around the name and '\$ no fees outstanding'.

2. Click '**Teams**' tab to register a team.

The screenshot shows the user profile page for 'test club'. The 'Logout' button and user information are at the top right. The blue navigation bar now shows 'Hi Maree, you are viewing: test club'. Below the navigation bar is a menu with 'Info', 'Teams' (circled in green), 'Draws', 'People', 'Fees', and 'Settings'. At the bottom, there are summary cards: '\$ Fees \$0.00', 'Teams 1', and 'Members 2'.

3. Click '**+Add Team**'. **NB** If you have more than one team i.e. girls & boys you will need to repeat the following steps for each team and the team players.

Hi Maree, you are viewing: test club

Logout
Stage Not 0
admin@fw.net.nz

+ Add Team Menu

Info Teams Draws People Fees Settings

Team	Competition	Team Manager	Phone	Email	# Players
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4. Add the team name, select the division you are entering and the Team Manager if known. Click 'Add'. This will add your team to the competition.

Add Team

Team: Lucky Starters

Please be sure to include your school name or abbreviation in the team name.

Division: Girls Div 1

Team Manager: Bob Smith

Cancel Add

5. Once you have the team showing, click on the name of the team.

Hi Maree, you are viewing: test club

Logout
Stage Not 0
admin@fw.net.nz

+ Add Team Menu

Info Teams Draws People Fees Settings

Team	Competition	Team Manager	Phone	Email	# Players
Lucky Starters	Condor: Girls Div 1	Bob Smith	1212121	maree-132@fw.net.nz	0

6. Click 'Add Person' to add players to the team.

Lucky Starters

Join Competition Home

Competition: Condor: Girls Div 1 Add Person

Pending approval

People Games View Draw

Name	Gender	DOB	Phone	Email	Shirt #	Role
Bob Smith			1212121	maree-132@fw.net.nz		Team Manager

7. You will begin to type the player's name. If the person is already a member of your team in the system they will appear and you will be able to add them directly. If the system does not recognise the player for your team it will ask if you would like to add them as a New Player. This screen then shows. You must assign a role and click add for the player to be successfully added. You will need to repeat for each player in the team.

Add Person ×

Personal details

First Name Last Name

Phone Email

Date Of Birth Age: Medical Notes


Assign Roles

Primary Contact (required for junior members)

First Name Last Name

Email Phone

8. Once a player has been added they will appear on the team list. If you have a shirt number you can enter it at this point.

 Logout
Stage
Not 0
admin@fw.net.nz

Lucky Starters Join Competition Home

Competition: Condor: Girls Div 1 Add Person

Pending approval

People Games View Draw

Name	Gender	DOB	Phone	Email	Shirt #	Role
Bob Smith			1212121	maree-132@fw.net.nz		Team Manager
Person One			2222555	maree-329@fw.net.nz	<input type="text"/>	Player

PLAYER BEHAVIOUR

CODE OF CONDUCT

Players shall conduct themselves in a manner which brings credit to themselves and the game and shall:

- Play according to the letter and intent of the rules and regulations of basketball and of the particular game, tournament, or league in which they are participating.
- Play in a spirit of competitive sportsmanship accepting the official's decision without dissent.
- Control their behaviour on and off the court and refrain from any violent or abusive actions and language.
- Co-operate fully with their coach and team mates remembering that they are participating in a team sport.
- Respect their opponents and not participate in any baiting, verbal abuse, or intimidating activities. (f)
- Be humble in victory and gracious in defeat.

- Players shall accept refereeing with good grace:
 - Approaches to referees shall be by the (court) captain and/or head coach only and in accordance with the provisions of the FIBA Official Basketball Rules.
 - Court captains (and coaches) are to approach referees in a courteous and reasonable manner. In matches involving Junior Referees, approaches can only be made to the Senior Referee, Referee Coordinator or Floor Controller. Players shall refrain from:
 - Continually following officials to question decisions.
 - Dissenting from decisions, either with words or body language.
 - Making gestures with waves of arms, indecent body language, facial expressions and other similar actions of dissent.
 - "mouthing off" when officials turn their backs or the player turns away from the official.
 - Using rude, offensive and/or threatening language.

PARENT & SPECTATOR BEHAVIOUR

CODE OF CONDUCT

We have seen on occasion a range of poor behaviours demonstrated by spectators in the past.

- Parents and spectators should:
 - Remember that although the basketball at the event may, or may not, be at an elite level, it is still sport, and often junior sport, and is to be enjoyed by all participants.
 - Respect all participating players and officials as you would respect your own children and friends, and applaud good performances by all participants.
 - Demonstrate appropriate social behaviour by not using foul or abusive language or actions, and by not harassing players, coaches, officials or other spectators;
 - Remember that destructive criticism has no place in basketball and especially in junior basketball. It is very hurtful to the recipient and ultimately reflects poorly on the game.

A reminder that even as a spectator you are a representative of Tauranga City Basketball Association and the school / team your child plays for.

All spectators are to be seated or stand away from the court.

There will be ZERO tolerance for abusive / aggressive language or personal remarks directed at referees, coaches or players.

Any spectator not keeping to this Code of Conduct will be asked to leave the premises.