



LOCAL
COMPETITION
BYLAWS, RULES
& REGULATIONS



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1. Covid Vaccine Mandate

- a. With the implementation of the Covid passport system starting on Friday 3 December, Bay Venues have advised they will be requiring passport certificates. TCBA needs to ensure we follow their requirements and the requirements of the Government.
- b. TCBA Competitions will be operating under the Vaccine Pass System. Everyone attending (over 12 years 3 months) will need to provide a Vaccine Pass, this includes spectators, referees and TCBA competitions staff.

2. Tauranga City Basketball Codes of Conducts, adopted from BBNZ:

- a. Player Code of Conduct,
- b. Coach Code of Conduct
- c. Spectator Code of Conduct,
- d. Officials Code of Conduct

<https://taurangacitybasketball.co.nz/about-us-2/formal-documents>

3. FIBA Rules & Tauranga City Basketball Competition Rules

- a. All games are played under the official FIBA rules and Tauranga City Basketball Competition Rules (see individual competition rules)
 - FIBA Rules <http://www.fiba.basketball/documents>

4. Venue Information

Anyone entering Bay Venues facilities will be required to show a valid Vaccine Pass. Anyone visiting Bay Venues facilities will need to follow these requirements:

- Vaccine pass required.
- Face coverings required (except when exercising)
- Mandatory contact tracing
- We encourage physical distancing

a. Trustpower

- a. No Commercially prepared food to be brought into the venue, as per Trustpower Regular User Agreement
- b. Players under 14 years of age must be accompanied by an adult.
- c. When players are not involved in the game they must remain off court, including half time.
- d. No running or bouncing basketballs in the foyer or hallway.
- e. Anyone found to be damaging the facility in any way will be removed immediately and suitable action taken. This may result in the school being invoiced.
- f. **Doors will be open 15 minutes before the competition tips off**, please make sure players do not turn up any earlier than this.

b. Queen Elizabeth Youth Centre (QEYC)

- a. Players under 14 years of age must be accompanied by an adult.



- b. When players are not involved in the game they must remain off court, including half time.
- c. No running or bouncing basketballs in the foyer or hallway.
- d. Anyone found to be damaging the facility in any way will be removed immediately and suitable action taken. This may result in the school being invoiced.
- e. **Doors will be open 15 minutes before the competition tips off**, please make sure players do not turn up any earlier than this.

5. Team Registrations, Fees and Withdrawal

- a. Team fees are listed publicly on the TCBA Website, and when the competitions are advertised.
- b. Teams must register their team online through the Friendly Manager system.
- c. TCBA will invoice teams. The team fee must be paid on or before the deadline stated on the invoice. The team contact person is responsible for the fees.
- d. Exceptions and payment plans can be made in consultation with, and with the approval of TCBA.
- e. If any team has not paid or arranged a payment plan by the advertised invoice due date they may be withdrawn from the competition.
- f. Teams must pay outstanding fees before their entry will be considered for another competition.
- g. TCBA will recover overdue fees/debt from a team before entering a team into a competition.
- h. Cancellation (fully or partially) of a league.
 - i. If the league has not started, the full amount will be refunded.
 - ii. If the league has started (or stops due to circumstances beyond our control), then a twenty dollar (\$20) "Processing fee" will be retained by TCBA, as well as any fees for games that may have already been played, which will be determined on a pro-rata basis. Any \$50 payments for default games will also be retained and deducted from any subsequent refund that may be payable.

6. Player Registrations

- a. ALL TEAM Members must be registered via the Friendly Manager online registration portal, prior to the start of the competition.
- b. All players must have their correct information registered in the system, this is an important requirement for the Covid Contact Tracing and uploading of the Vaccine Passport.
- c. Teams must register a minimum of:
 - i. 8 players to all competitions (with the exception of Little League)
 - ii. Little League must have a minimum 4 players registered.
- d. Only 12 players can be registered to play each night, with the exception of Little League.
- e. Players must have played 50% regular season games to be eligible to play in semifinals and finals (where applicable).
- f. Teams may register additional players, remove players from their team, or transfer registered players to other teams during the season by contacting Tauranga City Basketball. Subject to rules relating to playing in the same or lower divisions.



7. Draws

- TCBA will attempt to publicise competition draws as soon as possible. Once published TCBA will attempt to not change the draw unless an error is found. It is needed.
- Teams may require special draw requests, if these are submitted before the draws construction or the cut-off date set by TCBA. TCBA will accommodate as many as logistically possible, but it cannot be guaranteed that these will be completed. When teams enter TCBA competitions, there is an expectation that they can compete on the specified days, dates and times of the competition. There is a \$50 fee for each request which may be waived at TCBA's discretion.

8. Communications:

- a. All communication regarding basketball will go through the schools Teacher in Charge of basketball and/or the Sports Coordinator. Tauranga City Basketball will not deal with parents, etc. who need games changed for them.
- b. The draw for the round will be emailed out to all team contact persons, as well as being placed on Tauranga City Basketball's website <https://tauranga.basketball> and being placed on noticeboards at venues.

9. Uniforms

- a. Mouthguards are compulsory for all TCBA School Competitions, with the exception of Little League.
- b. All teams (except years 1 to 4) must have numbers that are clearly visible on the front and back of all tops (no chalk or tape may be used to convert numbers on a player's shirt).
- c. The following are the legal numbers for basketball uniforms: 0, 00, 1 – 99
- d. T-Shirts, regardless of the style, are not permitted to be worn under the playing shirts.
- e. Players with incorrect uniform (shorts, tops or numbers) may not be allowed to participate in their scheduled game(s).
- f. All players must tuck their playing top into their shorts.
- g. Track pants, jean shorts, hats, caps, bandanas or Jewellery including leather bracelets, pounamu etc. cannot be worn while the player is on court.
- h. Covered shoes are compulsory in all competitions at all levels as a matter of health & safety.
- i. Players can apply in writing for a dispensation to wear non- standard clothing. Approval is not guaranteed and must be received before the non-standard clothing can be worn.
- j. During the first week of any competition, teams will be allowed some flexibility relating to the uniform regulations. After that time, incorrectly dressed players may be prevented from entering the game, unless an arrangement has been made with TCBA.

10. Referees

- a. Every effort will be made by Tauranga Basketball Officials Association to provide two referees for each game, except Little League which is refereed by the coaches



11. Points / Results

- a. Teams shall be classified according to their win-loss record, namely 2 points for each game won, 1 point for each game lost (excluding lost by default) 1 point for a draw (relevant for Primary and Intermediate Grades) and 0 points for a game lost by forfeit.
- b. The procedure is to be applied for each team having played only 1 game against each opponent in the group (single tournament) as well as for each team having played 2 or more games against each opponent (league with home and away games or more tournaments).

Competition points will be recorded at the completion of rounds, if rounds cannot be completed the results will be based off the completed round.

- c. If 2 or more teams have the same win-loss record of all games in the group, the game(s) between these 2 or more teams shall decide on the classification. If the 2 or more teams have the same win-loss record of the games between them, further criteria will be applied in the following order:
 - i. Higher goal difference of the games between them
 - ii. Higher number of goals scored in the games between them
 - iii. Higher goal difference of all games in the group
 - iv. Higher number of goals scored in all games in the group

12. Tied Games

- a. No game in a Secondary School Premier Grade or Adults Premier Grade will end in a draw. As per the rules an overtime period will be played in these games to find a winning team.
- b. In other competitions, only in playoff games (quarter finals, semifinals and finals) will there be extra time played. This is detailed in each competition's specific rules.

13. Scorebench / Duty

- a. Each team in all leagues at all levels must provide one person (or two for stop clock games) to complete the scorebench for their own game. This person must be different from the coach. **This person cannot be part of the playing team.**
- b. Teams are responsible for accurately completing scoresheets with players full names and numbers prior to tip off
- c. Scoresheets are available from the court controller at the front table on competition night.
- d. Referees are responsible for the checking of scoresheets at the conclusion of the game and signing it to verify that it is a true and accurate record of the game before returning the completed scoresheet to the venue controller.

Competitive Secondary School & Adults Leagues:

- e. Teams are responsible for accurately completing scoresheets with players full names and numbers prior to tip off
- f. player cannot take the court if they are not on the scoresheet prior to tipoff.
- g. teams will be penalised for no nominated score bench person. 2 points per 30 seconds. The game will not start. A default will take place at 5 minutes after the score is 20 – 0.



14. Defaults

Defaults are disruptive to the competition, in the case where there is no option but to default, the team contact must contact Tauranga City Basketball Office as soon as possible.

- Any team failing to field 5 players to begin the game (or 3 in a 3x3 game) within 5 minutes of the start time will default the game.

Art 20, Penalty 20.2.1 of the FIBA rule book. Non notification of defaults – one weeks' notice needed, 1st strike 20 – 0 loss (no competition points), 2nd strike loss of two competition points and a \$50 fine, 3rd strike removal from league and a \$50 fine. This rule will be in forced.

15. Reschedule of games

- a. Any special requests must be submitted with the competition administrator, or prior to the season starting, at this time as no changes to the draw will be permitted once published (e.g., advise availability for late / early games or duty or games).
- b. If a team cannot meet a scheduled game it may arrange for the game to take place at an alternative time and venue with the approval of the opposing team and Tauranga City Basketball Competitions administrator.
- c. The opposition must agree, if the opposition does not agree to the rescheduled game, then the game will be played as per the TCBA draw.
- d. Arrangements must be made at least 72 hours before the scheduled game.
- e. All costs will be paid by the forfeiting team and no fine will apply.
- f. The Tauranga City Basketball Competitions Administrator will not unreasonably withhold permission but the game must be played within 6 days of the scheduled game.
- g. It should be noted that this may not be possible when the competitions enter the play-off phase.

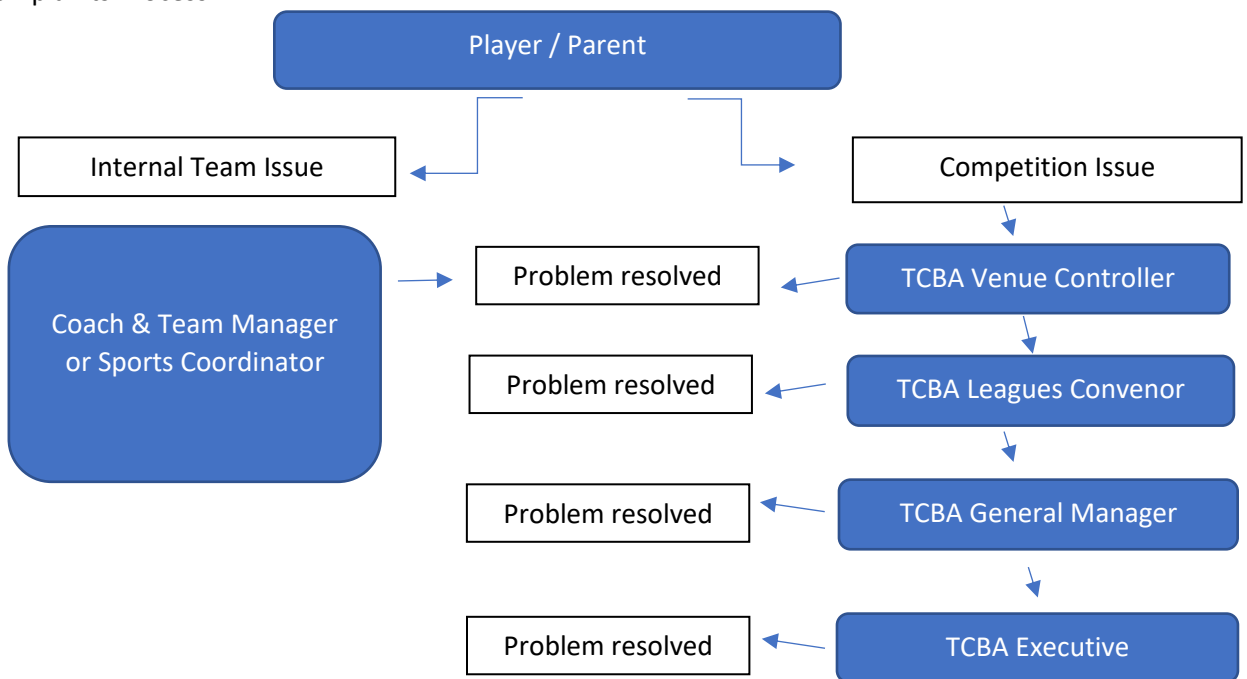
16. Disputes / incidents and Disciplinary Procedures.

- a. Any disputes/incidents must be referred immediately to the Tauranga City Basketball Venue Controllers in writing; incident report forms will be available at the control desk and with the venue controllers. These are also available on the TCBA website. They need to be filled out by each team, the referees and spectators if necessary. The Tauranga City Basketball Judiciary will handle disputes and may call a meeting of all involved if deemed necessary.
- b. In the case of a serious incident or dispute a report should be recorded on the back of the score sheet or on a separate document outlining all relevant details and signed and dated and then given to the Venue Controller.
- c. Disqualifying fouls or ejections have an automatic one-week standdown. Plus a judicial hearing may take place depending on the severity of the incident.
- d. Tauranga City Basketball has adopted Basketball New Zealand's Judicial Procedures which also contains recommended penalties for offences that occurred before, during or after a game. They are the guidelines that the Judiciary will use. Appendix six
- e. The outcomes from any disciplinary hearing may be published.



- f. Any health & safety incidents must be referred immediately by the venue controller to TCBA who will then determine a course of action.
- g. The venue controller is in charge of the competition and has the ability to ask people to leave the floor or the venue. Anybody failing to follow the instructions of the court controller may have their team face consequences.
- h. **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.

TCBA Complaints Process:



***Please Note:** Unless the complaint concerns the person, at no time should a person in the complaint process be 'jumped'. E.g., if a coach rings the General Manager, they will be asked to speak to the Court Controller first. Any disputes at games over any matter must be reported to the Court Controller ASAP.

17. Player & Team Eligibility

Player eligibility: School Competitions

1. Players must be enrolled at the school they are playing for. Once a player leaves school they are no longer eligible to play. There may be exemptions to this rule in special circumstances e.g., a player attends a school where they have no team registered or a



home-schooled student who would like to play basketball (teams will need to fill in the appropriate forms)

- a. Dispensation forms can be found here
<https://taurangacitybasketball.co.nz/about-us-2/formal-documents>
- b. Where players are playing for another school, both principals must sign off on approving the player to play. The player will be cleared at the discretion of TCBA.
2. Secondary School teams may not include any players outside of their own Year 9 – 13 students unless approved by TCBA.
3. A player can only be registered in one team per competition. Players cannot play for more than one team in a competition / division under any circumstances (this includes filling in for another team).
4. A player is considered to have played in a game if they are listed on a scoresheet that is signed and verified by the referees as true and correct. Coaches are responsible for checking scoresheets prior to the game commencing.
5. Players in any team must have played in 50% of regular season round robin games for that team in order to be eligible for the playoffs.
6. A player cannot fill in for a team which is in a lower division that what they are registered for.
7. A player may fill in (play for a team outside the one team they are registered in) for a team in a higher division, they may only fill in for a maximum of 2 games. If they play a third game in a higher division, they are now considered to be in that team.
8. A player can only play in 1 game per night of competition, unless dispensation has been given by TCBA.
9. Any team in breach of any rule in section 19 will automatically default that game. It is the responsibility of the team to ensure that they are playing with eligible players.

Adult competitions

1. Players can only play for ONE team in any particular grade.
2. Players in A Grade cannot play down in the B Grade (unless dispensation has been granted).
3. Players may play in a mixed team as well as in another grade.
4. Age Restrictions In any Adult League, Players must be fifteen years of age to be eligible 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 other players in the league. Dispensation forms can be found here
<https://taurangacitybasketball.co.nz/about-us-2/formal-documents>

TCBA Competition Basketball Game Rules

18. Little League:

This league is about participation and enjoyment of the game. It is expected that all players have fun while learning the fundamentals of dribbling, passing and shooting in a game situation. All players need to feel that they are contributing to the game in a safe,



encouraging and positive environment. With that in mind it is expected that the coach or parent from each team are on the court assisting the players to learn.

- A size 5 ball will be used.
- The hoop is 7ft, the lowest height. The game is played on half a basketball court.
- Game time is 22 minutes straight game.
- There are 4 players per team on the court at any one time. A maximum of 6 on a team is ideal.
- One coach/parent per team serves as the referee, this is to assist all players, not just their own team. Whilst on the court they coach and referee the game as it goes along encouraging players to pass to their team mates, helping all players feel part of the game.
- 2 points for all baskets.
- Games begin with a jump ball at the foul line.
- Rolling subs. A player can sub another player at any time of the game.
- Man, to man defence, players must play defence on one player.
- The ball **CANNOT** be taken from a stationary player. The ball can only be taken on the dribble as long as no contact occurs. One player can defend another player who is shooting the ball but they must stand with their arms straight up and down.
- After 3 dribbles a player must pass the ball, this is to encourage team play.
- When the ball changes possession the ball must be dribbled or passed back over the 3point line before the team is allowed to try and score a basket.
- After a basket is scored the opposition take the ball back to the 3-point line and passed or dribbled in.
- At the end of the game, all players from both teams line up and attempt a free shot from in front of the basket. Each successful shot to be a point added to the team's total points. This is to give every player an opportunity to score a point for their team.

19. YEAR 3 & 4:

This league is about the young players developing their skills in a safe, encouraging and positive environment.

- A size 5 ball will be used.
- The hoop is 8ft 5.
- 2x 13-minute halves. There will be a 3-minute warm-up providing the game before has not gone to overtime, 1-minute at half time.
- 2 points for all baskets, no 3 pointers or foul shots.
- No timeouts.
- Games begin with a jump ball, the possession arrow rule will apply on further possessions, when a jump ball occurs.
- When a team has a lead of 20 points the Mercy Rule will be applied **Teams on defence MUST retire to their 3 point line on a made basket and when a ball is inbounded from backcourt i.e., baseline and sideline.**
- Fouls called will result in a player being substituted immediately. If a team only has five players and a foul is called, then that player will still need to be substituted and can return on the next inbound of the ball.



When a team gets to 6 team fouls in a half, every foul after that will result in 1 point to the opposition. The team of the player that was fouled, also gets the ball back.

- 3-seconds, players on offence (attacking the basket) may not stand in the keyhole for more than 3 seconds when their team is in possession of the ball.
- Teams must play Man, to man defence, players must play defence on one player.
- The ball **CANNOT** be taken from a stationary player. The ball can only be taken on the dribble as long as no contact occurs. One player can defend another player who is shooting the ball but they must stand with their arms straight up and down.
- **Substitutions are to be made on the referee's whistle, from sideline or baseline, not after a basket.** No subs are to be made in the last two minutes of the 2nd half.
- Once the ball is in the front court it may not be passed back over the centerline by the team in control.
- In the event of a draw, in semi-finals and finals, a 2 Minute Overtime Period it to be played to determine a winner. If the Overtime Period ends in a draw the winner will be determined by first basket scored in the 2nd Overtime Period

20. YEAR 5&6:

This league is about the young players developing their skills in a safe, encouraging and positive environment.

- A size 6 ball will be used for the Year 5&6 grade. If there is a Girls Grade a size 5 ball will be used.
- 2 points for all baskets, no 3 pointers or foul shots.
- 4x 10-minute running clock quarters, 6-minute warm-up providing the game before has not gone into overtime. 1-minute at quarter time & halftime.
- No timeouts.
- Games begin with a jump ball, the possession arrow rule will apply on further possessions, when a jump ball occurs.
- When a team has a lead of 20 points the Mercy Rule will be applied **Teams on defence MUST retire to their 3 point line on a made basket and when a ball is inbounded from backcourt i.e. baseline and sideline.**
- Fouls are to be called; any player who commits a foul will have it recorded against their number (name) on the score sheet. Any player who receives 5 fouls will be required to leave the game (cannot return).

When a team gets to 4 team fouls in a quarter, every foul after that will result in 1 point to the opposition. The team of the player that was fouled, also gets the ball back, with the exception of a foul whilst shooting and the basket is made.

- 3-seconds, players on offence (attacking the basket) may not stand in the keyhole for more than 3 seconds when their team is in possession of the ball.
- Substitutions are to be made on the referee's whistle, from sideline or baseline, not after a basket. No subs are to be made in the last two minutes of the last quarter.
- Once the ball is in the front court it may not be passed back over the centerline by the team in control.



- In the event of a draw, in semi-finals and finals, teams will play a 2 Minute Overtime Period it to be played to determine a winner. If the Overtime Period ends in a draw the winner will be determined by first basket scored in the 2nd Overtime Period.

21. Intermediate Competition Rules

Players eligible for this league must attend the school they are playing for and must be the correct school age. Where a school does not have a team, players may seek written dispensation from Tauranga City Basketball.

- **Ball:** Size 6 Boys & Mixed, Size 5 Girls.
- **Rules:** FIBA Rules will apply except for the following:
- **Game Time:** 4 x 10-minute running quarters. If time permits there will be a 6-minute warm-up; 1 minutes at half time; 1 minute between quarters. (Games will be starting on time)
- **Teams playing in the A Grade will have a 24-shot clock on their games.**
- **Scoring:** Field goals - two points; free throws - one point, three pointers - three points.
- **Substitutions:** Substitutions are to be notified through the bench at all times and are allowed to take the court on any dead ball. Subs will be called on to the court by the referee. No subs are to be made in the last two minutes of the last quarter.
- **Time Outs:** 1 x 30 second time out allowed per quarter. No time out in the last 3 minutes of the game. The clock will not stop for time outs.
- **Defence:** Strictly man to man defence. No zone defence.
- **Mercy Rule:** When a team has a lead of 20 points the Mercy Rule will be applied **Teams on defence MUST retire to their 3 point line on a made basket and when a ball is inbounded from backcourt i.e. baseline and sideline.**
- In the event of a draw, in semi-finals and finals, a 2 Minute Overtime Period it to be played to determine a winner. If the Overtime Period ends in a draw the winner will be determined by first basket scored in the 2nd Overtime Period

22. Secondary School Playing Rules

Balls: Teams are to supply their own basketball for games.

☒ Girls Junior and Senior – Size 6

☒ Boys Junior and Senior – Size 7

Warm Ups: Warm up time will depend on the completion of the previous game. If there is not enough time to warm up on court between the completion of the previous game and start of your game, you will need to find an alternative space to warm up without disrupting games in progress.

Premier Secondary School Grade (Seniors only):

- 1 team per school.
- FIBA Rules
- 4x 10-minute quarters, stop clock games with 24 second shot clock.
- 2-minute quarter time, 3-minute half time.



- Time outs: 2x first half, 3x second half (only 2 allowed in last 2 minutes of the game) 1-minute duration.
- In the event of a draw in **quarter finals, semi-finals & finals** only, 3 minutes of overtime will be played to determine a winner. Personal and team fouls will remain the same as the end of the 4th quarter. Each team is allowed 1 timeout in overtime.

A Grade Seniors & Juniors:

- FIBA Rules
- 4x 10-minute quarters, stop clock games with 24 second shot clock.
- 2-minute quarter time, 3-minute half time.
- Time outs: 2x first half, 3x second half (only 2 allowed in last 2 minutes of the game) 1-minute duration.
- In the event of a draw in **quarter finals, semi-finals & finals** only, there will be 3 minutes of overtime will be played to determine a winner. Personal and team fouls will remain the same as the end of the 4th quarter. Each team is allowed 1 timeout in overtime.
- Man to man defence only in Junior Secondary School Boys & Girls divisions
Teams in the Junior Competition must play man-to-man defence only, once the ball crosses halfway. If you think a team is playing zone defence in the Junior School Competition, an adult from your team must find a venue controller or referee coordinator. They will watch the game to determine whether a team is playing zone then the following procedures will be followed:
 - 1st Offence: Warning by the floor controller
 - 2nd Offence: Technical foul on the coach (1 free throw, followed by throw-in at halfway opposite the scorer's table.
 - 3rd Offence: Forfeit of the game to the opposition.

AGE GROUP COMPETITIONS (Yr 9&10, Yr 11 - 13)

- FIBA rules apply, there will be no 24 second shot clock.
- 4x 10-minute quarters, running clock games.
- 1-minute between quarters, and halftime.
- Teams may have 1, 30-second, time out per half, with no time outs being allowed in the last 2 minutes of 1, 2 & 3 quarters and the final 3 minutes of the 4th quarter. Time outs can be taken anytime except by the scoring team immediately following a scored basket.
- In the event of a draw **ONLY IN QUARTER FINALS SEMIFINALS AND FINALS**, 2 minutes of extra time will be played to determine a winner. Personal and team fouls will remain the same as at the end of regular time. If the score is still tied then the first to score will win.

23. Adult Competition Rules

- **Game Time:** All games 4 x 10 minutes running clock. No timeouts will be allowed.
- **Referees:** Two referees will be provided for all grades.
- **Score bench:** Each team is to provide one competent person to do the score bench.
- **Scoresheets:** Player Numbers need to be filled out before the game starts.
 - **All points and fouls need to be recorded correctly by the Score bench person.**
- **Team benches:** Team benches will be determined by names on score sheet. Team A sits on the left, and Team B on the right side of scorebench (if you were standing behind the bench looking at the court).



- **Bibs/Uniforms:** Teams must either wear numbered singlets
- Players should be appropriately dressed – no jeans, no hats, appropriate footwear and no jewellery.
- **Balls:** Teams are 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 the player a Technical foul should they hear it from either on or off the court.
 - **A player with 2 Technical fouls will be asked to leave the venue.**
- **Jump Ball:** Used only to start the game. All other jump ball situations alternate in Possession from outside the court. (If Team 1 wins the jump ball at the beginning of the game the next jump ball is given to Team 2 etc). A directional arrow is on the bench. It is the responsibility of the referees and the score bench to change the direction of the arrow with each jump ball situation.
- **Substitutions:** Rolling Substitutions, only when in offense (your team has possession of 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 play 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 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 base line.
- After any foul, the ball must go through the hands of the referee before in-bounding.
- **Bonus rule:** When one team has accumulated **4 team fouls** within one quarter of the game (10min), each subsequent foul will result in the other team receiving 2 points, regardless of the type of foul committed
- **Quarter-Final, Semi-Final, Final Games:** 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 it to be played to determine a winner. If the Overtime Period ends in a draw the winner will be determined by first basket scored in the 2nd Overtime Period.

24. Premier Adults

- FIBA Rules
- 4x 10-minute quarters, stop clock games with 24 second shot clock.
- 2-minute quarter time, 3-minute half time.
- Time outs: 2x first half, 3x second half (only 2 allowed in last 2 minutes of the game) 1-minute duration.
- In the event of a draw in **quarter finals, semi-finals & finals** only, 5 minutes of overtime will be played to determine a winner. Personal and team fouls will remain the same as the end of the 4th quarter. Each team is allowed 1 timeout in overtime.



Codes of conduct

COACH BEHAVIOUR

CODE OF CONDUCT

To participate as a coach in Tauranga City Basketball competitions, coaches are required to read and acknowledge agreement to the following Code of Conduct / rules of Tauranga City Basketball Association.

- Coaches shall at all times conduct themselves in a manner that reflects the spirit of fair play and sporting behaviour.
- They shall encourage positive communications between themselves and players, referees, administrators and the general public.
- Coaches shall conduct themselves in manner that reinforces their place as a leader and role models for their players and encourage sportsmanship by showing respect and by demonstrating positive support for all players, opposition coaches, officials and spectators at every game.
- Observe the letter and intent of the rules and regulations of basketball, and of the particular game, tournaments or competitions in which they are participating in, and insist that the players and teams under their direction do likewise.
- Remember that they have undertaken the responsibility of assisting their player to acquire the necessary knowledge and skills of basketball to achieve their potential, as well as promoting desirable traits in them. As youth coaches, remember that the game is for the players/children and not adults.
- Coaches shall accept refereeing decisions with good grace:
 - On-court approaches to referees shall be done by the on-court captain only and in accordance with the provisions of the FIBA Official Basketball Rules.
 - 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.
- Coaches should refrain from:
 - Continually questioning decisions.
 - Dissenting from decisions, whether by words or body language.
 - Making gestures by waving arms, indecent body language, facial expressions, and other similar actions
 - Using rude, offensive, and/or threatening language.
- Head Coaches shall not encroach onto the playing floor during the course of a game (other than as authorised by the FIBA Official Basketball Rules) or move out of the coach's box while the game is in progress.
- Given that assistant coaches must normally remain seated on the team bench, assistant coaches shall not assume actions or positions reserved for head coaches.



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.



Technical Officials'

Code of Conduct

Referees and other technical officials (including score bench personnel) have an important role in ensuring that acceptable behaviour is displayed by all participants on the court at all times. They shall:

- a. be mentally and physically prepared for the entire game or event;
- b. maintain complete neutrality at all times;
- c. accept their role as a communicator and role model for fair play;
- d. accept their role as a member of the "officials' team," embrace team work, co-operate with and assist fellow officials, score bench personnel and others associated with the game or event;
- e. ensure that all players have a fair and reasonable opportunity to perform to the best of their ability, within the rules and regulations of basketball and the particular game or event;
- f. conduct themselves in a professional manner both on and off the court;
- g. attend organised functions as a representative of referees and officials;
- h. remain open to constructive criticism and suggestions from the Technical Committee, or delegated authority, showing respect and consideration to those offering assistance.