



Tauranga City Basketball 2.0



Tauranga City Basketball



[www.taurangacitybasketball.co.nz/](http://www.taurangacitybasketball.co.nz/)

## Adult Competition League Games at Mercury Baypark

**League Dates:** Monday's 30<sup>th</sup> October – 11<sup>th</sup> December (7 weeks).

**Cost:** Entry Fee per team \$705.00 (2 referees)

**Divisions:**

Men's A Grade	8 teams
Women's Grade	4 teams
Men's B Grade	8 teams
Mixed Grade	4 teams

These Grades will be dependent on numbers.

**Registration closes: Wednesday 25<sup>th</sup> October. Earlier if max. number of teams reached.**

**The Entry Fee needs to be paid in full by 8<sup>th</sup> November 2023**

*(The person who registers the team will be our main contact for all information regarding teams and responsible for arranging payment for the team.)*

**Team Size:** A minimum of 8 and a maximum of 12 players per team. All players must be registered through the Friendly Manager programme.

***Mixed teams must have a minimum of two female players on the court at all times.***

### **Team Members:**

- ***Players can only play for ONE team in any grade (with the exception of mixed grade).***
- ***Players may play in a mixed team as well as in another grade.***

**Game Times:** 6.15pm – 9.30pm

**Referees:** Two Paid referees will be provided by TCBA for all grades (included in fees)

### **How to Register:**

Please register through our website. <https://taurangacitybasketball.co.nz/login> .

**If you are a new team, please email you are able to register through your login profile, next to Home button press the 3 lines and you can register your team to the competitions**



## Important Details

**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, please be aware that the following is taken into consideration when decisions are being made:

- BBNZ do not allow U15's to play in their Under 23 or adult competitions, so a decision to decline is in line with their rules.

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 on the safety of the player and other players in the league. Please find the dispensation information: <https://taurangacitybasketball.co.nz/policies-and-procedures>

All players must be registered via Friendly Manager system, with correct information given, this includes all players needing to provide email addresses.

**Rules** The competition is played under FIBA rules with amendments to allow for running clock games and keeping costs down. These rules are attached. 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 Competitions & Events Manager.

For any queries on the draw or results please contact Helen Richardson at [competitions@tauranga.basketball](mailto:competitions@tauranga.basketball)

## Team Responsibilities

**Team Membership Forms** All players must be registered through the Friendly Manager programme. This will greatly enhance our capacity to manage and communicate league draws and results, and ensures player eligibility.

Any changes to the team membership which accompanies the entry form must be notified to the Leagues 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 (4 – 15). If teams do not have a uniform, they are to **wear the same-coloured tops**. Please NO double ups of numbers.

Other requirements:

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



- No long pants

**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 scorebench (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 two points for a win and the offending team receiving no points.

**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](http://www.taurangacitybasketball.co.nz)

### **First Aid**

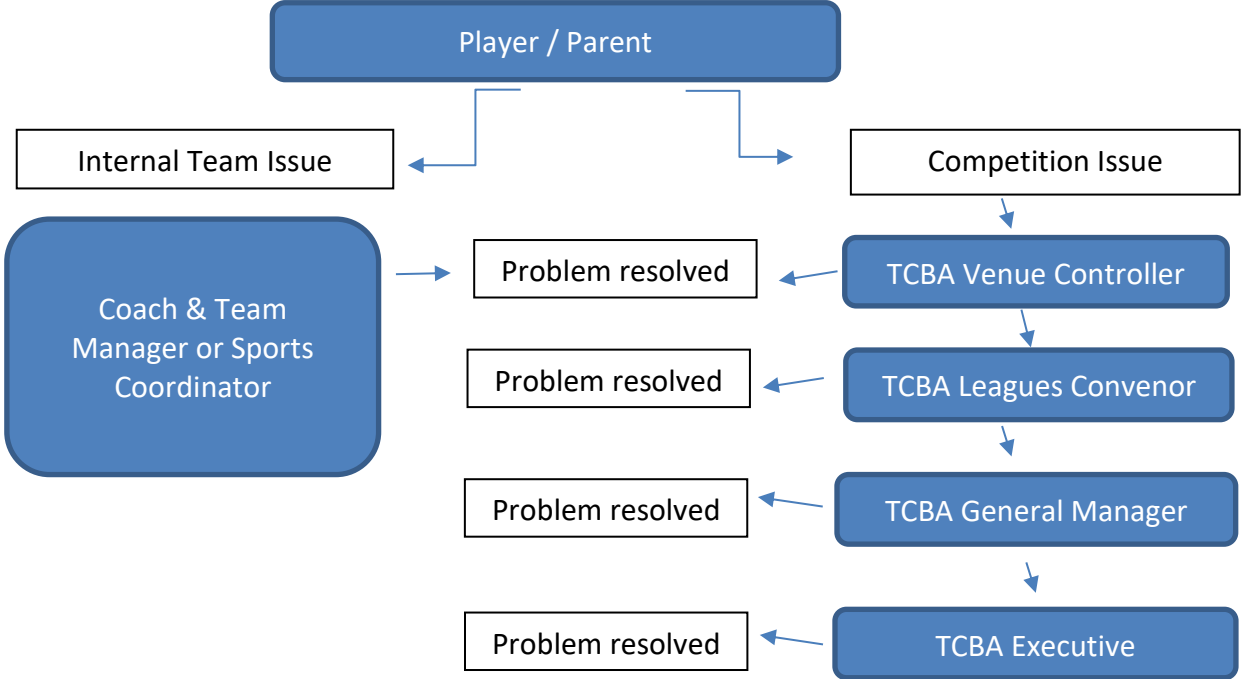
It is the responsibility of teams to provide a basic a first aid kit. Ice packs will be available for injuries from the Court Controller.

### **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.



TCBA Complaints Process:

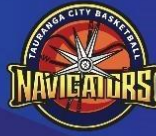


**\*Please Note:** Unless the complaint concerns the person, at no time should a person in the complaint process be ‘jumped’. E.g., if a coach rings the General Manager, they will be asked to speak to the Court Controller first. Any disputes at games over any matter must be reported to the Court Controller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

**Judicial / Foul Play**

Any player disqualified/ejected from a game will receive an automatic 2-week standdown from all basketball, 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 incident report form 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.



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## 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 and all players in the same colour tops.
- 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 and will be stood down for two weeks.**
- **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.

**Dates for Adults Competition**

<u>Date</u>	<u>Venue</u>
30 <sup>th</sup> October	Mercury Baypark
6 <sup>th</sup> November	Mercury Baypark
13 <sup>th</sup> November	Mercury Baypark
20 <sup>th</sup> November	Mercury Baypark
27 <sup>th</sup> November	Mercury Baypark
4 <sup>th</sup> December	Mercury Baypark
11 <sup>th</sup> December	Mercury Baypark