

WOMENS CLUB MATCH RULES

Revised April 2020



1. Control and Rules

- 1.1 All games shall be played under the control of the Basketball Otago and played under FIBA rules with local amendments as mentioned hereafter.

2. Competitions Manager and Committee

- 2.1 A Competitions Manager shall be appointed to arrange and conduct Women's competition games. A Floor Controller to enforce local rules may be appointed to assist the Competition Manager.
- 2.2 Basketball Otago may appoint a Competitions Committee to assist with the delivery of the competition.

3. Club 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 Club/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 Committee each season.
- 3.3 Where a clash of uniform occurs (in the opinion of the referee) in any game, the first named team on the draw shall wear their alternative uniform.
- 3.4 FIBA allows all numbers to be used, from 0-99 including 00.
- 3.5 Compression gear may be worn under playing shirts but only black if your team Uniform is dark, and white if your team uniform is light. Further to this all team members must wear the same colour compression gear, white or black.
- 3.6 Players of the same team may wear different colour or a combination colour of shoes.
- 3.7 Any player who, in the opinion of the Match Referees, is incorrectly attired cannot play.

4. Competition Draw

- 4.1 Games must be played at the time and date set down by the Competitions Manager after consultation with the Competitions Committee.
- 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 Finals (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. Should a team be unable to play in a scheduled final the next placed team will replace the defaulting team.
- 4.4 Deferred games may be allowed upon application to the Competitions Manager provided twenty-one (21) Days' notice is given. Deferred games must be organised by the team requesting the deferral and played within three weeks of the scheduled game. The cost of the deferred game (court and referees) will be met by the team requesting the deferral.
- 4.5 The date and location of the deferred game must be agreed 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 unable to play will **Default** the game.
- 4.6 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.
- 4.7 All club administrators will receive a full copy of the seasons draw after all entries are received and grading games are complete. To allow them time to plan for deferred games if required. This draw will detail the dates and team match-ups, **with all further information subject to change.**
- 4.8 Court and duty allocations will be available on a weekly basis and all club administrators will receive a full copy of the draw by the Wednesday of the week before the game is scheduled to be played.
- 4.9 A team shall lose the game by Forfeit if fifteen (15) minutes after the starting time; the team is not present or is not able to field five (5) players. Games will not be held up by players playing in other games.

5. Score Bench and Refereeing Duties – Defaults and Forfeits

- 5.1 Defaults. A default will occur where the team defaulting notifies the Competitions Manager in writing (includes e-mail) forty-eight hours (**48**) hours prior to the scheduled game starting time.
- 5.2 Forfeit. A forfeit will occur where a team fails to notify the Competitions Manager and is unable to field a team to begin a game. Teams that forfeit any game will incur a fine of \$150 plus the loss of two (2) competition points.
- 5.3 Duties involved with any default or forfeit of any kind will be covered by the team defaulting/forfeiting teams or another team from their club, it is the defaulting/forfeiting team's responsibility to organize this.
- 5.4 Once the Basketball Otago Office has received notification of a default, 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. There is to be no eating or drinking on the score bench.
- 5.6 When on duty teams are to supply at least the following personnel:
 - 3 persons for score bench duty (score keeper, time-keeper and 24 second operator).
 - Teams must also be prepared to supply 2 capable referees for every game they are responsible for duty.
 - Teams will be notified via email at least the day before the competition where 'official' referees have been appointed to a game.

- 5.7 Duty Forfeit. 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 plus they may forfeit the game that day.
- 5.8 Such fines must be paid prior to the team playing their next scheduled game. Teams will emailed notification of all fines and invoiced within the next two working days. If not paid, the Basketball Otago Competitions Manager reserves the right to disqualify the team/s from any/all games.
- 5.9 If a team has three or more (3) duty/game defaults/forfeits in total over the season they may be withdrawn from the competition at the Competition Manager's discretion.
- 5.10 Any game that starts and is abandoned due to circumstances outside of the teams control (weather etc) will be recorded and 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 Before the first game of the season each Club is required to email a full team list for each team they enter. This must include each players full name and nominated players if applicable.
- 6.2 To affiliate with Basketball Otago each player is required to complete an online registration form, including but not limited to their Full Name, DOB, Gender, Nationality and Email 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 6.5. Otherwise the team will forfeit that game unless an acceptable reason is provided.
- 6.3 The Womens 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 in conjunction with the Competitions Committee will reasonably consider every application on the merit of the under-aged player.
- 6.4 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. If this is not applicable then they will be deemed to be registered for the first club they play for.
- 6.5 A Player may be registered during the playing season provided:
- (a) The New Player Registration form is sent to BBO and received by the Competitions Manager at least 24 hours 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 Floor Controller **before the game.**
 - (c) The new registration is highlighted on the score sheet.
- 6.6 Each A Grade team will name their squad, of which a maximum 3 will be able to play down in B Grade. None of these players can be named in a playing NBL squad **or** be regular starters in their A Grade club team. Any B grade player can play up without penalty.
- B grade player pick up criteria:**
- If the B grade team has 4 players they can pick up: 3 players
 - If the B grade team has 5 players they can pick up: 2 players
 - If the B grade team has 6 players they can pick up: 1 player
- 6.7 All players must play at least FOUR (4) club games in the current competition to be eligible to take part in play-off games of any description. Players on either team for a default game that is

not played cannot be counted as 'played'. All players who attend a game which is forfeited and not played will count as having 'played'. If a game is defaulted or forfeited via protest or other means, but still played, all players will be counted as 'played'.

- 6.8 Players are only to be entered on the score sheet when they are actually available to play in a particular game. The recording of players not available to play may result in the game being forfeited.

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.

8. Transfers

- 8.1 All players participating in Womens Club competition games must be affiliated members of Basketball Otago.
- 8.2 Players registering from other regions and associations after the player registration cutoff 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. The applicable 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 the Basketball Otago unless they have made 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 players previous Club and/or association and the New Player Registration Form which all must be sent to the Competitions Manager 24hours before the transferring players first game.
- 8.5 Failure to complete such transfers 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.

9. Points

- 9.1 The points for all games are:
- Win 2 Points
 - Loss 1 Point
 - Default 1 Point
 - Forfeit 0 Points **(Plus a fine of \$150.00)**
 - Bye 0 Points
- 9.2 A default is classified by any game that is not played, and adequate warning (48hours minimum) has been given to the Competitions Manager and appropriate duties have been covered.

- 9.3 A forfeit is classed as a game that has not been played and inadequate warning (within 48hours) has been given to the Competitions Manager and/or appropriate duties have not been covered.
- 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.
- 10.2 A formal protest, setting out full reasons must be made in writing and received by the Competition Manager within seventy – two (72) hours of the competition of the game protested.
- 10.3 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 Womens 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 Womens 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

- 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 The starting five and Captain must be highlighted.
- 13.3 Team Captains/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, the reason for disqualification warrants additional punishment he/she will file a report with the Basketball Otago Competition Manager. The player, coach, assistant coach, team follower or official will receive a week (2) stand down period starting immediately.
- 14.4 On review of the report and taking into account the recommendation of the referee the Basketball Otago Competition Manager may refer the matter to the Basketball Otago Disputes Committee for a hearing on whether the player, coach, assistant coach, team follower or official should face additional punishment.
- 14.5 The Basketball Otago Disputes Committee shall comprise of an appointed Board Member, a representative of the Referees Association and either the Basketball Otago General Manager or Competitions Manager.
- 14.6 If a Basketball Otago Disputes Committee 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.
- 14.7 The Basketball Otago Disputes Committee 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.
- 14.8 On completion of the hearing the Basketball Otago Competitions Manager will write to the player, coach, assistant coach, team follower or official informing them of the decision of the Basketball Otago Disputes Committee.
- 14.9 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 Disputes Committees decision.
- 14.10 Basketball Otago has a **Zero Tolerance Policy** towards referee abuse with disciplinary action to support any such occurrence from player, coach, manager, supporter. A player receiving two technical fouls in a game will be disqualified from the game per FIBA rules. If in the opinion of the referee additional action is warranted rule 14.3 will also apply.

- 14.11 Any player receiving an aggregate of four technical fouls in a season will be suspended from playing in that teams next scheduled game following the receipt of the fourth technical foul. If in the opinion of the referee additional action is warranted rule 14.3 will also apply.
- 14.12 The classification of an illegal use of elbows will be decided by which whoever closes the gap between both players. In any case, any non-basketball action or use of undue force, especially outside of their cylinder will be charged with a USF regardless of where the contact occurs. If deemed serious enough, i.e. head contact/ aggressive undue force, the USF can be upgraded to a Disqualifying foul. Any use of elbows that does not connect but is classified as a non-basketball action or use of undue force will be issued with a tech foul.

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 three (3) minutes
 - b) Half time shall be not less than two (2) minutes or exceed five (5) minutes
- 15.2 Other than Full-length games:
- a) The warm up period shall be no less than two (2) minutes
 - b) Half time shall be not less than two (2) minutes
 - c) No time outs or part thereof will be granted in the last three (3) minutes of a game even though that time out may have been requested prior to the commencement of the said period.
- 15.3 It is the Competition Manager and/or Floor Controllers responsibility to keep games to time.