

JUNIOR SHOWCASE GAME REGULATIONS

FIBA Rules Apply with the following HoopNation & AAU Amendments, and may be changed without notification:

Managers must ensure athletes bring proof of age.

Failure to produce this if requested, may result in forfeit if challenged by protest.

1.0. Player Conduct

- 1.1. HoopNation upholds a zero tolerance of abusive language or threatening behaviour - the safety of all is our paramount principle.
 - 1.1.0. Behaviour that is deemed to be abusive or threatening to anyone is totally unacceptable. In particular this includes players, coaches, managers and their supporters towards other teams, officials, bench crews and staff.
 - 1.1.1. This includes postings on social media
- 1.2. Failure to comply with this principle may result in ejection from the venue, issuance of trespass notification from the venue by venue management, and where warranted notification to NZ Police.

2.0. Uniforms

- 2.1. Team A plays light strip, occupies left-hand side.
- 2.2. Team B plays dark strip, occupies right-hand side.
- 2.3. Teams must wear full one-colour kit.
- 2.4. Mouthguards are compulsory for 13U and 15U divisions only and highly encouraged in 17U and 19U divisions.
- 2.5. Socks can be worn of any colour.
- 2.6. Shooting sleeves can be worn of any colour or design.
- 2.7. No tee shirts to be worn under playing jerseys.
 - 2.7.0. Exception: if due to a medical or health condition such as severe acne.

3.0. Clock

- 3.1. Four (4) x 8 minute quarters.
 - 3.1.0. One (1) minute quarter period breaks.
 - 3.1.1. One (2) minute half break.
 - 3.1.2. Running clock.
- 3.2. Stop the clock for the last three (3) minutes of the 4th quarter only.
- 3.3. **No shot clock. [AAU]**
- 3.4. Eight (8) second count to progress the ball from the back to the front court
- 3.5. All rounds must begin on time.
 - 3.5.0. Some teams may be affected by this and will have minimal warmup time due to extra periods of play.

4.0. Timeouts

- 4.1. One (1) 60 secs per quarter (non-cumulative).
- 4.2. Or two (2) 30 secs per quarter (non-cumulative).
- 4.3. **An athlete in possession of the ball can call for a timeout. [AAU]**
 - 4.3.0. **Officials will confirm the duration of the timeout via the coach. [AAU]**
 - 4.3.1. **Options are 30 seconds or 60 seconds. [AAU]**
- 4.4. **Timeouts can be called between free throws. [AAU]**
- 4.5. Timeouts can also be called after a basket has been made.
- 4.6. Clock does not stop during regular play.
- 4.7. During the 4th quarter stop-clock period, clock stops during time outs.
- 4.8. Deliberate delays.
 - 4.8.0. If a team does not heed an official's instructions to return to play, or causes unnecessary delays, the official may at their discretion restart the play without the delaying team being on court.
 - 4.8.1. If possession of the ball has been awarded to the team that is delaying, and they have not complied to retake the court in a timely manner as judged by the officials, then

possession can be awarded to the defensive team, and play can start without the offending team on court.

4.9. A timeout cannot be called for in, or extend into the last three minutes of periods 1, 2 or 3. This means that if the clock shows 3:20 seconds, and a timeout is called, then the timeout expires on the minute, using only 20 seconds.

4.10. Calling a timeout that has been exhausted:

4.10.0. If a team calls a time out that they are not entitled to they will be awarded a technical foul resulting in 1 + possession against the team.

4.10.1. If the timeout was called for by the coach - the coach will be awarded the technical.

4.10.2. If the timeout was called for by a player - the player will be awarded the technical.

4.11. Inbounds after a timeout:

4.11.0. Possession will resume in either the back or front court when the timeout was called.

5.0. Defensive Systems

5.1. ***Zone defense is permissible for all divisions. [AAU]***

5.2. **Mercy Rule**

5.2.0. No full-court man to man or full-court zone defensive systems when 30 point or higher point differential during play.

6.0. Free throws

6.1. ***Two offensive and four defensive players are eligible to enter key lane lines during free throws. [AAU]***

6.1.0. ***Positions 1 and 2 on the lower block are designated to the defense, positions 3 and 4 on the midblock are designated to the offense. [AAU]***

6.1.1. ***Positions 5 and 6 on the upper block are designated to the defense. [AAU]***

7.0. Bonus

7.1. On shooting fouls

7.1.0. 1 + 1 for field goals

7.1.1. 1 + 1 + 1 for three point attempts

7.2. **On team fouls [per quarter]**

7.2.0. ***1+1 up until the 5th team foul, 2 from the 6th team foul. [AAU]***

7.2.1 **Flag goes up on the 5th foul indicating the next shooting foul is 2 shots**

7.2.2 **Teams are considered to be in 'bonus' from the 6th foul onwards. Meaning every foul takes the player to the line for 2 shots**

8.0. 5 Second Rule - "Use It Or Lose It" [AAU]

8.1. ***Offensive player who is in possession of the ball can hold possession of it in their front court without penalty if there is no defense assigned to the ball. [AAU]***

8.2. ***A defensive player is determined to be assigned to a player when they are within 1m of the ball carrier. [AAU]***

8.3. ***Once a defensive player has been assigned to the ball, the offensive player must be active with the intent to create a score, either dribble penetration, passing or shooting. [AAU]***

8.4. ***If the player who is in possession of the ball and has assigned defensive player guardian them, and is deemed to not be active with the intent to create a score, the team will lose possession to the defensive team. [AAU]***

9.0. In Bounds - No 'Backover Half' Violation On Any Inbounds

9.1. ***Sideline - The ball may be inbound from the sideline front court, to the back court without penalty. [AAU]***

9.2. ***Baseline - When in your front court, the offensive team can pass into their backcourt. [AAU]***

10.0. Players Taking The Court:

10.1. Player age eligibility is determined by their age on the last day of the tournament.

10.1.0. For example, a 17 year old can play in the 17U division as long as they do not turn 18 during the duration of the tournament.

10.2. There are no restrictions to the number of registered players that are able to take the court in a single game.

10.3. Players only registered to their team can play for their team.

10.4. A replacement player can only be introduced to a roster if they are replacing a player due to injury.

- 10.4.0. If the player is replaced before the tournament starts, this is a straight swap
- 10.4.1. If the player is replaced during the tournament, normal registration fees apply
- 10.5. Playing multiple divisions:
 - 10.5.0. An athlete can play in two (2) divisions under the following conditions:
 - 10.5.0.0. They meet the age requirements of both divisions
 - 10.5.0.1. They have registered and paid for both divisions.
 - 10.5.0.2. They play in the correct team uniform.
 - 10.5.1. A team that plays an athlete from another division without meeting the above conditions will cause the team to forfeit all games played.
- 10.6. No mixed gender in any divisions.

11.0. Substitutions:

- 11.1 ***Substitutions can occur between free throws. [AAU]***
- 11.2. No substitutions after a basket has been made.

12.0. Extra Periods Of Play

- 12.1. Overtime During Regular Pool Play:
 - 12.1.0. One (1) minute restart.
 - 12.1.1. Two (2) minutes stop the clock.
 - 12.1.2. Possession arrow.
 - 12.1.3. No timeouts.
- 12.2. Double Overtime During Regular Pool Play:
 - 12.2.0. One (1) minute restart.
 - 12.2.1. Jump ball.
 - 12.2.2. Golden Point.
 - 12.2.3. No timeouts.
- 12.3. Overtime During Semis & Finals:
 - 12.3.0. One (1) minute restart.
 - 12.3.1. Two (2) minute stop the clock.
 - 12.3.2. Possession arrow.
 - 12.3.3. One (1) 60 second timeout or one (1) 30 second timeout.
- 12.4. Double Overtime During Semis & Finals:
 - 12.4.0. One (1) minute restart.
 - 12.4.1. Possession arrow.
 - 12.4.2. Two (2) minutes stop the clock.
 - 12.4.3. One (1) 30 second timeout.
- 12.5. Triple Overtime During Semis & Finals:
 - 12.5.0. One (1) minute restart.
 - 12.5.1. Jump ball.
 - 12.5.2. Golden point.
 - 12.5.3. No timeouts.

13.0. Technical & Unsportsmanship Fouls

- 13.1. Any player or coach who receives a total of two (2) technical fouls or unsportsmanship fouls in any combination is removed from the game.
- 13.2. Any team that accumulates three (3) technical fouls in a game will lose by default.

14.0. Game Lost By Default

- 14.1. A team shall lose a game by default if:
 - 14.1.0. During the game, the team has fewer than two (2) players on the playing court ready to play.
 - 14.1.1. Or the team accumulates three (3) technical or unsportsmanship fouls in the game.
- 14.2. Penalty:
 - 14.2.0. If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped.
 - 14.2.1. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour.
 - 14.2.2. The team awarded the win shall receive 2 classification points
 - 14.2.3. The defaulting team shall receive 0 classification points.
- 14.3. Altercation:
 - 14.3.0. In the unlikely event of an altercation, only the coach and manager are permitted to

leave the bench without penalty if they are assisting officials.

- 14.3.1. Any players who leave their bench and enter the court regardless of their intent will not be able to resume play. Players must stay on their own team bench.

15.0. Game Lost By Forfeit

- 15.1. A team shall lose a game by forfeit if:
 - 15.1.0. The team is not present or is unable to field five (5) players ready to play 15 minutes after the game is scheduled to begin.
 - 15.1.1. Its actions prevent the game from being played.
 - 15.1.2. It refuses to play after being instructed to do so by the tournament controller
- 15.2. Penalty:
 - 15.2.0. The game is awarded to the opponents and the score shall be 20 to 0.
 - 15.2.1. The forfeiting team shall receive 0 classification points.
 - 15.2.2. The team awarded with the win shall receive 2 classification points
 - 15.2.3. They field player[s] who are ineligible to play.

16.0. Classification Points

- 16.1. A win is awarded 2 classification points
- 16.2. A loss is awarded 1 classification point
- 16.3. Forfeiting or defaulting teams are awarded 0 classification points
- 16.4. Tie Breaks
 - 16.4.0. In the event of a three way tie, the points for and against will be totalled between the three teams in the tie, no other results are included.
 - 16.4.1. Total points for will be divided by total points against. The product of this calculation is the quotient. The team with the highest quotient will be ranked 1st amongst the three.
 - 16.4.2. Quotients are only measured to three (3) decimal places.
 - 16.4.3. In the event that two (2) teams share the same quotient, then the team that won the game between the two will be judged the winner, to break the tie.

17.0. Protests

- 17.1. A team may file a protest if they believe that their interests have been adversely affected by:
 - 17.1.0. An error in scorekeeping, timekeeping, or shot clock operations which was not corrected by the officials.
 - 17.1.1. A decision to forfeit, or default the game.
 - 17.1.2. A violation of the applicable eligibility rules.
- 17.2. In order to be admissible, a protest shall comply with the following procedure:
 - 17.2.0. The captain of the team shall, no later than 30 minutes following the end of the game, inform the Venue Manager that their team is protesting against the result of the game and sign the scoresheet in the protest field.
 - 17.2.1. The team shall submit the protest in writing no later than 30 minutes following the end of the game.
 - 17.2.2. A fee of \$250.00 shall be applied to the protest and shall be paid prior to the protest being investigated.
 - 17.2.2.0. If the protest is upheld then the \$250.00 shall be refunded.
 - 17.2.2.1. If the protest is rejected it shall be forfeited.

18.0. Bench Duty

- 18.1. All games require personnel to bench the game that they are playing.
- 18.2. Team A and Team B will furnish one bench personnel each.

19.0. Teams & Clubs To Supply Officials [referees]

All teams and clubs must take a lead in developing their own pool of officials to keep pace with the explosive growth of the game. This is critical.

- 19.1. Individual teams are required to furnish a designated official, affiliated to their team, who will officiate as directed by the Official's Manager.
- 19.2. Clubs [two or more teams under the same club name] are required to furnish designated officials based upon the volume of teams they have entered.
 - 19.2.0. Two [2] club teams = one [1] official required
 - 19.2.0. Three [3] to four [4] club teams = two [2] officials required

- 19.2.1. Five [5] to six [6] club teams = three [3] officials required
- 19.2.2. Seven [7] to eight [8] club teams = four [4] officials required
- 19.2.3. Nine [9] to ten [10] club teams = five [5] officials required
- 19.2.4. Eleven [11] to twelve [12] club teams = six [6] officials required
- 19.3. The designated official:
 - 19.3.0. Is expected to be rostered between two [2] or three [3] games per day.
 - 19.3.1. Requests to officiate games over the maximum of three [3] games on any day will be negotiated without bias or prejudice. No team penalties will be incurred if they decline.
 - 19.3.2. Can also be the designated official for more than 1 team, but the volume of games they are required to do will increase proportionally to the number of teams designated to them. The maximum number of teams designated to one official will be no more than 3.
 - 19.3.3. Will be provided with a roster.
 - 19.3.3.0. Are responsible for checking the roster, any missed games will result in penalties to their designated team.
 - 19.3.3.1. Will not officiate their designated team's games.
 - 19.3.3.2. Can make requests to be available to see their designated team play, and such requests should be directed to the Official's Manager. However, despite best efforts, all designated officials should expect that some or all of their rostered games to officiate may clash with their team's games.
 - 19.3.4. Package:
 - 19.3.4.0. Will be provided with an official's uniform [top only], and is required to supply their own non-branded black pants or shorts.
 - 19.3.4.1. Will be provided with refreshments daily.
 - 19.3.4.2. Will be paid the rate set for the event, for each game officiated. Payments will be either bank deposit or cash, with receipt, at the conclusion of their last game by the Official's Manager.
 - 19.3.5. Must supply their own [Fox] whistle.
- 19.4. Missed games:
 - 19.4.0. If an official fails to present to their designated game:
 - 19.4.0.0. They may, at the discretion of the Official's Manager and Tournament Director, or equivalent, result in a loss of classification points or be rescheduled to cover the missed game.
 - 19.4.0.1. If a second game is missed then 1 classification point shall be deducted. For a second and subsequent missed games then 2 classification points will be deducted per game.
 - 19.4.1. If an official is injured and can no longer officiate:
 - 19.4.1.0. The official and their team is responsible for finding a suitable replacement.
 - 19.4.1.1. If a replacement is not found, and at the discretion of the Official's Manager and Tournament Director, or equivalent, the designated team[s] may be penalised with default games being awarded against them.
- 19.5. Officials who are under 16 years of age:
 - 19.5.0. Are the sole responsibility of the team and management to whom they are associated with, this means that:.
 - 19.5.0.0. They are prohibited from the officials' accommodation.
 - 19.5.0.1. Must secure their own transportation to and from venues.
- 19.6. Recognising that some teams from smaller centres or who are internationals etc may struggle to provide an official there is provision to pay for a replacement:
 - 19.6.0. Fee \$550
 - 19.6.1. Limited to 30 replacements
 - 19.6.2. Secured on first come basis via the Official's Manager refs@hoopnation.basketball
- 19.7. Penalties:
 - 19.7.0. If a team does not furnish their affiliated official[s], they shall default an equal number of games for every missed game scheduled to be officiated.

20.0. Balls

- 21.1. All girls' teams play size 6
- 22.2. 13 boys' teams play size 6
- 23.3. All other boys' teams play size 7

21.0. Amendments To The Game Regulations

- 21.1. HoopNation reserves the right to make amendments to any regulation without prior notification.
 - 21.2. It is the responsibility of team managers to ensure that they keep themselves informed as HoopNation leads into the Junior Showcase. No changes will be made within 48 hours of the Junior Showcase's commencement.
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QUOTIENT EXAMPLE

Results of the games played between the tied teams determine the quotient value. All other pool game results are excluded.

Team A (83) vs. Team B (82)

Team B (67) vs. Team C (65)

Team C (85) vs. Team A (79)

Quotient = (sum of scores made by team) divided by (sum of scores by opponents)

Team A = $(83+79) / (82+85)$

= $162 / 167$

= 0.970

Team B = $(67+82) / (83+65)$

= $149 / 148$

= 1.006

Team C = $(65+85) / (67+79)$

= $150 / 146$

= 1.027

Team C has the highest quotient value and breaks the three-way tie.

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Team A and Team B are now in a two-way tie which is determined by the winner of the game between tied teams, which in this example is Team A (83) vs. Team B (82).