

GAME REGULATIONS

FIBA Rules Apply with the following HoopNation Amendments:

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 to 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 all youth divisions:
 - 2.4.0. Players without mouth guards cannot take the court.
 - 2.4.1. Mouthguards must be worn properly as designed.
- 2.5. Skins 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.
- 3.2. One (1) minute quarter period breaks.
- 3.3. One (2) minute half break.
- 3.4. Running clock.
- 3.5. Stop the clock for the last three minutes of the 4th quarter only.
- 3.6. No shot clock.
- 3.7. 8 second count to progress the ball from the back to the front court

4.0. Timeouts

- 4.1. One (1) 60 second per quarter (non-cumulative) - taken on the bench only.
- 4.2. Or two (2) 30 secs per quarter (non-cumulative) - taken on the court only.
- 4.3. Clock does not stop during regular play.
- 4.4. During 4th quarter stop-clock period, clock stops during time outs.
- 4.5. Deliberate delays.
 - 4.5.0. 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.
 - 4.5.1. If the ball is awarded to the team that is delaying, then this can be overturned by the official.
- 4.6. A timeout cannot be called for in the last minute of period 1, 2 or 3.
- 4.7. During finals, teams can host one (1) 60 second timeout and one (1) 30 second timeout [see 5.1.3.; 5.1.4.3.; 5.2.3.; 5.2.4.3; 5.2.5.3.

5.0. Extra Periods Of Play

- 5.1. During Regular Pool Play:
 - 5.1.0. One (1) minute restart.
 - 5.1.1. Two (2) minutes stop the clock.
 - 5.1.2. Possession arrow.
 - 5.1.3. No timeouts.
 - 5.1.4. Double Overtime:
 - 5.1.4.0. One (1) minute restart.

- 5.1.4.1. Jump ball possession.
- 5.1.4.2. Golden Point.
- 5.1.4.3. No timeouts.
- 5.2. During Finals:
 - 5.2.0. One (1) minute restart.
 - 5.2.1. Two (2) minute stop the clock.
 - 5.2.2. Possession arrow.
 - 5.2.3. One (1) 60 second timeout and one (1) 30 second timeout..
 - 5.2.4. Double Overtime:
 - 5.2.4.0. One (1) minute restart.
 - 5.2.4.1. Possession arrow.
 - 5.2.4.2. Two (2) minutes stop the clock.
 - 5.2.4.3. One (1) 30 second timeout.
 - 5.2.5. Triple Overtime:
 - 5.2.5.0. One (1) minute restart.
 - 5.2.5.1. Possession arrow.
 - 5.2.5.2. Golden point.
 - 5.2.5.3. No timeouts.

6.0. Defensive Systems

- 6.1. Zone defense is permissible for all divisions

7.0. Technical & Unsportsmanship Fouls

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

8.0. Game Lost By Default

- 8.1. A team shall lose a game by default if:
 - 8.1.0. During the game, the team has fewer than two (2) players on the playing court ready to play.
 - 8.1.1. Or the team accumulates three (3) technical or unsportsmanship fouls in the game.
- 8.2. Penalty:
 - 8.2.0. If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped.
 - 8.2.1. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour.
 - 8.2.2. The team awarded the win shall receive 2 classification points
 - 8.2.3. The defaulting team shall receive 0 classification points.
- 8.3. Altercation:
 - 8.3.0. 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.
 - 8.3.1. 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.

9.0. Game Lost By Forfeit

- 9.1. A team shall lose a game by forfeit if:
 - 9.1.0. 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.
 - 9.1.1. Its actions prevent the game from being played.
 - 9.1.2. It refuses to play after being instructed to do so by the tournament controller
- 9.2. Penalty:
 - 9.2.0. The game is awarded to the opponents and the score shall be 20 to 0.
 - 9.2.1. The forfeiting team shall receive 0 classification points.
 - 9.2.2. The team awarded with the win shall receive 2 classification points

10.0. Classification Points

- 10.1. A win is awarded 2 classification points
- 10.2. A loss is awarded 1 classification point
- 10.3. Forfeiting or defaulting teams are awarded 0 classification points
- 10.4. Tie Breaks

- 10.4.0. 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.
- 10.4.1. 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.
- 10.4.2. Quotients are only measured to three (3) decimal places.
- 10.4.3. 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.

11.0. Bonus

- 11.1. On shooting fouls
 - 11.1.0. 1 + 1 for field goals
 - 11.1.1. 1 + 1 + 1 for three point attempts

12.0. Rosters

- 12.1. Minimum of eight players per division.
- 12.2. No maximum.
- 12.3. 13U - An athlete must be 13 years or under as of the last day of the tournament
- 12.4. 15U - An athlete must be 15 years or under as of the last day of the tournament
- 12.5. 17U - An athlete must be 17 years or under as of the last day of the tournament
- 12.6. 19U - An athlete must be 19 years or under as of the last day of the tournament

13.0. 5 Second Rule - "Use It Or Lose It"

- 13.1. Once the defense has picked up the ball the player in possession of the ball must be seen to be active with the intent to create a score, either dribble penetration, passing or shooting.
- 13.2. If the 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.
- 13.3. If the player who is in possession of the ball and has assigned defense, does not or is deemed to be not active with the intent to create a score, the team will lose possession to the defensive team.

14.0. Sideline In Bounds

- 14.1. The ball may be inbound from the sideline front court, to the back court without penalty.

15.0. Coaches, Managers, and Player/Coach

- 15.1. All youth teams must furnish a coach.
- 15.2. Teams are not required to furnish a manager.

17.0. Players Taking The Court:

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

EVENT - MANAGEMENT REGULATIONS

18.0. Consents Agreed To Through Registration

- 18.1. Images:
 - 18.1.0. For your personal image(s) to be used by:
 - 18.1.0.0. HoopNation
 - 18.1.0.1. Our event partners.
- 18.2. Personal Information:
 - 18.2.0. For your personal information to be used to:
 - 18.2.0.0. Process and manage player and team registrations.
 - 18.2.0.1. Improve our services to you.
 - 18.2.0.2. Disseminate to our event partners.

19.0. Refunds

- 19.1. Team Refunds:
 - 19.1.0. No refunds will be issued to cancelling teams or teams that fail to attend.
 - 19.1.1. No refunds will be issued if the event is cancelled for reasons outside of the event

organiser's control.

- 19.1.2 Refunds may be issued if the event is cancelled for reasons within the event organiser's control.

20.0. Restrictions:

- 20.1. Athletes can only play in their registered divisions [subject to 21.3]:
- 20.2. Academies, clubs and schools are limited to enter only one team per division in either boys or girls each:
 - 20.2.0. For example *Academy A 16U Boys* and *16U Girls* **IS** permissible
 - 20.2.1. For example *Academy A 16U Boys Team A* and *16U Boys Team B* **IS NOT** permissible
- 20.3. Academies, clubs and schools are not limited to enter single teams in multiple divisions:
 - 20.3.0. For example *Academy A 16U Boys; 14U Girls; 12U Boys; etc.* **IS** permissible

21.0. Replacement Players:

- 21.1. Permitted only due to injury or family emergency.
- 21.2. Tournament controller must be notified of any replacement who will manage the process:
 - 21.2.0. If a replacement player takes the court without notification to the tournament controller the team will forfeit the game(s) played.
 - 21.2.0. The replaced player forfeits the ability to return to play in the event.
- 21.3. A player can be replaced by a registered player from another team in the same or lower division:
 - 21.3.0. This player will forfeit returning to their original team.
 - 21.3.1. No registration fee required
- 21.4. Registration fee for a non-registered replacement player \$50.
- 21.5. Uniform
 - 21.5.0. Can be the original uniform of the replaced player, or
 - 21.5.1. A replacement uniform can be purchased [if available] at \$95.00.