

JUNIOR SHOWCASE GAME REGULATIONS

FIBA Rules Apply with the following HoopNation & AAU 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. 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. **An athlete in possession of the ball can call for a timeout. [AAU]**
 - 4.1.0. **Officials will confirm the duration of the timeout via the coach. [AAU]**
 - 4.1.1. **Options are 30 seconds or 60 seconds. [AAU]**
- 4.2. **Timeouts can be called between free throws. [AAU]**
- 4.2. One (1) 60 secs 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 the 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 periods 1, 2 or 3.

5.0. Defensive Systems

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

6.0. Free throws

- 6.1. *Three offensive and three defensive players are eligible to enter key lane lines during free throws. [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
7.2.0. *1+1 up until the 7th team foul, 2 from the 8th team foul. [AAU]*

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. There are no restrictions to the number of registered players that are able to take the court in a single game.
10.2. Players only registered to their team can play for their team.
10.3. A replacement player can only be introduced to a roster if they are replacing a player due to injury. The normal registration fee will apply.
10.4. Playing multiple divisions:
10.4.0. An athlete can play in two (2) divisions under the following conditions:
10.4.0.0. They meet the age requirements of both divisions
10.4.0.1. They have registered and paid for both divisions.
10.4.0.2. They play in the correct team uniform.
10.4.1. A team that plays an athlete from another division without meeting the above conditions will cause the team to forfeit all games played.
10.5. No mixed gender in any divisions.

11.0. Substitutions:

- 11.1 *Substitutions can occur between free throws. [AAU]***

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. Possession arrow.
12.2.2. Golden Point.
12.2.3. No timeouts.
12.3. Overtime During Semis & Finals:
12.2.0. One (1) minute restart.
12.2.1. Two (2) minute stop the clock.
12.2.2. Possession arrow.
12.2.3. One (1) 60 second timeout and 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. Possession arrow.
 - 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

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. Teams will supply the A team may file a protest if its interests have been adversely affected by: