

GAME REGULATIONS

Player Conduct

- 1.0. Zero Tolerance of abusive language or threatening behaviour
 - 1.1. 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.

FIBA Rules Apply with the following HoopNation Amendments:

- 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 10 minute quarters.
 - 3.2. One (1) minute quarter period breaks.
 - 3.3. Two (2) minute half break.
 - 3.4. 24 sec clock and 14 sec resets apply.
 - 3.5. Running clock.
 - 3.6. Stop the clock last three minutes of the 4th quarter only.
- 4.0. Timeouts
 - 4.1. One (1) per quarter (non-cumulative).
 - 4.2. 30 secs duration 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.
- 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 time outs.
- 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 Semis And 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. No time outs.
 - 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. No timeouts.
 - 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. Extra Periods Of Play Prize Money Finals Only
 - 6.1. During Regular Pool Play:
 - 6.1.0. One (1) minute restart.
 - 6.1.1. Possession arrow.
 - 6.1.2. Five (5) minutes stop the clock.
 - 6.1.3. One (1) timeout awarded to each team.
 - 6.2. Double Or Any Subsequent Period Required:
 - 6.2.0. One (1) minute restart.
 - 6.2.1. Two (2) minutes stop the clock extra period.
 - 6.2.2. One (1) timeout awarded to each team.
 - 6.3. Unused timeouts are not cumulative to any other period of play.
- 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 a 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 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

EVENT - MANAGEMENT REGULATIONS

12.0. Bench Duties

- 12.1. Youth divisions are required to supply three personnel to bench the game that they are playing.
- 12.2. The team designated as Team A, will bench games.
- 12.3. In terms of impartiality, Team B is entitled to have one nominee join the bench if they so request.
 - 12.3.0. The leadership of the bench crew remains in Team A's control.
 - 12.3.1. Team B's role will be designated by Team A leader as one of either score keeper or digital score only.
 - 12.3.2. If Team B's addition to the bench is disruptive they can be asked to be removed, this will be done through one of the officials. Failure to comply will result in a technical foul upon the team.

13.0. Rosters

- 13.1. Minimum of eight players per team.
- 13.2. No maximum.
- 13.3. Men's Elite:
 - 13.3.0. No player restrictions - amateur, or professional.
 - 13.3.1. Minimum age 15 years or over on the first day of the tournament.
- 13.4. Women's Elite:

- 13.4.0. No player restrictions - amateur, or professional.
 - 13.4.1. Minimum age 15 years or over on the first day of the tournament.
 - 13.5. Men's A-League:
 - 13.5.0. Player restriction: no NBL registered players from previous season, regardless of minutes played.
 - 13.5.0.0. Penalty:
 - 13.5.0.1. All games forfeited and classification points adjusted.
 - 13.5.1. Minimum age 15 years or over on the first day of the tournament.
 - 13.6. Men's & Women's Social:
 - 13.6.0. Players must demonstrate the level of skill commensurate with social grade.
 - 13.6.1. Teams that question the eligibility of athletes whose skill level is higher than expected to see the Tournament Manager.
 - 13.6.1.0. Teams may lodge a protest against the opposing team.
 - 13.6.2. Minimum age 15 years or over on the first day of the tournament.
 - 13.7. Youth Age Restrictions [Competitive & Development]:
 - 13.7.0. Players must be below the age of their respective division, including the last day of the tournament.
 - 13.8. Replacement Players - General:
 - 13.8.0. Permitted only due to injury.
 - 13.8.0.0. If replaced the injured player cannot return to play in the event.
 - 13.8.1. Tournament controller must be notified of any replacement:
 - 13.8.1.0. If a replacement player takes the court without notification to the tournament controller the team will forfeit game.
 - 13.8.2. Uniform must be from the injured player, and if wrong size a replacement uniform may be available at cost.
 - 13.8.3. No fee for replacement player if registered.
 - 13.8.4. Administration fee for unregistered player - \$50 adult prize money, \$40 social, \$25 youth.
 - 13.9. Replacement Players - Youth Divisions:
 - 13.9.0. Can be from a registered player from another team within an academy or club in the same division or lower division.
 - 13.9.0.0. Replacement player is removed from existing team roster and added to the new team.
 - 13.9.0.1. Replacement player forfeits playing in their originally registered team.
 - 13.9.0.2. Replacement player can shift from Development Division to Competitive Division but not from Competitive Division to Development Division.
 - 13.10. Replacement Players - Adult Social Divisions:
 - 13.10.0. Can be from a registered player from another team within Men's Social.
 - 13.10.0.0. Or, an unregistered player.
 - 13.11. Replacement Players - Prize-Money Divisions:
 - 13.11.0. Must be unregistered player who meets the playing criteria of the division.
 - 13.12. No mixed gender divisions.
- 14.0 Youth Development Division
- 14.1. Is based upon the honesty and integrity of coaches and managers, and their athletes.
 - 14.2. Intent of development division is to provide opportunity for the development of athletes.
 - 14.3. Cannot field an A-level representative or national players:
 - 14.3.0. Exceptions, if the player is playing in a division higher than their age bracket, for example a U13 A-level rep player (12 year old) playing in U14 Development (13, 14 and 15 year olds).
 - 14.4. If a player is suspected to not be a development player, opposing coaches are to register their concern with the tournament controller:
 - 14.4.0. The suspected player and their coach may be required to meet the tournament controller.

- 14.4.1. The volume of opposing coaches who identify the same player or players adds weight to the legitimacy of the concern.
 - 14.4.2. If a concern is upheld, the team will forfeit all games that the player has played in to that point and the player is to be removed from the team roster.
 - 14.4.3. If the player or players concerned continue to play, the team will continue to forfeit all games.
 - 14.5. Zone defensive systems are prohibited from all U16, U14, and U12 divisions.
 - 14.5.0. The Officials Assignor is the adjudicator and their decision is final.
 - 14.6. Playing multiple divisions:
 - 14.6.0. An athlete can play in two (2) divisions under the following conditions:
 - 14.6.0.0. They have registered and paid for both divisions.
 - 14.6.0.1. They play in the correct team uniform.
 - 14.6.0.2. Players are restricted from playing in both development and competitive divisions.
 - 14.6.0. A team that plays an athlete from another division without meeting the above conditions will cause the team to forfeit all games played.
 - 14.7. Coaches wanting to challenge a player formally in the Development division must follow the protest procedure.
- 16.0. Prize Money Divisions
- 16.1. Playing multiple divisions
 - 16.1.0. Athletes are prohibited from registering for teams in separate divisions.
- 17.0. Coaches, Managers, and Player/Coach
- 17.1. All youth teams must furnish a coach.
 - 17.2. Adult teams are not required to furnish a coach.
 - 17.3. Teams are not required to furnish a manager.
 - 17.4. If an adult team does not have a coach, a player on the team may register themselves as 'coach' provided that:
 - 17.4.0. The player/coach ensures that their dual role is recorded on the scoresheet prior to games.
 - 17.4.0.0. A player who does not record their dual role as player/coach at the beginning of the game forfeits any privileges as coach for the duration of the game.
 - 17.4.1. In the event that the player/coach is the antagonist in a dispute or altercation, they forfeit their role as coach to address officials or bench personnel for the remainder of the game being played.
 - 17.4.2. In the event of an altercation on court, the player / coach may assist officials in their role as coach, however must adhere to all officials' instructions.
 - 17.4.3. No other player can assume the role of coach if the player/coach has forfeited this role in any one game due to their behaviour.
- 18.0. Time Keeping
- 18.1. All rounds begin on the hour.
 - 18.1.0. Some teams will be affected by this and will have minimal warmup time due to extra periods of play.
 - 18.1.0.0. Games are not delayed to accommodate delays.
 - 18.2. Trustpower Arena time protocol.
 - 18.2.0. Courts 5 and 1's clocks will be reset to countdown to the hour.
 - 18.2.1. Courts 4, 6, 7, 8 & 9, and 2 & 3 will have their clocks reset to 10:00 ready for the next round to begin on the countdown clock.
 - 18.3. QEYC time protocol.
 - 18.3.0. Court 10 & 12's clock will reset to countdown to the hour.
 - 18.3.1. Court 11 will have their clock reset to 10:00 ready for the next round to begin on the

countdown clock.

19.0. Players Taking The Court:

19.1. There are no restrictions to the number of registered players that are able to take the court in a single game, in the following divisions only:

19.1.0. All development divisions

19.1.1. All social divisions

20.0. Minimum Games Played:

20.1. Tournament aims to provide teams with a minimum of 5 games, this is guaranteed:

20.1.0. This is based on full divisions of 12 teams per division, 2 pools, and round robins within each pool.

20.1.1. If a division does not fill, the division may merge, or be cancelled. No game minimum guarantee applies.

20.1.2. If a division hosts 5 teams or less, the division may be merged with another division.

20.1.3. If a division hosts 6, 7, 8, or 9 teams, round robin, 1st and 2nd ranked teams play finals.

20.1.4. If a division hosts 10 teams, 2 pools of 4, round robin within each pool; 1st and 2nd ranked in each pool plays semis, winners to finals, losers to play for 3rd place; 3rds play off for 5th place; 4ths play off for 7th place; and 5ths play off for 9th place.

20.1.6. If a division hosts 11 teams, as 18.1.4. Above, except one pool of 5, and one pool of 6; the 6th ranked team in their pool does not progress.