

Canterbury Basketball Association Incorporated

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Club Competition Rules



www.canterbury.basketball

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Additions and alterations from previous Competition Rules are highlighted in light grey

(exceptions – changes to dates, age groups and links, or examples are not highlighted)

CBA Competition Rules

1. Control and Rules

All games shall be played under the control of the Board of the Association and played under FIBA rules with local amendments as mentioned hereafter.

2. Competitions Committee

A Competitions Committee shall be appointed by the Board with specific terms of reference outlining roles and responsibilities. The board, through the Competitions Administrator, may appoint a floor controller at each venue to enforce these Competition Rules. However, final responsibility lies with the CBA staff member(s) responsible for competitions administration, referred to as the "Competitions Administrator", to arrange and conduct Inter-Club competition games.

3. Club Uniforms and Equipment

3.1 Uniforms shall comply with FIBA Rules relating to uniform subject to any local amendments allowed in these Competition Rules.

3.2 Each Club/Team should have a main playing uniform, 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 Administrator each season. Clubs ordering new uniforms must check the FIBA Rule Book and are encouraged to communicate with the CBA Competitions Administrator before ordering.

3.3 Where a clash of uniform occurs in any game, the first named team (Team A) on the draw shall wear a light uniform (preferably white), and the second named team (Team B) will wear a dark uniform. Every endeavour will be made to vary Team A on the draw by the Club Administrator. Teams that do not have an alternate uniform will be permitted to wear Canterbury Basketball Association team (numbered) bibs if the venue has any available. If both teams' coaches agree before their game, in consultation with the Floor Controller if required, they may interchange the colours of their playing tops (e.g. Team A wears dark, and Team B wears light).

3.4 The CBA strongly recommends the use of the following for uniforms: 4 to 15; 20 to 25; 30 to 35; 40 to 45; 50 to 55. Other one or two digit numbers will also be permitted as per FIBA rules (i.e. all numbers from 0 – 99), but in the interest of officiating numbers which can be signalled easily are recommended. Please note, if a team desires a player to be numbered as zero the team must make a choice between "0" and "00".

3.5 For weekend and High School teams, visible undershirts may not be worn under playing tops. If players feel they should be allowed to wear undershirts, they need to contact the Competitions Administrator. If worn, they must be the same dominant colour as the shirt.

3.6 Any player who, in the opinion of the Floor Controller, is incorrectly attired cannot play. There will be a two week exemption for illegal uniforms. After that, no player wearing an illegal uniform will be permitted to take the court unless special permission has been granted.

3.7 Compression arm sleeves may be worn, preferably of the same main colour as shorts and singlets – black and white are also acceptable (e.g. If your uniform is dark then a black one may be used and a white one for lighter colour uniforms). Full leg compression stockings are allowed as long as they match the main colour of the uniform, or are black or white.

3.8 Midweek Men's and Women's teams may wear visible undershirts, so long as the undershirt is the same colour as the main colour of the existing uniform (singlet). Full leg compression stockings are also allowed, as long as they match the main colour of the uniform or are black or white.

3.9 Mouthguards are compulsory in all grades U21 and younger (i.e. where players who are 17 or younger compete) when players are on court and the game is in play. Players are not permitted to share mouthguards. Mouthguards of any colour may be worn. Players must wear mouthguards properly or can be made to leave the court.

4. Competition Draw

4.1 Games must be played at the time and date set down by the CBA Competitions Administrator. Exceptions for deferrals are noted below.

4.2 Where Semi-Finals and Finals are scheduled, teams must be available to play at the time and date set down, and no deferment for whatever reason will be granted (apart from teams who are playing at higher levels. e.g. certain BBNZ Tournaments or other CBA sanctioned events). Should a team be unable to play in a scheduled final the next placed team will replace the defaulting team.

4.3 Requests for special consideration throughout the whole playing season must be included along with the entry form when submitted, so that due consideration may be given to it by the Competitions Administrator and/or Committee, without any guarantee that it will be accommodated. Examples may include: School Holidays; School Formals; Educational Trips; BBNZ and Breakers Camps.

4.4 Deferrals

(a) Deferred games may be allowed in special circumstances upon written application to the Competitions Administrator provided at least twenty-one (21) days' notice is given. Where possible these requests should be advised at time of entry to facilitate any draw arrangements and include a possible alternative date and venue.

(b) Deferred games must be organised by the team requesting the deferral and must be played at least one full week prior to any division of grades, Quarter-finals, Semi-finals or Round Robin Playoffs – as defined as four teams playing a Round Robin for the sole purpose of determining two finalists.

(c) The appointment of the match officials will be made by the CBA, providing at least seven days' notice of the time/venue for the deferred game is given. The court cost of the deferred game will be met by the team requesting the deferral, as well as all scorebench requirements.

(d) Deferrals will only be granted for very special circumstances. The main criteria for a team to be guaranteed a deferral is when they have three or more players representing a Basketball Association (e.g. Canterbury Basketball Association), or have three or more players participating in CBA sanctioned events. Even in these circumstances at least twenty-one days' notice must be given. If a team is to be without its coaching staff the CBA should also be made aware. A deferral may also be granted if it is deemed to be in the interests of the competition.

(e) If a deferral is requested less than twenty-one days in advance, the CBA may grant it, provided the opposing team agrees to a deferral. All other responsibilities with a deferred game remain in place. Notification of any "agreed deferral" needs to be provided to the CBA by 9am on the Monday morning preceding any weekend games where the deferred game would have been played, or 9am Friday morning in the case of Midweek games. In the event that teams are unable to agree, the CBA will make the final ruling.

(f) Only one representative from each team may agree to deferrals (see 4.4e). This may be a Coach, Administrator or Captain. This person only is to then communicate with the CBA Administrator.

(g) Examples of when deferral requests under twenty-one days may be allowed include late or changed draws, late advice of camps from BBNZ, Breakers or Rams, and other CBA approved events when notice was not previously available earlier.

4.5 If the catch-up game is not to be played within an acceptable time frame (see rule 4.4) the team organising the deferred game will lose the match. The match will be treated as a 'Notified default' (see 5.1). Their opposition are expected to assist as much as possible in finding a suitable time to play.

4.6 All club administrators and team contacts will receive a copy of the draw (or as much as possible of the first round draw) prior to the season starting. The Canterbury Basketball Association website will also display the competitions' current draws. Any amendments will be notified to affected teams by Email, and placed on the CBA website.

5. Notified Defaults and Forfeits – Scorebench and Refereeing

5.1 Notified Defaults: A team defaulting must notify the Competitions Administrator in writing and also notify the opposition club's secretary or representative at least 72 hours before the game was scheduled to be played. The score of the match will be recorded as 20:0 and two (2) competition points will be awarded to their opponents. One point will be awarded, similar to a playing loss (see Art 9.1). No fine will be levied against the team for Notified defaults.

5.2 Forfeit: A forfeited match will be recorded as 20-0, two competition points will be awarded to the opposition and no competition points will be awarded to the team forfeiting the game. See Art 5.4 & 5.5 regarding a \$100.00 Fine. The following instances will see a team lose by forfeit:

- (a) A team playing in a full-length game shall lose the game by forfeit if **ten (10) minutes** after the game was ready to begin, the team is not present or is not able to field five registered (5) players; or refuses to play if instructed by the referee.
- (b) A team playing in a Midweek game shall lose the game by forfeit if **five (5) minutes** after the game was ready to begin, the team is not present or is not able to field five registered (5) players; or refuses to play if instructed by the referee.
- (c) A team gives less than the notice period specified in 5.1 (72 hours).

5.3 Scorebench Duty

Teams will be required to supply duty personnel as scheduled by the Competition Administrator ~~every week~~, either preceding or following their games. Duty assignments will be scheduled on a weekly basis and included on the draw sent to Club Administrators and team contacts.

- (a) Score bench and refereeing duties will be allocated to teams. It will be up to the Club Administrators to co-ordinate full coverage of games they are responsible to cover during the season. Each Duty team should have one person allocated to make sure all team members know their allotted time and arrive for duty. A minimum of four people (or two from each team, if duty is shared) are required for duty.
- (b) All teams must provide competent bench personnel. In the case of School and Under 15/17/18/20 Graded teams who do not have the requisite skill will require an adult to supervise their Duty teams
- (c) There is to be no eating, drinking (with the exception of water bottles) or using a cell phone on the Score bench at any time.
- (d) Each club score bench needs to include someone capable of refereeing, as duty teams will be required when two official referees are not appointed or are unavailable.
- (e) Teams that fail to carry out their scheduled duty will incur a \$100 fine.

5.4 Teams that fail to carry out their scheduled duty (according to the club duty roster), or forfeit a game (see 5.2) will incur a fine of \$100 per offence. This includes the mid-week competition. Competition points may also be deducted.

5.5 Such fines will be communicated to the team and/or club responsible for payment within five business days after the forfeit or failure to carry out duty. These fines will be due by the 20th of the following month, after which the team and its members are given “Non-Financial status” until the fine is settled or paid. If a fine is levied with less than five weeks in the competition remaining then it must be paid or settled before the team’s next game.

5.6 If a team has three (3) or more duty/game forfeits per season they may be withdrawn from the competition at the Canterbury Basketball Association’s discretion. No refund of fees will be given.

6. Registration

6.1 All players are required to be registered online, via their club and/or school.

6.2 All clubs are required to submit team registrations, which includes players’ first and last names and contact details. Jersey numbers can be submitted if the team desires. Completed team registrations must be accessible by the Competitions Administrator before the beginning of the competition the team is involved in. Alterations can be freely made to this until the third round of competition, at which point registration fees due will be calculated.

6.3 A player will be deemed to be registered for the first CBA club or team he/she actually plays for in the current year.

6.4 A Player may be registered during the playing season provided:

(a) Online registration is completed prior to taking the court. This can be done online, and will be pushed automatically to Glory League Tablets provided it is all done at least three hours before the game in question tips off. For printed scoresheets, registration and assignment to a team needs to be done at least 48 hours in advance.

(b) Clubs are responsible for ensuring that players are eligible to play for them (i.e. they are in good financial standing, and the appropriate age, fit under the rules defined in article 7).

(c) There are enough regular games left in the competition for this player to become “Playoff Eligible” (see articles 6.6 and 6.7). For example, an U23 Men’s player could not join a team with three regular games remaining, as this player would not play the required minimum (four games) before playoffs.

The onus is on new clubs to ensure that all criteria is met for any players joining. Failure to do so means risking a forfeit as detailed in Article 9 (Points System). If clubs are unsure, they are encouraged to contact the Competitions Administrator prior to any of these players taking the court.

6.5 All players must pay any Basketball New Zealand and CBA Player Development Levies or Registration/Membership Fees when required (see 6.2). This includes those who are outside the CBA’s region and are accepted to play in the CBA Club Competition.

6.6 Any competition that has a first round championship, including the Hoben/Patron’s Trophy, players must have played in at least one third (1/3) of the club games in the current competition to be eligible to take part in any Trophy play-off (Semi-finals or Finals). In the event that this equates to a part number, it will be rounded up to the nearest whole number

6.7 Playoff Eligibility

(a) Players must play at least FOUR (4) club games in their regular grade during the Association’s current competition to be eligible to take part in Championship playoffs (Quarter-finals, Semi-finals, Finals, Playoff Round Robins or any other games designated as being playoffs). Dispensation must be applied for, and may be granted by the Canterbury Basketball Association in the case of a late season team entry, or if players were prevented from playing the required number of games by virtue of being involved in CBA sanctioned events.

(b) Players who have met the four game criteria in a lower grade, may play in the playoffs for a higher grade, provided they meet all other eligibility requirements (e.g. a “playoff eligible” Men’s U20 player can play in the Men’s

U23 playoffs if both teams are in one club/have a formal relationship). Players may not play in the playoffs in a lower grade if they have not qualified.

7. Grades and Re-Grading - Pathways

The following section clarifies how all of our competitions fit together, and how grades fit into CBA Development and Participation pathways.

7.1 Playing in multiple grades

- (a) Players may play in two adjacent “Development Pathway” grades without needing a dispensation, so long as the teams are with the same club, or if the school has formal agreement with a club(s). See 7.4
- (b) If player(s) wish to play for a club without an agreement with their school, a dispensation must be applied for by the player(s) wishing to play. **These are not normally granted.**
- (c) **Players cannot play for two different teams in one age grade (i.e. a player can not play for a development and an A grade team in the BU17 competition).**
- (d) **Each team entered in a CBA Development Pathway Grade (see 7.5) needs to have at least seven bona fide players that are available to play on a normal weekend. To be designated as a bona fide player, these players will not play for any other team on a normal weekend. The only exceptions to this rule is for Men’s U23 and Premier players, and Women’s U21 and Premier players.**

7.2 Where a player contravenes any of the grading regulations, the penalty shall be the loss by forfeit of the game/s where the player was illegally involved, with zero (0) points awarded to the losing team, and the game score 20-0. Further penalties may be imposed at the discretion of the Canterbury Basketball Association.

7.3 Playing in Participation Grades

- (a) **Players who are only competing in Division One competitions are only permitted to play up three (3) times unrestricted in the level above their regular grade (Premier), and on the fourth (4th) game must stay up in the higher grade. Any player wishing to play down again must apply in writing to the CBA Competitions Administrator for re-grading, and cannot play in the lower grade until ratification is approved. Players may not play down a grade based on the first grade they competed in this season. The only exceptions to this rule are listed in Article 7.18**
- (b) In order to have any players who have been called up entered on the Glory League tablets, or preprinted on the scoresheet, the CBA Competitions Administrator should be notified at least 48 hours before any game where a “Participation Pathway” player is going to be playing in a game in a level above their regular grade. In the event of late sickness/injury, players who have been “called up” should be handwritten on the scoresheet or registered online/added to the Glory League tablet for the team they are playing for, as well as writing on the “Team Roster Sheet” and, and the player’s usual team noted. Please notify the Competitions Administrator as soon as practical following a game, so as to have the player removed from future rosters.
- (c) **Players who played four or more games in Premier grade in the previous season, and who are now competing in Division One in the current season are not automatically allowed to play up in the Premier grade. Dispensations to this must be applied for.**

7.4 Playing in Development Grades

- (a) Players may play in two “Development Pathway” grades (as per diagram) as long as they are not more than one level apart (vertically). No player may play two or more grades below the top grade that they participate in without applying for, and being granted dispensation via the CBA Competitions Administrator. Exemptions for school aged players are listed in Article 7.13

(b) Possible reasons that would be considered for dispensations/exemptions:

- NBL/WNBL players receiving less than 10 minutes/game.
- High School players who may be playing for their school and a club

A player loses eligibility for two grades below from the moment they take the court for the higher grade team if a dispensation is not applied for and granted, unless covered by an automatic exemption based on minutes

(d) In order to have any players who have been called up entered on the Glory League tablets, or preprinted on the scoresheet, the CBA Competitions Administrator should be notified by **at least 48 hours** before any game where a player is going to be playing in a game in a level above their regular grade. In the event of late sickness/injury, players who have been “called up” should be handwritten on the scoresheet or registered online/added to the Glory League tablet for the team they are playing for, as well as writing on the “Team Roster Sheet” and, and the player’s usual team noted. Please notify the Competitions Administrator as soon as practical following a game, so as to have the player removed from future rosters.

7.5 Diagram and Explanation of Participation and Development Pathways

Men’s			Women’s		
Development Pathway	Participation Pathway	School Competition	Development Pathway	Participation Pathway	School Competition
ANBL/NBL/ NCAA D1			AWNBL/WNBL/ NCAA D1		
↑ Premier Men			Premier Women		
↑ U23 Men	Division One		↑ U21 Women	← Division One	Whelan Trophy
↑ U20 Men	↕ Midweek	Thomson Trophy	↑ U18 Women	↕ Midweek	
↑ U17 Boys			↑ U15 Girls		
↑ U15 Boys					
↑ U13 Boys					

The order of grades is as follows:

(a) **Men – Development:** (1) ANBL/NBL/NCAA Division 1; (2) Premier Men; (3) U23 Men; (4) U20 Men; (5) U17 Boys; (6) U15 Boys; (7) U13 Boys

(b) **Women – Development:** (1) AWNBL/WNBL/ NCAA Division 1; (2) Premier Women; (3) U21 Women; (4) U18 Women; (5) U15 Girls

e.g. If a male player takes court for 10+ minutes in a National League team that player will not be eligible to play U23 Men’s basketball (or Division One Men) likewise if a female player takes court for a WNBL team, for 10+ minutes, she will not be eligible to play U21 Women’s or Division One women.

(c) Players may not play in both the Participation pathway and the Development pathway grades. We accept there may be under age players in the Participation Pathway but ideally they should play in the age specific grades.

7.6 A Team/Club may apply in writing to the Administrator for a player to be re-graded to a lower grade. If a re-graded player is then needed to play up again, they will be automatically re-graded, and will not be re-graded a third time.

7.7 NBL Player Eligibility in CBA Club Competitions

We do not ask NBL teams to identify which players are development ones in a particular squad. Instead of this we will make use of average minutes per game instead. These rules also apply to ANBL or NCAA Division 1 players.

(a) **NBL Players wishing to play in the CBA Men's U23 Competition**

An NBL team member may play in this competition without CBA restriction, providing their NBL minute/game average is 9:59 or below. Players may require permission from their NBL team, each week during the NBL season, if they do wish to play. Other criteria still applies as normal (age, playoff eligibility requirements etc).

(b) **NBL Players wishing to play in the CBA Men's Premier Hoben Trophy Competition**

An NBL team member may play in this competition without CBA restriction providing their NBL minute/game average is 14:59 or below, and the NBL franchise they are contracted to gives permission. Other criteria still applies as to normal playoff eligibility requirements etc. This rule is established to ensure more consistency within the teams throughout the Hoben round. **Make this only if the Hoben Competition Points do not count towards Championship playoffs?**

(c) **NBL Players wishing to play in the CBA Men's Premier Championship Competition**

A maximum of two NBL players, who average 15:00 minutes or more in the NBL, can play for a particular CBA Club team in any game. Players who average 14:59 or less are not counted, and may play Premier Championship Round basketball without CBA restriction. **(add note depending on what we decide for 7.7b)**

(d) **NBL Players wishing to play in the Thomson Trophy Competition**

These players can only be playing for their school team in the Thomson competition, and are not eligible to play in the U20 competition.

(e) To check the minutes each NBL player is playing please use the official league stats page at <https://www.nznl.basketball/stats>. For the purposes of our calculations, a player's minutes per game average will be done on Wednesday night, thus any National League games that are scheduled for the upcoming weekend will not be used e.g. games on Thursday, Friday, Saturday or Sunday will be included in next week's calculations

(f) If the NBL season has not commenced prior to the start of the Hoben round, the previous season's NBL average minutes per game statistics will be used to determine eligibility.

(g) Teams may apply for dispensation via the CBA Competitions Administrator to the maximum number of NBL players in a team based on a long term club relationship with players. This will be reviewed on a case by case basis.

7.8 WNBL Players Eligibility in CBA Club Competitions

We will not ask WNBL teams to identify which players are development ones in a particular squad. Instead of this we will make use of average minutes per game instead. Assuming accurate information is available from the WNBL, the following rules will apply: These rules also apply to AWNBL or NCAA Division 1 players.

(a) **WNBL Players wishing to play in CBA Women's Premier Competitions**

A maximum of two WNBL players, who average 15:00 minutes or more in the WNBL, can play for a particular CBA Club team in any game. Players who average 14:59 or less are not counted, and may play Premier basketball without CBA restriction.

(b) **WNBL Players wishing to play U21's in the CBA Competition**

A WNBL team member may play in this competition without CBA restriction, providing their WNBL minute/game average is 9:59 or below. Players may require permission from their WNBL team. Other criteria still applies as normal (age, playoff eligibility requirements etc).

(c) **WNBL Players wishing to play in the Whelan Trophy Competition**

These players can only be playing for their school team in the Whelan competition.

(d) Once WNBL Stats are available, the CBA will communicate the link to all Premier teams to check player eligibility. For the purposes of our calculations, a player's minutes per game average will be done on **Tuesday night**,

thus any WNBL games that are scheduled for the upcoming weekend will not be used e.g. games on Wednesday, Thursday, Friday, Saturday or Sunday will be included in next week's calculations

(e) If the WNBL season has not commenced prior to the start of the Patron's Trophy round, the previous season's WNBL average minutes per game statistics will be used to determine eligibility

(f) Teams may apply for dispensation via the CBA Competitions Administrator to the maximum number of WNBL players in a team based on a long term club relationship with players. This will be reviewed on a case by case basis.

7.9 The Hoben and Patron's Trophy competitions may be separate from the Championship round(s) and where possible a final held.

7.10 CBA Age Group competitions (e.g. U23, U20, U17, U15): To be eligible to play in the CBA age restricted competitions a player must be at or under the specified age for the entire calendar year that the competition is played in. E.g. an U23 player cannot turn 24 years old until the following year (January 1 birth-date or later).

7.11 Men's U23 and U20 team entries. To protect the quality of the Men's U23 competition and make the Men's U20 grade more sustainable the U23 grade may be limited in numbers depending on total entries received. Any school teams entering under a club banner need the full endorsement of their club to apply to enter the MU23 grade by the date specified for this. Each application will be considered on its merits, and the impact on the MU23 competition as a whole.

7.12 Players registered with a club for the Men's U23 or Women's U21 grade may play Premier grade basketball for the same club only. Players wanting to play Premier grade club basketball for a club other than their own must get written approval from the Competitions Committee beforehand. The Committee has the right to decline such a request. Any formal School/Club liaisons are to be advised to the CBA.

7.13 The High School competitions that the CBA administers (Thomson and Whelan Trophy Competitions) operate outside of the club development pathway. Players need to be eligible to compete for their school in order to play in one of these competitions as per BBNZ and the NZSSC guidelines. This means a student can play for their school, without having any impact on their club eligibility. Player registration is still required if a player is only competing in the Thomson or Whelan Trophy competition.

7.14 Men's U17 players can elect to play for EITHER a Men's U20 OR a Men's U23 team, not all three. No allowances will be made to reschedule regular season or finals games if a player is playing in one or more grades. Likewise a Boys' U15 player may also play in either MU17 or MU20, but not all three grades, or a Men's U20 player may play Premier basketball or MU23. Players intending to do this should advise the Competitions Administrator.

7.15 No guarantees will be made to satisfy requests made to the CBA from teams to avoid clashes if a player or coach is involved in more than one grade. Preference will be given to requests at the same level of the hierarchy if submitted early (a minimum of three weeks notice, or with a team's entry is recommended). No allowances will be made to reschedule finals games if a player or coach is involved in one or more grades.

7.16 No player(s) may compete in two separate games at the same time. Players may leave one game still in progress to begin play in another, but may not then return to the game they have left.

7.17 Special situations may arise from time to time and all cases for dispensation will be considered on their merits upon written application to the Competitions Administrator

7.18 Special Allowances: WU21 players may play Women's Division One OR Premier in addition to U21 (but not all three grades), as long as both teams played for are in the same club. Both Male and Female Division One players (unless playing WU21) may also play Midweek (and vice versa) without restriction (may enter their entire team in both competitions if they wish). If a player makes use of this exemption, they are not eligible to fill in for their club's premier grade team.

8. Transfers and Registration

8.1 No player from outside the CBA area shall play in any CBA Competition game, or for any Club/Team affiliated to the CBA without prior approval from the Canterbury Basketball Association. Players who are not normally residents in Canterbury must apply and be granted approval before being able to play. These players will require the appropriate clearance or transfer. To obtain such approval the player must have been granted a written clearance from their previous Club (including NBL and WNBL teams) and the Association in whose area they previously resided and played. If still resident in another area, then “approval to play” from their current association and/or team will be required.

8.2 Players who are transferring CBA clubs between seasons (i.e. from one club in 2019 to a new one in 2020) do not require written permission to do so, but must ensure they are financially eligible to do so (see Article 6.4). A club can require the return of any property (for example balls and uniforms) before releasing a former player.

8.3 No player shall, within the playing season, play for more than one Club affiliated to the CBA, unless they have been granted approval by the Canterbury Basketball Association. Exceptions for playing for a school and club are detailed in Section 7.

8.4 (a) Players transferring CBA clubs within seasons must have written clearance from their previous club (a copy must be sent to the Competitions Administrator by **12pm** Thursday for Weekend games and 12pm Monday for Midweek games). Failure to do this will result in the player’s new club forfeiting each game the player plays until the clearance has been received by the Competitions Administrator. When players transfer within a season they will be required to stand down for two (2) competition weeks (as per the CBA draw for grades in question) before being allowed to play for their new club. At the discretion of the Competitions Committee allowance may be made to an individual who has already stood down for two games or more. Players transferring clubs between seasons do not need written clearance unless the player is listed as unfinancial.

(b) **Summary-** The following procedure for transfers will apply:

(1) Players must advise their former club that they no longer wish to play for them, pay any outstanding fees and return all club property (e.g. uniform, basketballs). The player must also ask for a written clearance (if during the season).

(2) The person/Club requesting the clearance is then to contact the CBA Competitions Administrator to deactivate the player from the former team’s playing roster once clearance and transfer is approved.

(3) Players are assumed to be eligible to transfer CBA clubs between seasons provided they are not listed as unfinancial by their previous club.

(4) If within a season a player wishes to transfer clubs, a notification of the intent to transfer and a written clearance from the previous club must be submitted to the CBA office by 12pm Thursday for Weekend games and 12pm Monday for Midweek games. The player must then stand down for that same competition grade. Please note if a player is changing clubs, the two game stand down applies to all grades in which the player plays. The two games can only be regular scheduled CBA games in competition weeks as per the CBA draw (which would include any deferred games played in addition to regularly scheduled games during this window).

(5) The CBA will notify the player’s new club and the Floor Controllers of the clearance approval.

8.5 Unfinancial members of any Basketball Club or Association will not be permitted to play for any other Club in any CBA or BBNZ competitions until a written release has been provided by their former club. This will apply at all times.

8.6 Transfers to another team within one club are possible (i.e. two Men’s U20 teams entered by one club). These transfers will attract a two competition week stand-down, unless the CBA deems it in the best interests of the entire competition to waive/reduce this. A player will not be able to transfer back to his/her original team after transferring once within a club.

9. Points System

9.1	All Games:	Win:	2 Points
		Playing Loss/ Loss by Default/ Notified Defaults:	1 Point
		Forfeits/Defaults:	0 Points

9.2 The Canterbury Basketball Association follows the FIBA rules for all Winter Competitions including those followed by BBNZ at Tournaments, with specified amendments being included in these Competition Rules. The latest "Official Basketball Rules" can be downloaded from <http://www.fiba.basketball/documents>

9.3 Classification of teams: All Team Classifications will be made using FIBA rulings (adopted by BBNZ in late 2003). See the "Classification of Teams" section in the FIBA rules (Article D) where teams are tied in round robin or pool play for more information on tiebreaking procedures.

9.4 Extra-time: If the score is tied at the end of playing time the game shall be continued with an extra period of five (5) minutes, or as many such periods of five minutes as are necessary to break the tie.

9.5 In Midweek competition one extra period of two (2) minutes (stop clock timing, with **immediate** turn around) will be played to determine the winner. If scores are still tied the game will continue until either side scores a point. This extra time may be extended to three (3) minutes in Semi-Finals and Finals. Golden point rule.

10. Protests

Teams wishing to lodge a protest are to adhere to the following procedure:

10.1 If a physical scoresheet is used for the game, it must be signed "Under Protest" by the protesting side's captain. If using a Glory League Tablet, a "Protest Form" must be signed (the Floor Controller will have these forms). In either case, the protest must be made 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, or on the Protest Form.

10.2 A formal protest, setting out full reasons must be made in writing and received by the Competitions Administrator within seventy-two (72) hours of the completion 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 Canterbury basketball Association for that competition.

11.2 No Club/Team shall be accepted for Premier grade unless it has played in the Association competition in the previous year (except at the discretion of the Canterbury Basketball Association).

11.3 No Club/Team shall participate and continue playing in Premier grade unless the Club/Team has at least one other team of the same gender playing at all times in the MU23, WU21, or Division One grades of the Association's competitions in the appropriate gender. These players must be utilised to avoid unnecessary defaults in Premier grades.

11.4 The Competitions Committee reserves the right to adjust the size and strength of any grade to suit the entries received.

11.5 The Competitions Committee reserves the right to accept or refuse any entry.

12. Promotion / Relegation

The Competitions Committee reserves the right to promote or relegate any team at any time.

13. Score Sheets and Glory League

13.1 Team details showing players' Christian and Surnames, and the Coaches' and Assistant Coaches' names must be clearly filled in on the score sheet, or on Glory League Tablets (reminder this can be done on any internet connected device by the team/club administrator) at least fifteen (15) minutes prior to the start of the game, or as soon as practical if using Glory League. Teams may also use the "Team Roster" sheets available from the Floor Controller as a safeguard to protect against players being accidentally removed from the list of active players for a particular game.

13.2 For all grades except Midweek the starting five must be clearly indicated by placing a small "x" in the "Player In" column. The captain must also be noted.

13.3 Summary of Responsibilities:

(a) Team officials shall be responsible for the filling in of the team details on the scoresheet, Team Roster Sheet, and/or Glory League;

(b) Team officials should check closely and confirm all players entered on score sheets qualify to play. Where a team has more than 12 players on any team roster then only 12 players can be printed/entered on the scoresheet/tablet. To avoid this any players not regularly playing may be put on an 'Inactive' file by advising the CBA Competitions Administrator.

(c) A team coach or his assistant must fill in the player's numbers and initial the scoresheet/roster sheet to indicate they have checked the sheet for accuracy at least 15 minutes before tip-off. If using Glory League Tablets, doing this as soon as practical is required.

(d) When a team has finalised its members' playing numbers they can be added into the preprinted scoresheets upon request, or directly via the team registration pages on Glory League.

13.4 If a player is playing up a grade from their normal one, this must be indicated on the scoresheet or Team Roster Sheet, to assist in checking registrations.

14. Penalties, Disqualifications, Conducts & Report Cards

14.1 Any team member who has been disqualified from a game by an official for his/her own actions, is ineligible to play/coach or attend in any game(s) prior to the review by the CBA Disciplinary Committee and/or a card has been issued (in order to determine if additional penalties need to be administered). The following card system will be used to indicate the level of offence and penalty.

(a) **RED CARD** – indicates that a player or coach has been disqualified for a serious offence. (See penalties for offences chart). A player or coach will immediately be placed on report and will have his/her case heard before the CBA disciplinary Committee. The player or coach will automatically stand down for two games (starting immediately, and in each grade he/she is eligible to participate in) and will not be able to play until the CBA disciplinary Committee have made their judgement on the case.

(b) **BLUE CARD** – indicates that a player or coach has been disqualified for a lesser offence. The player or coach will be placed on report. The player or coach will automatically stand down for two games (starting immediately, and in each grade he/she is eligible to play in). A player or coach who receives two blue cards in the same season will be issued a RED card (see above for penalties) and will have his/her case heard before the CBA disciplinary Committee.

(c) **YELLOW CARD** – indicates that a player or coach has been disqualified from a game and has had no further action taken against him/her. A player who receives two yellow cards in the same season will be issued a BLUE card

(see above for more details) and will then automatically receive a two game stand down (in each grade he/she is eligible to play in). Yellow cards can also be administered by the CBA office or CBA Disciplinary Committee upon written recommendation from a referee, floor controller, mentor referee or a member of the Competitions Committee for offenses during a game that did not result in a disqualification but warrants some action.

14.2 While serving a stand down period a player will be ineligible to participate in any other BBNZ or CBA sanctioned tournament or competition. This includes: playing, coaching, being on a team bench, officiating, or table officiating.

14.3 Should a disqualification occur, a Red, Blue or Yellow cards MAY be issued by the Competition Administrator to the club's secretary or contact person following the reading of the referee's or other reports. This will be following the decision of the Disciplinary Committee which will be made within four (4) working days of the offence.

14.4 The CBA will follow the BBNZ code of conduct. The code of conduct will also apply to spectators and team supporters.

➤ **ORANGE CARD** - A spectator or team follower will receive an orange card (issued by the floor controller) for breaches of the spectator's code of conduct. This code of conduct can be found on the wall of the competition venue. An orange card indicates that a spectator is ejected from the stadium for the duration of the game.

14.5 In the case of other misdemeanours and /or occurrences likely to cause disruption or bring basketball into disrepute the CBA Tribunal has the power to expel, suspend, fine or discipline any team, player, coach, assistant coach, team follower or official as deemed appropriate.

14.6 Cumulative Technical Fouls Received

(a) If a player or coach receives five technical fouls in one season (applies to all CBA competitions), they will be suspended for one game (immediately following). Every second additional technical foul received following the fifth, will also result in a one game suspension.

15. Timing for Games

15.1 Full length games shall be played under FIBA, with the following exceptions:

- (a) The **on-court** warm up period shall be not less than three (3) minutes
- (b) Half time shall be not less than two (2) minutes or exceed five (5) minutes;
- (c) The quarter breaks shall be not less than one (1) minute.

15.2 Other than Full length games (usually Midweek):

- (a) The warm up period shall be not 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 Floor Controller's responsibility to keep games to time, game start times may be held to allow referees time to change into uniform.

15.4 In the event that an official shot clock is not present, the match officials will be expected to simulate the shot clock time.