

Canterbury Basketball Association Incorporated

Midweek Competition Rules 2023

Wednesday Nights at Cowles Stadium

Mouth Guards: It is highly recommended to wear these. It is compulsory for players 18 or younger to wear a mouth guard.

Game Times: Games must start on time, the clock will be started on time, despite team's readiness.

Two Halves: each 26 minutes running clock: with the last 2 minutes of the second half stop clock. If a team is leading by 20 points or more, DO NOT stop the clock except in the last 30 seconds. 1 minute halftime break

Shot Clock: If an error is made, press reset three times when game clock is stopped to adjust.

Remember :14 reset rule: if shooting side regains possession after hitting the ring then shot clock is re-set to 14 seconds (still 24 if the opposing team gains control). Whenever a foul or violation is called against the team in control of the ball, the shot clock will be reset to 24 seconds if the throw in is in the backcourt or 14 seconds if throw in is in the front court.

Game Clocks: are to be re-set after each game and half time. Adjust the clock down to 26 minutes. Turn on the clock, especially if the teams are slow getting onto the court.

Timeouts: One 40 second TO per team, in the 1st half (Clock runs). No timeout in last 3 minutes of 1st half. **In the second half, one 40 second TO per team. In the last 2 minutes of the game, teams may, in lieu of a timeout, advance the ball to the timeout line (3-point line extended). 2 'Faux' timeouts per team in final 2 minutes

Team Fouls: Shots apply after SEVEN (i.e. on the eighth) team fouls unless it's a team-control foul.

Drawn games: One extra period of TWO minutes STOP clock starting with the team that are entitled to the alternating possession arrow. If game still tied, game continues till next team scores – Golden point rule. **To restart the game here, whichever team has the possession arrow. ** No timeouts in OT

Player Registration: All players must self-register through CBA membership platform and cannot be registered on the night.

Glory League & Tablets: All games will be scored on a Tablet, and a video of each game recorded.

Technical fouls: Two in one game and player is disqualified from game. 3 technical fouls in one

season and player is stood down for 2 games and again another week for any further technical fouls. Note: If a player gets 1 unsportsmanlike foul and 1 technical foul in the same game they will be disqualified.

Undershirts: are allowed in MW competition but MUST be the same colour as their team's tops. Must be compression.

Match Ball: Referees please return CBA Match Ball to Floor Controller, or next game official.

Referees: PLEASE ADVISE appointments officer (Toni Smith-Hunwick, toni@canterbury.basketball) any dates that you are NOT available to officiate. If you are unable to do your game advise Rebecca immediately. Confirm your appointment each week unless bolded.

Notified Defaults: If a team advises the Competitions Administrator 72 hours prior to game then the game is a 'Notified Default', the score recorded as 20-0 and one competition point is awarded.

Forfeits: If a team does not show or have five players ready to play within FIVE minutes of game time the game will be lost by forfeit, the result will be 20-0 to the opposition and NO competition points will be awarded. A forfeit is also the result of a team refusing to play when instructed by the referee or walks off the court. See FIBA Art 20. Forfeits will incur a fine.

Game lost by Default: is where a team is reduced to fewer than two players. If opposition is leading, the score stands but if the defaulting team is leading then the opposition wins 2-0 but the defaulting team receives one competition point. See FIBA Art 20. No fine is incurred