

Canterbury Basketball Association Incorporated

The Bruce Martin Club Competition Rules



www.canterbury.basketball

Enquiries should be emailed to: james@canterbury.basketball

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. 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 numbers 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" – they cannot have a player in "0" and another in "00" active in the same game.

3.5 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 from when the season for that grade starts. After that, no player wearing an illegal uniform will be permitted to take the court unless special permission has been granted.

3.6 Compression tops or 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. Loose fitting T-Shirts are not permitted in any grades.

3.7 Mouthguards are compulsory in all grades 20U 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; Quarterfinals; Semi-finals; Playoff Round Robins; or any other games designated as being playoffs. See the relevant section in the "CBA Winter Club Formats" Document on our website for each grade.

(c) The appointment of the referees 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 can 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 regarding deferral discussions for a specific game (or games).

(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/Pouākai, and other CBA approved events when notice was not previously available earlier.

4.5 If the catch-up game is not organised to be played within an acceptable time frame (see clause 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) prior to the season starting. The Canterbury Basketball Association's 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 Duties

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 zero (0) 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 take the court with 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 take the court with 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, either preceding or following their games, or in some specific grades where teams will share duty for their own 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 coordinate 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 are required for duty (or two from each team, if duty is shared; or one person in a "2+1+1" duty assignment).

(b) All teams must provide competent bench personnel. School teams, and any team in the 20 & Under grades or below, will require an adult to supervise their Duty teams, if the scheduled bench personnel do not have the requisite skill necessary.

(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) Whenever a duty team is scheduled for scorebench, they need to include someone capable of refereeing, as duty teams will be required to fill the "bench referee" role when official referees are not appointed or are unavailable. By default, a referee will be taken from Team A if duty is shared between two teams (as defined by which team will be Team A in their match), or from the team providing two people in a 2+1+1 duty.

(e) Teams that fail to carry out their scheduled duty will incur a \$250 fine.

5.4 Teams that fail to carry out their scheduled duty (according to the club duty roster – see 5.3) – including the failure to supply referee(s) when required, or forfeit a game (see 5.2), will incur a fine of \$250 or \$100 respectively, 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 complete their team roster of players online, according to the Competitions Administrator's instructions. Jersey numbers can be submitted if the team/club 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. Premier League Teams have additional responsibilities:

- (a) Each Premier League Team must submit their roster of players that will be in their roster for the season (this does not need to include players that may play in the team from the adjacent development pathway grade, but it is recommended if a player will be active most weeks). This roster must be submitted to the CBA Competitions Administrator before the communicated date (likely to be between weeks 8 and weeks 11).
- (b) A player may only be registered in one Premier League Team. If he/she is listed on multiple team rosters, clause 6.3 will apply. If the player does not take the court on or before the round immediately following the date in 6.2a he/she will be deemed to be a member of the club he/she first registered to online, as long as he/she registered before the date in 6.2a. If a player on multiple team rosters does not self-register, or take the court, before the date in 6.2a, he/she is not eligible to play for any teams in the competition.
- (c) No players can be added to this team roster after the date in 6.2a has passed.
- (d) If a player joins a team in the Development pathway after the date in 6.2a (e.g. in the Men's 23U grade), they do not automatically receive eligibility to play in a Premier League team, and must apply for dispensation to be made eligible via the Competitions Administrator

6.3 A player is deemed to be registered for the first club or team he/she takes the court for in the current year.

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

- (a) Registration is completed prior to taking the court. This can be done online, and player details 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 are the appropriate age under the rules defined in Section 7).
- (c) There are enough regular games left in the competition for this player to become "Playoff Eligible" (see clauses 6.6 and 6.7). For example, a 23U Men's player could not join a team with two regular games remaining, as this player would not play the required minimum (four games) before playoffs. This requirement does not apply to Premier League players, and those accepted onto a Premier Team Roster may play in any regular season round if they meet all of the requirements from 6.2.

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 Section 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 a CBA Club Competition.

6.6 For any competition that has a first-round championship, including the Hoben/Patron's Trophy if applicable, 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 (Quarterfinals; 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 20U player can play in the Men's 23U 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. For clarity, gaining playoff eligibility in a Participation Pathway Grade (Midweek and Division One) does not automatically grant playoff eligibility in any other grade (i.e. a player who plays Midweek and Division One would need to gain playoff eligibility in each grade separately).

(c) Clubs can apply for a maximum of one game towards playoff eligibility if the player in question had spent the last two seasons playing for that club in the CBA competition. This could be for injury, NBL, travel, or BBNZ commitments (not an exhaustive list). Players who did not have a minimum two-year relationship with their club/team would not be eligible for any dispensation requests (i.e. they must play four games to be playoff eligible that season), outside of the exceptions listed in 6.7a.

6.8 Players who do not normally reside in the Canterbury Region are permitted to play in CBA competitions, provided they are in good financial standing with other registered Basketball Associations, and meet all other relevant criteria.

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). This does not include the Boys' 13U and Boys' 15U Grades (a player can only play in one or the other of these grades).

(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 automatically granted.

(c) Players cannot play for two different teams in one age grade (i.e. a player cannot play for a development and an A grade team in the B17U competition), except as a special allowance in accordance with 7.17c

(d) Each team entered in a CBA Development Pathway Grade (see 7.5) needs to have at least eight 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 if there is a time clash. The only exception to this rule is for Men's 23U players, who also play in the Premier Competition (i.e. Men's Premier and M23 teams from the same club do not need eight separate bona fide players for these two teams, as the club's MP, and M23 "A", teams are guaranteed to never have a time clash).

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 permitted to play up three (3) times in the level above their regular grade (Premier) without restriction, 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 unless approved. Players may not play “down a grade” based on the first grade they competed in this season. Up to two Women’s Division One players turning 18-23 in the calendar year of competition are eligible to request to play in the club’s premier team too. The competitions committee, or relevant committee, will review requests on a player-by-player basis before the season.

(b) In order to have any players who have been called up entered on the Glory League tablets, or pre-printed 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 temporarily registered online/added to the Glory League tablet for the team they are playing for, as well as written on the “Team Roster Sheet” if the team is using these, 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) – except for B13U and B15U (see 7.1a). 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.

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

(d) In order to have any players who have been called up entered on the Glory League tablets, or pre-printed on the scoresheet, the CBA Competitions Administrator should be notified 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 temporarily registered online/added to the Glory League tablet for the team they are playing for, as well as writing on the “Team Roster Sheet” if the team is using these, and the player’s usual team noted. Please notify the Competitions Administrator as soon as practical following a game, as to ensure the player is removed from automatically appearing in future rosters.

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/ USA College			AWNBL/Tauihi/ USA College		
↑ Premier Men			↑ Premier Women		
↑ 23U Men	Division One		↑ French Cup	Division One	Whelan Trophy
↑ 20U Men	Midweek	Thomson Trophy	↑ 16U Girls	Midweek	
↑ 17U Boys		Grocott Trophy	↑ 13U Girls		
↑ 15U Boys					
13U Boys (Players cannot play BU15 too)					

The order of grades is as follows:

- (a) **Men – Development:** (1) Professional or Semi-Pro/USA College (2) Premier Men; (3) 23U Men; (4) 20U Men; (5) 17U Boys; (6) 15U Boys; (7) 13U Boys
- (b) **Women – Development:** (1) Professional or Semi-Pro/USA College; (2) Premier Women; (3) French Cup League (4) 16U Girls; (5) 13U Girls
- (c) Players may not be normal playing members of teams 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.

7.5 Minimum Age to play in Premier League Competitions

Only players 18 and older (as defined as turning 18+ in the calendar year), and up to two players aged 16-17 per team can be included in a Premier Team Roster. The only exception to this is when the relevant committee decides a 16-17 year-old is to be classed as an adult, and he/she foregoes eligibility in a lower aged grade. One-off exceptions may be given in the interest of the competition.

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 (to the higher grade), and will not be re-graded a third time.

7.7 Men's NBL Player Eligibility in CBA Club Competitions

NBL Players will be assigned a Tier (based on contractual status; ability/experience/minutes played per game, and any other relevant information), with a maximum number of players from each Tier able to play in a specific grade. Any player contracted to a NBL team is deemed to be a player, whether or not they take the court in a game. These rules also apply to AWNBL, Professional, or players on a USA College Scholarship.

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

No Tier One players may compete in this competition. Up to two Tier Two players may compete in any one game (this could be adjusted up to three depending on level of players in Tier Two, and number of teams in the M23U A competition). Tier Three players may play without restriction in the M23U A competition. No Tiered players can play in the MU23 Development grade, if offered.

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

If NBL players are released by their franchise, they may compete at any stage of the regular season (including games leading up to the Hoben Trophy Final if offered). All other normal restrictions must be met. Teams competing for the Hoben Trophy (in the Hoben Trophy Final – if offered) can only use players with “playoff eligibility” to that point of the season.

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

Each Men’s Premier Team can have up to three players in a game from Tier One or Tier Two (but no more than one player from Tier One); Unlimited players from Tier Three or below.

(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 20U competition (or below).

(e) 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 Women’s Tauihi Players Eligibility in CBA Club Competitions

Tauihi Players may be assigned a Tier (based on contractual status; ability/experience/ minutes played per game and any other relevant information), with a maximum number of players from each Tier able to play in a specific grade. Any player contracted to a Tauihi team is deemed to be a player, whether or not they take the court in a game. These rules also apply to AWNBL Professional, or players on a USA College Scholarship.

(a) Tauihi Players wishing to play in the CBA Women’s French Cup or WD1 Competition

No Tauihi players can play in the CBA French Cup or WD1 Club Competitions.

(b) Tauihi Players wishing to play in the CBA Women’s Premier Patron’s Trophy Competition

If Tauihi players are released by their franchise, they may compete at any stage of the regular season (including games leading up to the Patron’s Trophy Final, if offered). All other normal restrictions must be met. Teams competing for the Patron’s Trophy (Patron’s Trophy Final – if offered) can only use players with “playoff eligibility” to that point of the season.

(c) Tauihi Players wishing to play in the CBA Women’s Premier Championship Competition

Each Women’s Premier Team can have up to three players in a game from Tier One or Tier Two (but no more than one player from Tier One); Unlimited players from Tier Three or below.

(d) Tauihi Players wishing to play in the Whelan Trophy Competition

These players can only be playing for their school team in the Whelan competition and are not eligible to play in the French Cup competition (or below).

(e) Teams may apply for dispensation via the CBA Competitions Administrator to the maximum number of Tauihi 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 Trophies will normally be awarded to the team which finishes the regular season in first place. The Competitions Administrator will clearly communicate to teams if a different format will be followed, which may include having a final held.

7.10 CBA Age Group competitions (e.g. 23U, 20U, 17U, 15U): 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. a 23U player cannot turn 24 years old until the following calendar year (i.e. they must be aged 23 or below on 31 December of the year the competition is being held).

7.11 Men's 23U and 20U team entries. To protect the quality of the Men's 23U competition and make the Men's 20U grade more sustainable, the 23U 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 M23U grade by the date specified for this. Each application will be considered on its merits, and the impact on the M23U and M20U competitions as a whole.

7.12 Players registered with a club for the Men's 23U or Women's French Cup 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, Whelan, and Grocott, Trophy Competitions) operate outside of the club development pathway. Players need to be eligible to compete for their school in order to play in any of these competitions as per BBNZ and the SSNZ guidelines. This means a student can play for their school, without having any impact on their club eligibility. Player registration with the CBA is still required if a player is only competing in the Thomson, Whelan, or Grocott, Trophy competition. Other specific rules around player eligibility will be advised directly to schools entered in these competitions.

7.14 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.

7.15 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.

7.16 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

7.17 Special Allowances:

- (a) French Cup players may only play in Premier grades, with permission from the relevant committee, as long as both teams played for are in the same club.
- (b) Both Male and Female Division One players may also play Midweek (and vice versa) without restriction (including the ability to enter their entire team in both competitions if they wish). If a player makes use of this allowance, they are not eligible to fill in for their club's premier grade team.
- (c) Players in a sub-grade team may "fill-in" for an A grade team run by their same school or club, in the same age-group. Players may only fill-in for one team in a given season in a particular age-grade (i.e. they can not play for an "Orange" and "Purple" team, when both compete in the same "A" grade).

Sub-Grade players will be permitted to play up three (3) times unrestricted in A grade, and on the fourth (4th) game must stay solely in the A grade team. Any player wishing to play down in a sub-grade team after this must apply in writing to the CBA Competitions Administrator for re-grading, and cannot play in the lower grade until approval is given.

Players may not play in a sub-grade team if their first game is for an A grade team, or they are listed on the official roster of an A team as a regular player.

- (d) Players can "fill-in" for a grade two age-levels above their lowest "regular" grade, provided the Competitions Administrator is notified. These players will be permitted to play up three (3) times without restriction in the higher grade, and on the fourth (4th) game must stay solely in the higher grade team. Any player wishing to play down in a lower grade team after this must apply in writing to the CBA Competitions Administrator for re-grading, and cannot play in the lower grade unless approval is given.

For example, a player who normally plays in the M20, and M23, competitions could play in his club's Premier team three times during the season, and still retain his M20 eligibility, but on the fourth time he would no longer be eligible to play in the M20 competition.

7.18 Players who are age-eligible to fill in down one age-grade from where they normally play can only do so at the same sub-grade level or higher in this younger grade. For example, a 16 year-old who plays in the Men's 20U A grade competition, and is asked to fill in for a Boys' 17U team could only play for one that was competing in the "B17U A grade" (and he could not play for a team in the B17U Middle or Development grades, if offered). A 14 year-old who is playing for a team in the Boys' 17U Development sub-grade could fill in for a Boys' 15U team at any sub-grade level.

8. Transfers

8.1 Players who are transferring CBA clubs between seasons (i.e. from one club in 2024 to a new one in 2025) do not require written permission to do so, but must ensure they are financially eligible to do so. A club can require the return of any property (for example balls and uniforms) before releasing a former player.

8.2 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.

8.3 (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. A two-week stand down may be reduced at the discretion of the Competitions Committee, for an individual who has already stood down for two games or more, or if it is deemed to be in the best interests of the competition.

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

- i. 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).
- ii. 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 is received and the transfer is approved.
- iii. Players are assumed to be eligible to transfer CBA clubs between seasons provided they are not listed as unfinancial by their previous club. The Competitions Administrator does not need to be contacted in this instance.
- iv. If a player wishes to transfer clubs within a season, 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 may include any deferred games played in addition to regularly scheduled games during this "two-game" window). If the player is involved in two grades which do not have the same "normal" weeks of scheduled games, the CBA will decide what the stand-down period will be.
- v. The CBA will notify the player's new club and the Floor Controllers of the clearance approval.

8.4 Unfinancial members of any BBNZ affiliated 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.

8.5 Transfers to another team within one club are possible (i.e. two Men's 20U 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 competition to waive/reduce this. A player will not be able to transfer back to his/her original team after transferring teams 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 (Appendix D) for more information on tiebreaking procedures when teams are tied in round robin or pool play. In the case of two or more teams being tied, and the criteria listed by FIBA do not break the tie, the CBA will add a deciding criteria of the team that won the final matchup between tied teams, from the season in question, to break the tie. Note, the final criteria of FIBA will not be used (relevant FIBA ranking of teams) as it is not applicable in our club competitions.

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 Midweek Competitions will have other specific rules, which will be advised directly to teams/clubs entered in these competitions each season, and may supersede rules listed in this document.

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 fifteen (15) 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 twenty-four (24) 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 M23U, French Cup, 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. The CBA may decide to waive this requirement if satisfied that the team will fulfil its obligations, and/or it is in the best interest of the club basketball overall.

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

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

12. Promotion / Relegation

The Competitions Administrator, or 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' first and last name, and the Coaches' and Assistant Coaches' names must be clearly filled in on the score sheet, or on Glory League Tablets 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 When using Glory League Tablets to score a game, the starting five, and/or active players need to be entered for the relevant competitions/grades prior to tip-off of each game (according to the requirements set for that competition by the CBA). On paper scoresheets, for all grades except Midweek, and those 17U or younger, the starting five must be clearly indicated by placing a small "x" in the "Player In" column. The team captain must also be noted with "CAP" written immediately after his/her name.

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 as "active" or "playing" 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 their 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, with the person responsible then "locking" their roster.

(d) When a team has finalised its members' playing numbers they can be added in via the club/school's membership portal by the team/club/school administrator.

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

All information regarding disciplinary procedures and related suspensions is detailed in the relevant CBA Document.

15. Timing for Games

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

- (a) The on-court warmup period shall be not less than five (5) minutes
- (b) Half time shall be not less than three (3) 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 on-court warmup period shall be not less than two (2) minutes
- (b) Half time shall be not less than two (2) minutes

15.3 It is the Floor Controller's responsibility to keep games to time as much as possible. Game start times may be delayed 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 and announce the shot clock time as appropriate.