

CAIMS Games Rules:

1. Size 6 basketballs for Boys, Size 5 basketballs for Girls
2. All games are running clock. 10-minute halves, with one minute for half time.
Each half will finish on a hooter (note that the time will automatically start running for half time break after the first half)
3. All teams must be ready to take the court once the game prior has finished.
Teams who have just played, please clear the court as promptly as possible.
4. The rules as sanctioned by BBNZ will apply except that:
 - No personal fouls but a player may be sent off at referees' discretion for excessive fouling (for 2 minutes)
 - All players must play man-to-man defence. **No zone defence is allowed.** This includes no full, or half-court, zone-presses.
 - If a player is fouled while shooting and the basket misses, (in lieu of two foul shots), the player automatically receives two/three points (depending on where the shot was taken from). The other team then gets the ball at the baseline to continue the game.
 - If a player is fouled while shooting and the basket is successful, (in lieu of one foul shot), the player automatically receives two/three points (depending on where the shot was taken from), plus the one point for the foul. The other team then gets the ball at the baseline to continue the game.
 - Technical foul is ONE point plus play resuming at the point where the foul was called by the team that had possession. After receiving a technical foul, the player/coach may be asked to leave the playing area for the remainder of that game.
 - 3 pointers allowed.
 - Offense 3 seconds in the key and back over half violation will apply.
 - 8 second back court violation will not be applicable.
5. Each team needs to provide one person for scorebench for their OWN game (i.e., not before or after).
6. Players CANNOT interchange between teams.
7. Mouthguards are compulsory
8. No jewellery is to be worn. T-shirts and leggings are allowed but must be tight-fitting (i.e. compression) garments.
9. Substitutions: referees call in all substitutions on whistles (referee can call subs after made baskets if more than a minute of game time has elapsed since the last substitution opportunity)

10. Overtime:

- 2-minute running clock overtime
- Next point wins if still tied after that (referees will stop game at the buzzer to signal end of OT, then re-start with whichever team had possession)
- Overtime will apply for all games, except for B6 Round Robin games and for final classification games (Grand Final only exception)

11. Team A will sit on the left side of the scorebench, Team B on the right side of the scorebench (as though you are sitting on the scorebench, facing the court).

12. Each team will score in the basket opposite their substitution bench in the first half, and score in the basket the same side as their substitution bench in the second half.

13. Stalling – with no shot clock, referees can manually count and call a violation if a team is judged to be stalling near the end of the game/quarter.