



FBA League & Competitions - Rules and Regulations 2026

The rules of the competition are included within these information sheets. The Competitions are run in conjunction with the official FIBA rules.

Food, chewing gum, alcohol and soft drinks are not permitted inside the playing area.
Please wear only non-marking rubber soled shoes in the court area.

Franklin Pool & Leisure has the right to require us to change our bookings with two (2) months notice. Therefore there is always a possibility that the draws may need to be changed.

VENUE:

All league games will be played at one of the below venues
Franklin Pool and Leisure Centre, 29 Franklin Road, Pukekohe
Pukekohe High School
Valley School

SPECTATORS:

- Only players, coaches, referees, managers & scorebench are permitted downstairs while their game is playing (except Court 3)
- **All spectators must abide by the FBA Code of Conduct.** [FBA Code of Conduct](#)
- SPECTATORS MUST refrain from entering the court area and being on the team benches. They must conduct themselves in a positive manner at all times. If there is a spectator area at the venue all individuals not involved with the game in process are to view from the spectator area. There will be zero tolerance towards abuse and negative behaviour, especially towards our referees, as they are juniors learning and developing.
- Unnecessary behaviour or language to referees or score bench can result in you being ejected from the building and a min 1 game suspension. The leagues committee will investigate the situation and rule on further actions if needed.
- Fighting or assault can result in suspension or ban, decided by the leagues committee after investigation.

REFEREES:

Every effort will be made by Franklin Basketball Association to provide two referees for each game (*Excluding U10*)

MOUTHGUARDS:

- It is compulsory for all players participating in all age grade (under 19's and below) competitions, leagues and tournaments run by BBNZ and its members to wear a protective mouthguard when they are on court and the game is in play.
- The **No Mouthguard, No Play Policy** is to be firmly enforced.
- Players are not permitted to share mouthguards.
- Mouthguards of any colour may be worn.

BBNZ Mouthguard Policy (adopted in 2021)

ZONE DEFENCE:

All JCL teams and FZSSL Junior teams there will be no zone defence. The NZ Junior Secondary School Basketball Commission has made it compulsory for U16 teams to play man-to-man defence.

Penalty for infringement

- First Offence Warning by the referee, who will be instructed by the Court Coordinator/Referee Coordinator
- Second Offence Technical foul on the coach (one free throws and possession at half court)
- Third Offence Forfeit game to opposing team

Zone defence shall not be played in the offensive front court when the ball has passed halfway. The offensive front court shall be defined as the half way line.

It is in the best interests of player development in that the skills required in man-to-man defence provide for a more open and attractive game and creates greater opportunity for teams to show their skills. In the past, too many coaches have chosen to play a zone defence as it nullifies much of the offensive skill of the opposition. Teams who focus on zone defence often neglect to learn the skills and footwork of man-to-man defence. A team of tall players who play a lazy sagging zone defence focus on a negative aspect of the game whereas they would be better players in the future if their man-to-man defensive skills were concentrated on and properly developed.

To identify if a team is playing zone and not 'help' defence, the venue controller should be approached to observe the defensive players to see if they are reacting to the movements of the player they are marking. A referee may ask a player who they are marking to clarify the situation or instruction from the venue controller.

Obvious signs of a zone defence are:

- Stationery players inside the keyhole
- Players who remain in an area without responding to the movements of their associated offensive player

PLAYER ELIGIBILITY:

Mid Week Hoops (MWH)

- a) Players can play UP from a grade below but CANNOT play down.
- b) Players must play two regular season games before they qualify to play in the playoffs

Franklin Zone Secondary Schools League (FZSSL)

- a) Players can play UP from a grade below but CANNOT play down. Once a player plays up FIVE times. They MUST stay in the grade above.
- b) Players must play two regular season games before they qualify to play in the playoffs.

Junior & Senior Club League (JCL & SCL)

- a) Players from a lower grade may play up but players from higher grades cannot play down. Players from a lower grade must have only played a maximum of 3 games in a higher grade before being classed to stay in the higher grade.
- b) Players must play 2 regular season games (except players in the lower grade) before they qualify to play in the playoffs. (unless replacement is for injury and a written request is sent to the leagues committee prior to the game day).

UNIFORMS:

- The first team named in the schedule (Team A) shall wear light-coloured shirts. The second team named in the schedule (Team B) shall wear dark-coloured shirts. However, if the 2 teams agree, they may interchange the colours of the shirts.
- All players must have matching singlets and **plain black shorts**.
- Each player's singlet shall be numbered on the front and back with plain numbers of a solid colour. The numbers shall be clearly visible and legal numbers are 1-99 + 0, 00
- Players can wear bike shorts underneath their playing shorts, provided they are the same colour as the predominant shorts colour. Compression t-shirts (short or long sleeve) are now permitted and **MUST BE BLACK**.
- Jean Shorts, Cargo Shorts, track pants, scarves, bandanas, hats and caps are **not** permitted on the court.
- No jewellery of any type will be permitted on the court.
- During the first two weeks of any competition teams may be allowed some flexibility relating to the uniform regulations. After that time incorrectly dressed players may be prevented from entering the game, unless a written arrangement has been made with

the Competition Manager before the team has taken the court. **SCL & MWH - there is a 6 point penalty per player wearing incorrect shorts.**

Shorts Requirements

Players must wear plain black shorts, no big logos or coloured stripes etc.

ACCEPTABLE



Franklin Basketball Shorts are available for purchase through SAS:
<https://www.sas.co.nz/product/franklin-basketball-playing-short/>

NOT ACCEPTABLE



SCORING:

Scoring will be done using the Glory League iPad app Scorekeeper where available.

Scoresheets will be used when Glory League is not available.

- Scoresheets and Glory League will be pre-populated using data from the online registration database GameDay. Player numbers **must be** entered through GameDay two days prior to the competition.
- The clock will be started on time if the programme is running to time or one (1) minute after the previous game has been completed
- A team that does not have 4 or more players on the court after 5 minutes has elapsed since the start of the round, the game will be a forfeit and the opposing team shall be awarded a 20 – 0 win. The forfeiting team shall receive no competition points. All points awarded to the opposing team will be made at the discretion of the referee, who will communicate this to both teams before the game starts.
- The referee communicating the reason for points awarded, will make a suitable endorsement on the game scoresheet or in Glory League's app Scorekeeper. This will assist in follow-up action by Franklin Basketball if necessary.

MWH - If a player's name is not on Glory Leagues App, Scorekeeper, prior to the start of the game, they cannot take the court should they turn up late. If they do take the court and add their name to the iPad, the game will be forfeited.

TIME-OUTS: *for running clock

- Time-outs cannot be called in the last 2 minutes of **quarter one, two or three**.
- Time-outs cannot be called if the time-out will run into last 3 minutes of **quarter four**.

SCORE BENCH DUTIES:

- Each team must provide two score-persons, other than a player or coach, for his or her own game.
- **MWH** - When it is your duty for scorebench, you must supply a minimum of 2 people per court for your duty.
- Scorers are to use iPads provided..
- The scores on the scoreboard should not be changed at half-time or at the end of a quarter, unless directed - (Blowout Management may apply and reset the score after each quarter)
- Possession arrow will be used for a jump-ball. There will be only one jump-ball in a game at the beginning of each game.
- If you are unsure of how to do the score bench competently, please inform the Court Coordinator prior to the game so that they can assist you.
- Please also refresh yourself with the Scorebench Procedures.

FOULS:

Personal

Five personal fouls during the game and the player is sent off and may not re-enter the game. Definitions and Penalties are as Art 34.2 in the F.I.B.A. rule book.

Team

When a team has committed five (5) player fouls, personal or technical, in a period. All subsequent player personal fouls shall be penalised by two (2) free throws, whereby the player against whom the foul was committed shall shoot (2) free throws when applicable (Not in 10U & 12U JCL).

Technical Foul:

- On players: Is non-contact abuse i.e. arguing, bad language etc. As per FIBA rules The penalty is one free then the ball is returned to the team who had possession for a throw in where the foul occurred. If a player receives a second Technical foul that player must vacate the facility and the leagues committee will review it to decide on any further action.
- On bench or coach: A team bench arguing with referees, bad language or inappropriate behaviour will not be tolerated. The penalty is a technical foul on the coach. If a manager or parent is showing inappropriate behaviour the coach or the person in charge of the team will be given a technical foul, one free throw and possession goes to the team who had it at the time the technical foul was given. If the Coach receives a second Technical foul for the same behaviour that coach must vacate the facility and the leagues committee will review it to decide on any further action.

Unsportsmanlike

An unsportsmanlike foul is a player contact which, in the judgement of a referee is:

- Contact with an opponent and not legitimately attempting to directly play the ball within the spirit and intent of the rules.
- Excessive, hard contact caused by a player in an effort to play the ball or an opponent.
- An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player begins his act of shooting.
- An illegal contact caused by the player from behind or laterally on an opponent, who is progressing towards the opponent's basket and there are no other players between the progressing player, the ball and the basket. This applies until the offensive player begins his act of shooting.
- Contact by the defensive player on an opponent on the playing court when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, when the ball is out-of-bounds for a throw-in and still in the hands of the referee or at the disposal of the player taking the throw-in.

Disqualifying:

Any flagrant unsportsmanlike infraction of Personal Foul, Unsportsmanlike Foul, and Technical foul by a player or technical foul by coaches, substitutes or team followers may be a disqualifying foul. Penalties are as Art 38.2 in the F.I.B.A. rule book.

- Players who receive a Disqualifying foul will need to vacate the playing stadium as soon as possible.

- Players will also have an automatic one game playing suspension, usually the following week. If the next week is a bye or there is no basketball game, then that suspension will carry forward to the next playing game.
- This will result in a referral to the Franklin Basketball Leagues Committee.

FORFEITS:

- Any team not able to play a scheduled game must notify both their club and the Competitions Manager by phone 027 412-4418 or email: corey@fbb.nz at least 48 hours in advance. They will let the other team know.
- Only in emergency circumstances are matches to be postponed and these must be approved by the Competitions Manager. The opposition must be approached well in advance of the scheduled match date, they must agree to the postponement. If no agreement is reached, that team shall forfeit the match. The team wanting the postponement shall arrange a fixture (such as the opposition's gym) and referees.
- **FZSSL:** If a coach, manager or teacher is not present at the start of the game, the team will forfeit the game and there will be no championship points awarded.

DEFAULTS:

A team shall lose a game by default if, during the game, the number of players of the team on the court is less than two.

Teams have five minutes to take the court with a minimum of four players at the scheduled start time. Once the five minutes has lapsed the game will be defaulted and the offending team will lose the game.

Penalty

If the team to which the game is awarded is ahead, the score at the time of stoppage shall stand. If the team to which the game is awarded is not ahead, the score shall be recorded as two to zero (2 to 0) in its favour. Furthermore, the defaulting team shall receive one (1) point in the classification.

DISPUTES:

Disputes must be referred immediately to the Court Coordinator. If Court Coordinator is unable to resolve the issue on the night, they will advise the individual disputing to email the Competition Manager at corey@fbb.nz for the further steps. If it is a major issue, Franklin Basketball Leagues Staff will handle these and may call a meeting of all involved if deemed necessary.

TIED GAME:

No games will result in a draw in the finals if applicable. To break the tie, teams will play as many 2-minute periods of overtime as required to break the tie. All team fouls for the final period, as well as the player fouls for the full game, remain as per F.I.B.A. rules. One extra timeout is allowed in each 2-minute period by each team.

POINTS SYSTEM:

- a) 2 points for a win, 1 point for a loss or default and 0 points for a forfeit loss.
- b) In the event of teams being involved in a points tie, the following procedure shall apply:
 - i) In the event of a two-way tie, the winner shall be decided on the basis of the game between the two tied teams. The winner will be the team that won the game between both teams.
 - ii) Where there have been one or more games between the two teams in the round robin, the higher placed team will be the team that has beaten the other team twice. If game wins between both teams are equal, the points “for and against” between the two teams will determine placing’s.
- c) In the event that three or more teams are tied, points for and against will determine placing’s
 - i) If a three team tie remains, the points for, divided by points against, between will determine the winner.
 - ii) If two of the three teams are still in a tie, the “higher” placed team will be the team winning the game between those two teams.
- d) Thereafter FIBA rules shall apply.

PHOTOGRAPHY & VIDEO:

No video recording or photography that includes other players, officials, or spectators is permitted without the prior consent of Franklin Basketball Association (FBA). This includes posting any video content from Glory League or other sources that may negatively portray or downplay individuals featured in the footage. This policy is in place to ensure the privacy and safety of all participants, particularly minors. Any individual found taking photos or videos without appropriate consent may be asked to stop immediately and could be required to leave the venue.

DISCIPLINARY ACTION:

Any team that violates any of the above rules will risk loss of league points and/or expulsion from the league. This action will be taken at the discretion of FBA and following consultation with the Leagues Committee. The discipline of coaches, managers, and individual players will be the responsibility of the Franklin Basketball Leagues Committee. In the event that any team is expelled, no refund of fees will be made.