



## Franklin Basketball Junior Club Competition

### Dates, Venue, Times:

- 8 weeks starting 23rd Feb -12th April
- Venues: Franklin Pool & Leisure Centre, 29 Franklin Rd, Pukekohe, Valley School, 42 East Street, Pukekohe, Puni School, and Pukekohe High School, 14 Harris Street, Pukekohe.

### Grades:

- Under 10's
- Under 12's
- Under 14's
- Girls Only (12U & 14U)

## RULES AND REGULATIONS:

### **GAME TIMES:**

- 10U grades will be 3x3 and play x4 7 min quarters
- 12U all grades will be 4v4 and play 4 x 8 min running clock quarters.
- 14U Div 2 & 3 will be 5v5 and play 4 x 8 min running clock quarters.
- 14U Div 1 grade play 4x 6 min quarters with Stop Clock & Shot Clock.
  
- 1 minute between the quarter time breaks
- 2 minutes warm up time (note the clock will not stop between warm up and the start of the game. It is the players, coaches and managers responsibility to be on the court ready for jump ball at the 8 min mark for tip off)

### **TIME OUTS:**

- All junior grades are allowed x3 timeouts ( x1 30 second timeout in first half and x2 30 sec timeouts in the second half) **but not in the last 1 minute of the first half or last 3 minutes of the second half.**
- Franklin Basketball encourages coaches to not use time outs and coach between quarters as the game times are short and the clock will not stop.

### **GAME BALL:**

- 10U, 12U & 14U Girls Only grades use a SIZE 5 ball.
- 14U grades will use a SIZE 6.
- Franklin Basketball will provide game balls.

### **SUBS:**

- **NO ROLLING** subs are to be made (exception of 10U grades). All subs through the bench at a stoppage of play. At the referee's discretion, subs may be made after a basket is scored if the person subbing has been waiting for a long period of time with no whistle.
- No substitutions in the last 1 minute of either half (unless there are stop clock rules in place for finals).

## UNIFORMS:

- All teams **MUST** have the same colour uniforms with visible numbers both front and back.
- All players **MUST** be wearing **PLAIN BLACK** shorts if no uniform shorts are provided. No large logos, a small white logo is acceptable.
- **NO** T-shirts to be worn under playing singlets, compression shirts in black only but these must be fitted compression.
- **NO** long pants to be worn in games (¾ tights are acceptable).
- **MOUTHGUARDS** are compulsory and must be worn at all times.
- Shoes must be worn in games.
- All jewellery including watches, rings and piercings must be removed before playing.

## TEAMS RESPONSIBILITIES:

- Teams must register a minimum of 7 players and maximum of 12 prior to the first game.
- Manager or coach are to have signed into the ipad to tick "playing" players **before** the start of their game, ipad can be found at each scorebench of the games.
- Warm up time will be available if time allows. Max 2 mins.
- Each team **MUST** have an adult supervisor with them at all times. Coach, manager or parent.
- Each team **MUST** provide 1 person for the score bench for their own game. Failure to do so can result in 3 competition points lost.
- Players can play **UP** from a grade below but **CANNOT** play down. Once a player plays **UP** 4 times they are to stay in the grade above for the remainder of that season.
- **All players must stay upstairs while waiting for their game to start. They can make their way down to the courts no earlier than 3 min before the end of the last half.**

## FOULS:

- When there have been four team fouls in a quarter the fifth and any subsequent fouls will result in two free throws. (Only applicable in 14U & 14U Girls only grades)
- Players have five personal fouls per game, once the player has reached their fifth personal foul that player must be substituted and remain on the bench for the remainder of the game.
- **SHOOTING FOUL** - two free throws with line up, if foul occurs on a three point shot attempt, three free throws are awarded. As per FIBA rules.
- 12U Grades - There will be **NO** shooting fouls. The team of the player who was fouled will automatically receive the 2 points.

## TECHNICAL FOULS:

- 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 of 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 on the coach for the same behaviour that coach must vacate the facility and the leagues committee will review it to decide on any further action.

## DEFAULT GAMES, LATE ARRIVAL/FORFEIT GAME

- If your team is unable to play a scheduled game due to any circumstances. You **MUST** contact the league manager on [corey@franklinbasketball.org.nz](mailto:corey@franklinbasketball.org.nz), at least two days before the scheduled game. They will get in contact with the other team advising them of the default.
- 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.

## FOOD AND DRINKS

- Food and drink is not permitted downstairs at all.
- Sports drinks not permitted downstairs, water only.

## **SPECTATORS:**

- ONLY PLAYERS, COACHES, REFEREES, MANAGERS & SCOREBENCH ARE PERMITTED DOWNSTAIRS WHILE THEIR GAME IS PLAYING.
- **All spectators must abide by the 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 for 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.

## **POINTS:**

- Points system as follows: 3=win, 2=draw, 1=loss/forfeit, 0=default

## **U10 Colour band Rules**

There are multiple reasons as to why we have this rule in place. These rules allow for a more manageable game and if we continue to teach 1. Guarding 1 player, 2. Spacing, alongside these rules, will create a much better brand of basketball.

### **Rules:**

- Match up players “like for like” (as best as possible coaches should try to create suitable matchups)
- These rules will be treated as any other violation in basketball & officials will be instructed on how to call these as following
- You cannot steal the ball of a player with a different band colour (only your own matchup) this includes blocking shots.
- However, you can STOP another player outside of your matchup from dribbling (get chest in front with hands up)
- If there is a violation of these rules it will be treated like a foul. In open court (side ball/baseline inbound).

It's important to be aware of what we are emphasising to our players/teams. In this age group especially we need to be process focused vs results focused. Continue to promote the things we want to value, which is ultimately a climate of development > a climate of performance.



## SCOREBENCH PROCEDURES

### RULES FOR SCORING:

- 10U grades will be 3x3 and play x4 7 min quarters
- 12U all grades will be 4v4 and play 4 x 8 min running clock quarters.
- 14U Div 2 & 3 grades play 4 x 8 min running clock quarters.
- 14U Div 1 grade play 4x 6 min quarters with Stop Clock & Shot Clock.
- 1 minute between the quarter time breaks
- 2 minutes warm up time (note the clock will not stop between warm up and the start of the game. It is the players, coaches and managers responsibility to be on the court at the 16 min mark for tip off)

### SCORE CLOCK PROCEDURES:

- At the start of the game, the time (controlled by the score clock on court 1 & score clock in court 3) should already be counting down from 10 minutes.
- Please make sure that the previous games scores are cleared by pressing and holding the button in the scoring sections that reads “-1” for 5 seconds. Repeat for the other team.
- Check to make sure the “period” shows 1. This can be seen on both the controller and very big on the scoreboard. If it shows any other number, simply note the time (i.e 17 minutes and 16 seconds), press the “period” button until it reaches 1 and reset the time (by pressing the “-M” and “-S” under the time section) to what you had noted (less a few seconds to ensure we stay on time. I.e 17 minutes and 0 seconds).
- Any basket made during the game inside the 3 point line (the big semi circle) will be awarded 2 points. Be sure to watch the referees as they will signal with their hands if the basket was made and how many points it was. Baskets made outside the 3 point line will be awarded 3. Free throws will be awarded 1 per made basket. There are three separate “points” buttons for each team, +1, +2 and +3. If you make a mistake simply press -1.
- Fouls can also be added to each team by pressing the “foul” button located by the teams score buttons. This way players, coaches and referees can see how many team fouls each team has committed.
- **Immediately** after the halftime buzzer goes, press the “period” button which should now read 2. Then press the “-M” button 3 times so that the time reads 17:00. Then press start. **Please note, the box next to the game time will say shot clock, this runs the “24” second clock which these juniors dont use. Please press the “stop” button in this box. If forgotten, the buzzer will go off after 24 seconds, simply press “start” again in the main time box and we are good to go.**
- Carry on with scoring the game the same way as you did in the first half.

- **Immediately** after the buzzer goes for full time, could you please press the period button until you see the number 1 appear. Then press the “-M” twice until it reads 18:00, then press start. **You will also need to stop the “shot clock” as you did at the start of the second half.**
- Clear the score by pressing the “-1” button on each team's scoring box to reset the score.

**Your job is now done! Thank you.**