



## Senior Club & Mid Week Hoops 2026

### VENUE/DAY/TIME:

- Wednesday at Franklin Pool & Leisure Centre, 29 Franklin Rd, Pukekohe.
- 4:00pm-10:30pm (times can change depending on team entries)
- Terms 1-4, 8 week league

### GRADES:

- Mens A & B
- Mixed
- Women's
- Open Social
- U16 (Senior Club)
- U18 (Senior Club)

### COST:

#### Mid Week Hoops

- \$100 per person per term (minimum 8 players) - this includes playing singlets
- \$10 each per game for "fill in" players. (players from the same grade can not fill in).
- \$100 fine for any team that defaults with less than 24 hours notice. (6pm Tuesday evening)

#### Senior Club League

- These fees are set by each club, please refer to your club page.

### GAME FORMAT:

#### U16's & U18's

- 4 x 10 min running clock quarters, 1 mins between all quarters.
- Round Robin & Finals if applicable
- Teams minimum 8, max 12.

#### Mid Week Hoops (Mens)

- 4 x 10 min running clock quarters, 1 mins between all quarters.
- Round Robin & Finals if applicable
- Teams minimum 8, max 12

### **Mid Week Hoops (Social)**

- 2 x 15 min running clock halves, 2 mins between halves.
- Bonus on the 7th team foul
- Round Robin & Finals if applicable
- Teams minimum 8, max 12

**Timeouts** - 2 x 60 second timeouts in each half

Franklin Basketball Association will supply all match balls.

### **PLAYOFF RULES MWH:**

- Players from a lower grade may play up but B grade teams can only play one player from higher grade at one time.
- Players must play 2 regular season games before they qualify to play in the playoffs.

**Clock – Mens A** games will play stop clock in the last 3 mins of the last quarter for Semi-Finals and 1st vs 2nd Final if the score is within 15 points. This is only done if each team can supply someone for scorebench. Shot Clock will not apply unless someone offers to do it, and it is approved by the Court Coordinator. It is NOT up to the referees to manage shot clock counting.

**Time outs** - Teams are allowed 1 in each of the first 2 quarters & 2 time outs in the 2nd half. 1 per extra period

**O/T (Finals only)** - Games that result in a draw will play an extra period of 2 mins (stop clock in A grade). If the game remains a draw there shall be a second extra period played the same. If the game still remains a draw, and there is no extra time available then the game will be resolved in a free throw line shootout. The first team to miss after the first free throw is made (while alternating shots per team) LOSES. The team with the directional arrow advantage takes the first shot.

### **PLAYOFF RULES SCL:**

- Players from a lower grade may play.
- Players must play 2 regular season games before they qualify to play in the playoffs.

**Clock** – 1st vs 2nd games will play stop clock in the last 3 mins of the last quarter if the score is within 15 points. Shot Clock will not apply unless someone offers to do it, and it is approved by the Court Coordinator. It is NOT up to the referees to manage shot clock counting.

**Time outs** - Teams are allowed 1 in each of the first 2 quarters & 2 time outs in the 2nd half. 1 per extra period.

**Q/T (Finals only)** - Games that result in a draw will play an extra period of 2 mins (stop clock in A grade). If the game remains a draw there shall be a second extra period played the same. If the game still remains a draw, and there is no extra time available then the game will be resolved in a free throw line shootout. The first team to miss after the first free throw is made (while alternating shots per team) LOSES. The team with the directional arrow advantage takes the first shot.

**SCL & MWH Uniform Standards:**

Playing singlets are provided by Franklin Basketball which will be handed to the team manager/captains, it is the team manager/captains responsibility to ensure they stay as a set, we will not be giving out extra singlets for fill ins as all the singlets should be together so if someone cannot play you have the singlets for the fill in player.

**Any playing singlets not returned will result in a \$100 replacement fee which will be given to the team captain responsible for that team.**

## **RULES AND REGULATIONS:**

- All teams **MUST** have **PLAIN BLACK** shorts and no **LONG** pants.
- Any player who plays in a non-regulation uniform without consent from the leagues committee will forfeit **6 game points** before tip off.
- Teams must register a minimum of 8 players and a maximum of 12 prior to the first event. (fill in players up to 12 can be added. **Note:** fill in players can only be registered to **ONE** team per Grade. (i.e. – a B Grade player can only fill in for 1 particular A grade team per season)
- Fill in fees must be paid in full prior to the game or there will be 3 competition points removed from the team.
- Players must play 2 regular season games before they qualify to play in the playoffs.
- **Score duty – Roster will be sent out separate to the draw, you must let the leagues coordinator know 2 days prior if your team can not fulfill the duty. Adult Grades Only**
- Points system as follows: 3=win, 2=draw, 1=loss/forfeit, 0=default
- Size 7 ball for Men's grades and size 6 for Open grades.
- Finals are straight crossovers unless time allows for a semi-final round or play off series.
- Fighting or assault can result in suspension or ban, decided by the leagues committee after investigation.
- Unnecessary behavior or language to referees or score bench can result in a Tech foul. Two tech's in one game and you are ejected for that game and a min 1 game suspension. The leagues committee will investigate the situation and rule on further actions if needed.

**The competitions are run in conjunction with the Official FIBA rules.**

**Please click on the link for more FBA Rules and Regulations**  
**[FBA Rules & Regulations](#)**

**All Teams must make themselves fully aware of the rules. It is the Team Captain's responsibility to ensure this happens.**