



Franklin Basketball Junior Club Competition

VENUE/DAY/TIME:

- Term 1-4, 8 games
- Venues: Franklin Pool & Leisure Centre, 29 Franklin Rd, Pukekohe, Pukekohe High School, 14 Harris Street, Pukekohe, Valley School, 42 East Street, Pukekohe, Puni School.

GRADES:

- Under 10
- Under 12
- Under 14
- Girls Only (U12 & U14)

GAME FORMAT:

U10's

- Clubs to supply coach who volunteers to ref/manage games
- 4 x 7 min running clock quarters, 1 mins between all quarters.
- 3x3 format. Teams of min 4, max 6.
- No Score or competition points. Round Robin only.
- No Free throws - 2pt awarded on a shooting foul.

U12's (Div 1, 2, 3)

- 4 x 8 min running clock quarters, 1 mins between all quarters.
- 4x4 format. Teams of min 6, max 8.
- Round Robin only with no competition points.
- No Free throws - 2pt awarded on a shooting foul.
- 3 second keyhole rule applies

U14's (Div 2 & 3)

- 4 x 8 min running clock quarters, 1 mins between all quarters.
- 5v5 format. Teams of min 8, max 10.
- No competition points. Round Robin only.
- 3 second keyhole rule applies

U14's (Div 1)

- 4 x 6 min stop clock quarters with shot clock.
- 1 mins between all quarters.
- Teams of min 8, max 10.
- No competition points. Round Robin only.
- 3 second keyhole rule applies

U10's 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 off 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) or blocking a shot (2pts)

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.

RULES AND REGULATIONS:

TIME OUTS:

- All junior grades are allowed 3 timeouts (1 x 30 sec in first half, 2 x 30 sec in 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 not to use time outs and coach between halves as the game times are short and the clock will not stop.

GAME BALL:

- U10 & U12 & Girls Only grades use a SIZE 5 ball.
- U14 grades will use a SIZE 6.
- Franklin Basketball will provide game balls.

SUBS:

- No rolling subs are to be made (exception of U10 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 on 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 ($\frac{3}{4}$ 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 at least 1 person (2 if possible) 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.**

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](#)

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 on this box. If forgotten, the buzzer will go off after 24 seconds, simply press “start” again on 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.