



Secondary School (Year 9 - 13) Winter League Rules

- School Teams must have a responsible supervisor on their team bench during games.
- For the safety of all, team coaches, managers and players ONLY permitted on team benches.
- Each team must supply 1 person to score-bench THEIR OWN game.
- Basketball Manawatu will do our very best to provide referees for all games, however, from time to time and when we do not have sufficient cover – team coach/manager may be required to step in to assist. **We will reimburse this person at the appropriate rate.**
- Door charge will continue to apply in the same way, unaccompanied youth will be charged \$5 entry. An exception to this is anyone who has paid a Basketball Manawatu Membership Fee.
- Basketball Manawatu will provide school basketball passes to all players and registered members which must be shown upon Entry. If you do not present your pass, a \$2 player fee will apply and \$5 fee for non-players. Adult spectators 18 years and over may enter free of charge.
- No basketballs or other sports balls are to be brought into the venue, Basketball Manawatu will provide balls for warm-ups and games. Exception being Premier school teams – Coaches may bring balls for your own warmups.
- An adult must actively supervise your school teams whilst rostered for duty in premier games.
- We are working on providing a safe environment & need your support to do so.
- **MOUTH GUARDS ARE COMPULSORY FOR ALL TEAMS AND MUST BE WORN CORRECTLY!**
- Players must be enrolled at the school they are playing for. Once a player leaves school, they are no longer eligible to play. There may be exceptions to this rule in special circumstances e.g. A player attends a school where they have no team registered or a home-schooled student who would like to play basketball. Please contact Basketball Manawatu for more information regarding this.
- All teams may register a maximum of 12 players.

- Only fully registered players are to take the court in any game.
- No premier player (Junior or Senior) may play down in any age group team.
- Junior premier grade players may play up in their school premier teams.
- Players must have played five (5) regular season games to be eligible to play in semi-finals and finals.
- Teams who want to bring in new players to their team during the season will need to contact Basketball Manawatū to register the new player.

Premier Grade Game Rules

- FIBA rules apply
- 4 x 10-minute quarters, stop clock games with 24 second shot clock.
- 2-minute quarter time, 3-minute half time.
- Time outs: 2x first half, 3x second half (only 2 allowed in last 2 minutes of the game) 1 minute duration.
- In the event of a draw, 5 minutes of overtime will be played to determine a winner. Personal and team fouls will remain the same as at the end of the 4th quarter. Each team is allowed 1 timeout in overtime.

Junior Premier Grade Game Rules

- FIBA rules apply
- 4 x 8-minute quarters, stop clock games with 24 second shot clock.
- 1 minute break between quarters and halftime.
- Time outs: 2x first half, 2x second half, for 1 minute duration. Time outs can be taken anytime except by the scoring team immediately following a scored basket.
- In the event of a draw in semi-finals and finals, 3 minutes of overtime will be played to determine a winner. Personal and team fouls will remain the same as at the end of the 4th quarter. Each team is allowed 1 timeout in overtime. In regular season the drawn result stands.

Age Group/Social

- FIBA rules apply, there will be no 24 second shot clock.
- 4 x 10-minute quarters, running clock.
- 1-minute between quarters, and halftime.
- Teams may have 1, 30-second, time out per half, with no time outs being allowed in the last 3 minutes of the 4th quarter.
- Time outs can be taken anytime except by the scoring team immediately following a scored basket.
- In the event of a draw in semi-finals and finals, 2 minutes of extra time will be played to determine a winner. In regular season the drawn result stands.
- Personal and team fouls will remain the same as at the end of regular time.