



# Junior Basketball 2011 Rules Booklet

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**CLOTHING:**

- Teams must wear the same colour tops. In the Intermediate Competition these tops need to be numbered.
- Children not permitted to wear caps, hats, scarves, long pants or jewellery on court. Taonga or jewellery worn for cultural/religious reasons must be taped to player's chest.
- Footwear: No Street shoes, jandals or sandals. Court shoes or bare feet only.
- Year 5-8 must wear shoes.

### SCOREBENCH DUTIES:

- Team players names must be recorded on the score sheet prior to the game starting.
- **For each game both teams must provide one competent score bench person. Once the game is finished the score on the score sheet is indisputable.**
- Information regarding how to score bench can be made available, please direct queries to Amiria Driscoll or Anthony Corban.

### TEAM MANAGERS / COACHES RESPONSIBILITIES:

- Competitions. Children must play at the correct school year level. They can be younger.
- Only players registered for a team may play. To register extra players contact Waikato Basketball.
- To play in the “Finals” evening, a player must have played eight or more games previously to the “semi-finals”
- Coaches should ensure that players are only playing for **ONE TEAM** per night. The second game played will be an automatic default.
- Referees are to be treated with respect. If a problem occurs regarding the refereeing, coaches may call a time-out during the game and have a polite word to the referee, voicing their concerns, (time-outs are not permitted in the last 2 minutes of each quarter). If the problem persists please see the referee coordinator or the floor controller.
- Arguing from the sidelines towards the referee will result in the game being halted. Abuse towards the referees will endure serious repercussions. **There is no room for negativity in kid’s sport!!!**
- Repercussions for not enforcing any of the Team Managers / Coaches Responsibilities may include:
  - Game be defaulted
  - Coach / Manager given a verbal warning
  - A written report being filed to the Waikato Basketball Council.
  - A letter being sent to the School’s Principal or Club President voicing the leagues disappointment and the coach being banned from the competition.

First Aid. If you need assistance, please see the floor controller.

### FACILITY RULES:

- NO ONE is to play on the stairs or around the office of the YMCA!
- When children are not involved in the game, they must remain off the court including ½ time.
- No running or bouncing the ball in the corridor, foyer or reception area.
- Please do not walk behind the courts; it can be off putting to teams playing, as well as dangerous to spectators. Please use the corridor.
- Anyone found to be damaging the YMCA in any way will be removed immediately and suitable action taken. This may result in the school / club being invoiced.

- The walls outside are not climbing walls, and are the property of the YMCA, please keep all children off the walls in the car park and along the side of the YMCA.
- Children are not to be playing, or unsupervised, in the car park or on the driveway in front of the YMCA
- Waikato Basketball Council staff is always present at the YMCA. Their jobs are to ensure the smooth running of the competition not to babysit children. Please ensure all children in your teams are well supervised at all times.

### WAIKATO BASKETBALL STAFF

There are usually two Waikato Basketball Staff members present every night at Miniball.

**Referee Coordinator** – Andrea Webber -This person deals with the officiating only. They should be addressed if there is a problem with the referees or game play. If they are not present then a senior referee will be appointed to oversee the referees.

**Floor Controller** – TBC- the Floor controller is always present. They are present to ensure the running of the night. If there are any problems with; first aid, the venue, team behavior etc, then please see the Floor Controller. They will help out as much as they possibly can.

**NB:** Both the Referee Coordinator and the Floor Controller can usually be found sitting underneath the main clock. Please be aware that neither of them have anything to do with the administration of the league, they are both purely there to ensure the running of the games go smoothly on the night. All game enquiries and complaints should be directed to Amiria Driscoll who is currently the Miniball Co-Coordinator. She can be reached in the Waikato Basketball Office. 07 858 5394 or email [amiria@waikatobasketball.co.nz](mailto:amiria@waikatobasketball.co.nz) .

# Year 1 & 2 Game Rules

- Games played with a size 5 ball on lower height goals
- Games are 4 x 6 minute running clock quarters with 1 minute breaks and 3 minutes between games.
- Defense must be from half court only.
- Children must defend the player with the same colour band as themselves.
- All in bounding passes must be taken from behind the line.
- Double Dribble violation will be called at the discretion of the referee.
- Travelling calls will be to the discretion of the referee.
- Back court rules do not apply.
- Referee will call fouls but score bench will not record, **HOWEVER**, a point will be automatically awarded to the attacking team with each foul called against the defense, and they will receive the ball back at the sideline/baseline.
- If an attacking player is fouled in the act of shooting, the 2 points will automatically be awarded.
- If an attacking player is fouled in the act of shooting and the basket is made, 2 points will be awarded, and a further 1 point will be added as a result of the foul.
- If an attacking player is blocked/fouled/interfered with, by an opposition player wearing a different coloured band, then 2 points will automatically be awarded.
- The game is defaulted if team is not on court ready to play 3 minutes into the game.
- Teams must start with a minimum of 4 **REGISTERED** players.
- Coaches are permitted on the court to help direct players.
- One time out per half allowed, however not in the last 2 minutes of each quarter.
- Substitutions can be made at any time. They do not have to go through the referee.

# Year 3 & 4 Game Rules

- Games played with a size 5 ball on lower height goals
- Games are 4 x 6 minute running clock quarters with 1 minute breaks and 3 minutes between games.
- Defense must be from half court only.
- Children must defend the player with the same colour band as themselves.
- All in bounding passes must be taken from behind the line.
- Double Dribble violation called.
- Travelling calls will be to the discretion of the referee.
- **Back court rules apply**
- Referee will call fouls but score bench will not record, **HOWEVER**, a point will be automatically awarded to the attacking team with each foul called against the defense, and they will receive the ball back at the sideline/baseline.
- If an attacking player is fouled in the act of shooting, the 2 points will automatically be awarded.
- If an attacking player is fouled in the act of shooting and the basket is made, 2 points will be awarded, and a further 1 point will be added as a result of the foul.
- If an attacking player is blocked/fouled/interfered with, by an opposition player wearing a different coloured band, then 2 points will automatically be awarded.
- The game is defaulted if team is not on court ready to play 3 minutes into the game.
- Teams must start with a minimum of 4 **REGISTERED** players.
- Coaches are **NOT** permitted on the court to help direct players.
- One time out per half allowed, however not in the last 2 minutes of each quarter.
- Substitutions can be made at any time. They do not have to go through the referee.

# Year 5 & 6 Game Rules

- Games played with a size 5 ball on full height goals
- Games are 4 x 6 minute running clock quarters with 1 minute breaks and 3 minutes between games.
- Arm Bands are compulsory in this grade.
- Full court defense can be played. Teams must NOT play ZONE defense.
- All in bounding passes must be taken from behind the line.
- Double Dribble violation called.
- Back court rule applies
- Travelling calls will be made
- 3 second rule applies.
- Referee will call fouls but score bench will not record, **HOWEVER**, a point will be automatically awarded to the attacking team with each foul called against the defense, and they will receive the ball back at the sideline/baseline.
- If an attacking player is fouled in the act of shooting, the 2 points will automatically be awarded.
- If an attacking player is fouled in the act of shooting and the basket is made, 2 points will be awarded, and a further 1 point will be added as a result of the foul.
- If an attacking player is blocked/fouled/interfered with, by an opposition player wearing a different coloured band, then 2 points will automatically be awarded.
- Referees have the right to ask the defensive teams to play half court defense if one team is beating the other by a larger margin
- The game is defaulted if team is not on court ready to play 5 minutes into the game.
- Teams must start with a minimum of 4 **REGISTERED** players.
- Coaches are **NOT** permitted in the court to help direct players.
- One time out per half allowed, however not in the last 2 minutes of each quarter.
- Substitutions can be made at any time. They do not have to go through the referee.

- **Protocol for Complaining about possible zone defence.**

- If a coach believes the opposition team is allegedly playing zone defence – they must send a team representative (parent(s) or manager) to talk to the referee Coordinator.
- The Referee Coordinator will observe the game – and if they believe the team is playing zone defence – they can approach the coach at quarter time and give them a “verbal warning” to change their style of defence.
- A second “winning” from the Referee Coordinator during the same game will result in an automatic default game and this coach may also have to attend a Waikato Basketball Judicial Hearing.

# Year 7 & & Game Rules

- Mixed grade games played with a size 6 ball on full height goals.
- Games are **4 x10 minute running clock halves with** 1 minute between quarters and 2 minutes between games.
- **Full court defense can be played. Teams must NOT play Zone defense**
- All in bounding passes must be taken from behind the line.
- Back court rule applies
- Double dribble violation called.
- Travelling calls will be made.
- 8 second half court rule applies.
- 3 second rule applies.
- Referee will call fouls, score bench will record personal and team fouls.
- If an attacking player is fouled in the act of shooting then 2 free throws will be awarded.
- If an attacking player is fouled in the act of shooting and the basket is made, the 1 free throw will be awarded.
- **Personal Fouls** – Once a player has accumulated **5 personal fouls**, they will then be fouled out of the game and not allowed to continue playing for the remaining game time.
- **Team Fouls** – Teams will only be allowed to accumulate 5 personal fouls within the team per quarter. After 5 fouls, each attacking player that is fouled will be awarded 2 free throws.
- 3 time outs allowed throughout the game. 1 in the first 2 quarters, and 2 in the last 2 quarters. However time outs are not permitted in the last 3 minutes of any quarter.
- The game is defaulted if team is not on court ready to play 5 minutes into the game.
- Teams must start with 4 registered players.

- **SUBSTITUTIONS MUST GO THROUGH THE REFEREE AND SCOREBENCH.**

- **Protocol for Complaining about possible zone defence.**
- If a coach believes the opposition team is allegedly playing zone defence – they must send a team representative (parent(s) or manager) to talk to the referee Coordinator.
- The Referee Coordinator will observe the game – and if they believe the team is playing zone defence – they can approach the coach at quarter time and give them a “verbal warning” to change their style of defence.
- A second “winning” from the Referee Coordinator during the same game will result in an automatic default game and this coach may also have to attend a Waikato Basketball Judicial Hearing.

# Best Practice Guidelines

- **Man to Man Defense vs. Zone Defense**

Man to man defense is a requirement at all levels of basketball until the under 17/18 age groups. Man to man requires the defensive player to defend a player in the attacking team. The general principles are encouraged at the younger age groups by using the coloured band system which makes it obvious just who is playing defense against who. Although the bands go at Year 7&8 the principles remain the same.

A player is deemed to be playing zone when they take up a position on the court and play defense on any player who comes into that part of the court.

Around the key hole a player must be seen reacting (or moving) to the movement of their attacking player on or off the ball.

Although the defender can come off their player if they are on the side of the court away from the ball (weak side) to play help defence – if the player defending the ball – is beaten off the dribble.

Defensive players can switch players they are defending – in a screening situation – but defenders must be seen actively moving or rotating away from the ball defending a man.

- **Protocol for Complaining about possible zone defence.**

- If a coach believes the opposition team is allegedly playing zone defence – they must send a team representative (parent(s) or manager) to talk to the referee Coordinator.
- The Referee Coordinator will observe the game – and if they believe the team is playing zone defence – they can approach the coach at quarter time and give them a “verbal warning” to change their style of defence.
- A second “warning” from the Referee Coordinator during the same game will result in an automatic default game and this coach may also have to attend a Waikato Basketball Judicial Hearing.

# WBC Zero Tolerance Policy

## **Background**

1. We have a very limited pool of competent game officials and score bench personnel.
2. Many of our junior referees are new and therefore inexperienced and will make many mistakes.
3. One of the biggest difficulties in being able to retain young referees is the level of abuse and harassment directed at them by team benches and spectators.
4. It takes participation in many games to develop a good understanding of the rules and how to apply them, as well as the ability to process the actions that take place during a game quickly enough to make timely and appropriate calls.
5. It requires an atmosphere of support and encouragement for a referee to develop confidence in their abilities, and a passion for this aspect of the game.
6. Competent officials are an integral part of the overall development of the game. An inability to retain young officials long enough to develop competence is a well recognized deficiency in the national picture of junior basketball.

## **How to Address Concerns in Regard to the Referees Officiating your Game**

1. Remain unemotional, any interaction on a regular basis from the sideline with an official is considered harassment, is counterproductive to development, and therefore unacceptable.
2. It is expected that there will be no interaction at all with the referees by members of the team bench or the spectators.
3. Concerns in regard to the referee's performance must be addressed to the referee development officer and/ or the referee supervisor on the floor that night. It is their job to educate the referees and they will take your feedback into consideration when giving the referees game feedback and ongoing education.
4. Concerns in regard to the allocation of referees must also be addressed to the referee development officer and/or the referee supervisor on the floor that night.

# Waikato Basketball Council

## Fair Play Agreement



### Fair Play Code for Players

1. I will play Basketball because I want to, not because others or coaches want me to.
2. I will play by the rules of basketball, and in the spirit of the game.
3. I will control my temper – fighting and “mouthing off” can spoil the activity for everybody,
4. I will respect my opponents.
5. I will do my best to be a true team player.
6. I will remember that winning isn’t everything – that having fun, improving skills, making friends and doing my best are also important.
7. I will acknowledge all good plays and performances – those of my team and my opponents.
8. I will remember that coaches and officials are there to help me. I will respect their decisions and show them respect

### Fair Play Code for Parents

1. I will not force my child to participant in Basketball.
2. I will remember that my child plays basketball for his or her enjoyment, not for mine.
3. I will encourage my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
4. I will teach my child that doing one’s best is as important as winning, so that my child will never feel defeated by the outcome of a game.
5. I will make my child feel like a winner every time by offering praise for competing fairly and trying hard.
6. I will never ridicule or yell at my child for making a mistake or losing a game.
7. I will remember that children learn best by example. I will applaud good plays and performances by both my child’s team and their opponents.
8. I will never question the officials’ judgment or honesty in public.
9. I will support all efforts to remove verbal and physical abuse from children’s basketball games.
10. I will respect and show appreciation for the volunteer coaches who give their time to coach basketball for my child.

### Fair Play Code for Coaches

1. I will be reasonable when scheduling games and practices, remembering that players have other interests and obligations.
2. I will teach my players to play fairly and to respect the rules, players, officials and opponents.
3. I will ensure that all players get equal instruction, support and playing time.
4. I will not ridicule or yell at my players for making mistakes or for performing poorly. I will remember that players play to have fun and must be encouraged to have confidence in themselves.
5. I will make sure that equipment and facilities are safe and match the player ages and abilities.
6. I will remember that participants need a coach they can respect. I will be generous with praise and set a good example.
7. I will obtain proper training and continue to upgrade my coaching skills.
8. I will work in cooperation with officials for the benefit of the game

### **Fair Play Code for Spectators**

1. I will remember that participants play basketball for their enjoyment. They are not playing basketball to entertain me.
2. I will not have unrealistic expectations. I will remember that players are not professionals and cannot be judged by professional standards.
3. I will respect the officials' decisions and I will encourage participants to do the same.
4. I will never ridicule a player for making a mistake during the game. I will give positive comments that motivate and encourage continued effort.
5. I will condemn the use of violence in any form and will express my disapproval in an appropriate manner to coaches and league officials.
6. I will show respect for my team's opponents, because without them, there would be no game.
7. I will not use bad language nor will I harass players, coaches, officials and other spectators

# YMCA Behaviour Expectations

## At Mini-ball

It is expected that children will only be at the YMCA for the duration of their game and if they are required to wait at the facility to be picked up, or wait for sibling/friends to play before they leave, it is expected that they will be supervised by the adult in charge of their team or parents/caregivers.

### Rules for the Use of the Facility

- Running up and down the stairs which lead to the Women's Gym adjacent to the gym, or the downstairs gym, or playing in the foyer outside the office or upstairs between the courts and the stairs is considered unacceptable behavior by the YMCA Staff.
- All areas except the court area are off limits to players. Children may play on the strip of grass outside the large windows but they are not to climb on the concrete wall or swing on the clothes lines on top of the wall.
- The back corridor area needs to be treated with respect; plastered areas reflect past damage and are not to be tested to see how much pressure they will take before the holes will reappear!! Balls should not be thrown against walls/doors or lights.
- The toilets and shower areas are not a play area. All problems in this area should be reported to the floor controller.
- Children must not play in the car park or on the driveway in front of the gym, or with the taps on the wall of the gym.
- The areas behind each court is to be used for referees only.
- The wooden covers over the large windows are not a climbing wall and children should not be climbing on them.
- The belchers or pushed in seats are also dangerous and should not be climbed upon.
- Walking from one court to the other should be via the corridor and not behind the courts during a game; this area is required by the referees to do a good job.
- During breaks at half time, the court should only be used by the teams that are playing that game, and between games the court should only be in use by the teams who are about to take the court, this is just common courtesy as each team will get their time on the court.