



BASKETBALL

Zones Handbook 2024



Table of Contents

Competition Contact Details	3
Grades	3
Schools by Zone	4
Competition Rules.....	5-11
Health, Safety & Risk Management	12
School Responsibilities.....	12
Code of Conduct.....	13
Floor Controllers (Duties & Checklist of Responsibilities)	14-15
Venue Hosting (Requirements & Duties).....	16

Contacts

College Sport

14-18 Normanby Road, Mt Eden. Po Box 670 88, Mt Eden, Auckland 1349	Ph: (09) 845 8496 Fax: (09) 845 8497
---	---

Competition Coordinator Details

Premier League	College Sport Auckland & Jilly Harris (Referee Co-ordinator)	Ph: 845 8496
Zones Central Eastern Central Western Counties Manukau	College Sport Auckland	Ph: 845 8496 hamish@collegesport.co.nz sasha@collegesport.co.nz
North Harbour Zones	Campbell Marsters Harbour Basketball Competitions Manager	Ph: 09-443 3854 ext. 3 Mob: 021 0839 7318 competitions@harbour.basketball
Basketball New Zealand (BBNZ)	www.basketball.org.nz	Ph: (04) 498 5950 Fax: (04) 472 3623

Grades

Zone	Tuesday	Wednesday	Thursday
Central East	Boys Open Boys U17	Boys Junior Girls Junior	Girls Open Girls U17
Central West		Boys Open Girls Open Boys Junior Girls Junior	Boys U17 Girls U17
Counties Manukau	Boys Open Girls Open Boys U17 Girls U17		Boys Junior Girls Junior

Zones 2024

Central East

ACG Parnell College
Auckland Girls Grammar School
Baradene College of the Sacred Heart
Dilworth School
Diocesan School for Girls
Epsom Girls Grammar School
Marcellin College
St Cuthbert's College
St Mary's College (Akld)
Botany Downs Secondary College
Edgewater College
Elim Christian College
Glendowie College
Howick College
Macleans College
Michael Park School
One Tree Hill College
Pakuranga College
Sacred Heart College (Akld)
Saint Kentigern College
Selwyn College
Tamaki College

Central West

ACG Sunderland
Auckland Grammar School
Avondale College
Elim Christian College
Green Bay High School
Henderson High School
Kelston Boys High School
Kelston Girls College
Liston College
Lynfield College
Marist College
Mt Albert Grammar School
Massey High School
Middle School West Auckland
Mt Roskill Grammar School
Onehunga High School
Rutherford College
St Dominic's Catholic College
St Paul's College (Akld)
St Peter's College (Akld)
Te Kura Kaupapa Maori o Nga Maungarongo
Waitakere College
Western Springs College

South

ACG Strathallan College
Alfriston College
Aorere College
Auckland Seventh Day Adventist High School
De La Salle College
Destiny School
James Cook High School
Kia Aroha College
Kings College
Mangere College
Manurewa High School
McAuley High School
Mission Heights Junior College
Onewhero Area School

Ormiston Junior College
Ormiston Senior College
Otahuhu College Pacific Advance Senior School
Papakura High School
Papatoetoe High School
Pukekohe High School
Rosehill College
Sancta Maria College
Sir Edmund Hillary Collegiate
Southern Cross Campus
Tangaroa College
Waiuku College
Wesley College

This competition is governed by the College Sport Bylaws
(These can be found on the College Sport website www.collegesport.co.nz)

Basketball Promotion/Relegation Games

2024 Season

All promotion relegation games were arranged by the team in the higher grade listed as Team 1 below and played between 3-12th April 2024. Schools were to organise and cover costs of refs for the promotion relegation games.

Full team lists needed to be submitted by 28 March 2024 11.59pm through EnterNOW.

Schools to inform College Sport by 25 March 2024 when games have been scheduled and report all results by 12 April via [SportsRunner](#)
Games to be played:

	Team 1		Team 2	Outcome
Boys Premier/ Senior A	7 th Premier Boys Rangitoto College <i>April 5th @ Rangitoto College</i>	v	2 nd Senior A Boys Mt Roskill Grammar	<u>Winners – Premier</u> Mt Roskill Grammar St Peter’s College
	8 th Premier Boys St Peter’s College <i>April 5th @ St Peter’s</i>	v	1 st Senior A Boys Liston College	<u>Losers – Senior A</u> Rangitoto College Liston College
	Team 1		Team 2	Outcome
Boys Senior A / Open A	7 th Senior A Boys Kelston Boys High School <i>April 19th @ Pakuranga</i>	v	2 nd Open A Boys Pakuranga College	<u>Winner – Senior A</u> Pakuranga College Orewa College
	8 th Senior A Boys Avondale College <i>April 12th @ Avondale</i>	v	1 st Open A Boys Orewa College	<u>Loser – Open</u> Kelston Boys High School Avondale College

	Team 1		Team 2	Outcome
Girls Premier/ Senior A	7 th Premier Girls Baradene College <i>April 5th @ Rangitoto College</i>	v	2 nd Senior A Girls Rangitoto College	<u>Winner – Premier</u> Rangitoto College Manurewa High School
	8 th Premier Girls St. Mary’s College <i>Manurewa promoted by default</i>	v	1 st Senior A Girls Manurewa High School	<u>Loser – Senior A</u> Baradene College St Mary’s College

	Team 1		Team 2	Outcome
Girls Senior A / Open A	7 th Senior A Girls Avondale College <i>McAuley promoted by default</i>	v	2 nd Open A Girls McAuley High School	<u>Winner – Senior A</u> McAuley High School Kelston Girls High School
	<i>Automatic entry due to 7 teams in Senior A grade</i>	v	1 st Open A Girls Kelston Girls High School	<u>Loser – Open</u> Avondale High School

Competition Format:

Double round robin, home and away games with finals (for Junior A, U17A and Open A) played during the Basketball Championship games (GABT)

Greater Auckland Basketball Tournament:

Girls Championship Play Offs (Junior A, U17 A, Open A)	Thursday, 15 August 2024	
Boys Championship Play Offs (Junior A, U17 A, Open A)	Friday, 16 August 2024	
Championship Semi-Finals & Finals	Tuesday, 21 August 2024	
<p><i>Premier & Senior A Semi Finals to be played at the home venue of the first placed team in that grade at the end of the round robin.</i></p> <p><i>Please note: Should a school have more than one team finish in first position they will host both of the home finals. The hosting of the other two games will be hosted by the highest 2nd place team on points across the two grades.</i></p> <p><i>Premier & Senior A Finals to be played at AUT Stadium, North Shore.</i></p>		

Promotion Relegation 2024/5:

Premier & Senior A

Top 6 teams in the 2024 Premier competition will retain their Premier place for 2025.

There is no automatic promotion/relegation, teams that have placed 7th and 8th in the Premier competition will play a promotion/relegation game with the teams that have placed 1st & 2nd in the Senior A competition:

7th Premier v 2nd Senior A

8th Premier v 1st Senior A

The winner of these games will qualify for a place in the Premier competition and the losers of these games will be in the Senior A competition for 2025.

Senior A & Open Grade

The teams that have placed 7th and 8th in the Senior A competition will play a promotion/relegation game with the teams that have placed 1st & 2nd in the Open A competition:

7th Senior A v 2nd Open Championships
8th Senior A v 1st Open Championships

The winner of these games will qualify for a place in the Senior A competition and the losers of these games will be in the Open A competition for 2025.

Promotion & Relegation Game Venues

The higher ranked team will be the hosts of the game. If they are unable to host in the dates required, then they lose the right to host.

Zone Competition Rules

Schools are responsible for double checking their draws online each week to make sure they have the most updated information (please do not rely on the draw sent out at the beginning of the season as changes do occur). Major changes to draws will be notified via email.

To view all draws & results, go to www.collegesport.co.nz

1. Rules:

All games are played under the official F.I.B.A. rules and the Bylaws of College Sport Basketball; except stated otherwise in these rules.

This competition is governed by the College Sport Bylaws (can be found on the College Sport website; www.collegeport.co.nz).

2. Age Group (aligned as per BBNZ age groups in 2020):

- Junior: Year 9 or 10 only in the year of competition
- U17: For U17 competitions, players must be aged either 15,16 or 17 years as at 31 December in the year in which the completion is held.
- Open, Senior A & Premier Grades: U19 years old at 1st January in the year of competition

3. Players

- As discussed in end of season reviews, players are allowed to play in multiple teams. Coaches/managers must monitor player loading and are responsible of ensuring players are not unfairly excluded due to players playing in multiple teams.
- Each team shall consist of no more than 12 team members entitled to play on the day of the game.

4. Playing Venue:

Schools will be responsible for any damage that may occur at the venue. Food, chewing gum and soft drinks are not permitted inside the playing area, except drink bottles. The venue controller is in complete charge. Any players, coach, manager, spectator who fails to follow the rules will be asked to leave the venue; the team may forfeit their place in the competition.

5. Grading

The grading was removed from 2023 based on feedback from 2022 season review. Schools will instead enter teams into grades they best believe reflects their team's ability.

6. Team Management:

Each team **must have an adult (preferably coach/ manager) with them at start of the game and during the entire game for each game throughout the season.** This person is to complete the score sheet before the game, be aware of any medical problems of players in the team, implement the rules of the competition and supervise the players.

If a team does not have an adult present, they will lose by Default (no competition points awarded). Adult supervisors should identify each other at the beginning of the game.

7. Defence:

Please see 7.2 below regarding Junior Grade Defence, all other grades can play zone defence or man-to-man.

7.1 Mercy Rule:

Applies to ALL age groups. Once a team is leading by a 20-point margin they must pull back to halfway on defence.

8.2 Junior Deference: Man to Man

Junior teams must actively pick up and mark one player prior to entering the 3-point line. The penalty for failing to do this in the game will be against the coach.

1st Offence: Warning by the referee.

2nd Offence: Tech foul on coach (penalty – 1 free throw to be administered immediately. After the free throw, the throw-in shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called, from the place nearest to where the ball was located when the game was stopped).

3rd Offence: Forfeit game to opposing team loss of game 0 – 20, no competition points

There will be no zone defence. The New Zealand Junior and Secondary School Basketball Commission have made it compulsory for Junior teams to play man-to-man defence. Penalty for infringement is a technical foul on the coach for first and second offences in a game. Third offence in one game is a forfeit.

Zone Defence shall not be played in the defensive quarter when the ball is in that area. The defensive quarter shall be defined as the rectangular area from the centre of the three-point line out to each side-line and down to the baseline.

It is in the best interests of player development in that the skills required in man-to-man defence provide for a more open and attractive game and creates greater opportunity for teams to show their skills. In the past, too many coaches have chosen to play a zone defence as it nullifies much of the offensive skill of the opposition. Teams who focus on zone defence often neglect to learn the skills and footwork of man-to-man defence. A team of tall players who play a lazy sagging zone defence focus on a negative aspect of the game whereas they would be better players in the future if their man-to-man defensive skills were concentrated on and properly developed.

To identify if a team is playing zone and not help defence, a referee should observe the defensive players to see if they are reacting to the movements of the player they are marking. A referee may ask a player who they are marking to clarify the situation. Obvious signs of a zone defence are:

- Stationary players inside the keyhole
- Players who remain in an area without responding to the movements of their associated offensive player.

8. Team Registration and Fees:

- All fees must be paid on receipt of an invoice.
- Teams withdrawing after the entry closing date will still be liable for the entry fee.

9. Uniforms:

All teams should be aware of the current FIBA rules and regulations regarding acceptable uniforms.

- All teams must wear appropriate basketball attire; singlets must be the same colour and shorts the same colour.
- Uniform tops must be clearly visible and numbered front and back with legal numbers which are as follows: 00, 0 to 99
- Note: no chalk or tape may be used to convert numbers on a player's shirt.
- If there is a clash of playing colour, the away team changes. All teams are to have an alternate playing strip at every game.
- Players with incorrect uniform (shorts, singlets, or numbers) will not be allowed to participate in their scheduled game(s).
- All players (male and female) must tuck their playing shirt into their shorts.
- T-shirts may not be worn under playing shirts (as FIBA amended rules; effective of 1/10/08)

10. Mouthguard Policy (*amended 2020*)

- It is compulsory for all players participating in all age grades competitions to wear a protective mouthguard when they are on court and the game is in play.
- Mouthguards are to be put in correctly before entering the game and must not be taken out for the entirety of the game.
- If a player adjusts, removes, or touches their mouthguard, they must be removed (subbed out) from the game and will need to self-sanitise before re-entering the game.
- No Mouthguard, No Play. Venue controllers have the right to allow students not to play if they are not wearing one.
- Players are not permitted to share mouthguards.
- Mouthguards of any colour may be worn

11. Late arrival:

Any team failing to field at least four players on court ready to play within 5 minutes after appointed start time, shall forfeit the game. Teams will be penalised 2 points per 30 seconds for late arrival, up to 5 minutes, at which the game is forfeited. Schools can apply in writing to College Sport for a review of the late start penalty for a specific game, based on extraordinary circumstances beyond their control.

12. Default & rescheduling Policy:

Please refer to College Sport By-laws.

Only in special circumstances are matches to be postponed and it must be approved by College Sport.

Any team not able to play the scheduled game must notify both the opposition and College Sport at least 24 hours prior to the scheduled game.

If an agreement to the postponement is made between the schools. A mandatory written agreement (email) involving both parties must be sent to College Sport for approval. The team wanting the postponement must arrange a fixture (such as the opposition's gym), floor controller and referee (including payment).

See 'Duties for a Floor Controller', 'Checklist of responsibilities for floor controllers' and 'checklist of hosting requirements' as necessary.

If no agreement is reached, that team originally seeking the postponement shall default the match. The opposing team will be awarded 3 points (20 - 0 score)

13. Disputes Resolution:

13.1 In all cases, if your team has a concern or disagreement with the opposition, this should be resolved on a school-to-school basis. The Floor Controller can mediate when it comes to small disputes on the day of play.

13.2 In the case of a serious incident or dispute the disciplinary process will be entered into on receipt in writing to ABSL and College Sport, within 72 hours of the match:

- A protest by a team written on the score sheet as per FIBA rules, sign and dated.
- A report by a referee written on the score sheet as per FIBA rules, sign and dated.
- A report by a grade manager/ Court Controller, sign and dated.

The disciplinary process will be administered as per the current College Sport policy it is recommended where possible, that a disciplinary meeting be held within 1 week of incident. Amended 08

13.2.1 Regional/ Zonal matters are to be dealt with in the first instance by the Regional/ Zonal Coordinator and Disputes Committee.

13.2.2 All appeals are to follow the current College Sport procedure as detailed in the Bylaws (available on www.collegesport.co.nz).

13.2.3 Copies of decisions made at any Disciplinary/ Disputes meeting will be communicated in writing within 48 hours of decision to the Principal, Sports Coordinator, and the Teacher in Charge (if known) of those schools involved and to ABSL.

14. Scoresheets:

Scoresheets are available on the court that your team is scheduled to play on. Pens should be provided; please bring your own just in case. Team coach/ manager are responsible for filling in the scoresheet, clearly, with full names of players at least 10 minutes before their scheduled game time. Score clocks will start even if the teams have not filled in their player's names on the official scoresheet (floor controller to monitor).

15. Score Bench & Floor Controller

Teams are responsible for their own score bench duties for their own games. 1 person from each team to assist with either the iPad – glory league scoring or the game score. Training will be provided for those entering data on iPads into glory league. At the conclusion of each game the venue controller or referee will check with the score that it is correct and submit the final score.

***Once submitted on Glory League this score is the final**

16. Referees

All grades must supply a minimum of 1 x referee per game, per team.

During the Season, referees will be provided for the Open A grade only. No referees will be provided for the other grades (Open B, U17 A, U17 B, Junior A & Junior B). Each team (except the Open A) must supply a minimum of 1 x referee per team. Teams that do not provide a referee will lose by default (20 - 0 win to the opposing school).

*Teams must agree prior to the beginning of the game if only 1 referee is provided. Teams cannot start the game, then protest after if 1 referee was supplied.

17. Overtime

Running Clock overtime – Shoot out

Stop clock overtime – 2-minutes (A Grade only)

18. Game Times:

Grade	Game time	
Junior A Grade	4 x 6-minute quarters	Stop clock **
Junior B Grade	2 x 20-minute halves	Running clock *
Under 17 A Grade	4 x 6-minute quarters	Stop clock **

Under 17 B Grade	2 x 20-minute halves	Running clock *
Open A Grade	4 x 7-minute quarters	Stop clock ***
Open B Grade	2 x 20-minute halves	Running clock *
Premier & Senior A	4 x 10-minute quarters	Stop clock ** (See premier Handbook for rules)

*** Running clock games:**

- a) 2-minute halftime
- b) 1 x 30 second time-out per team per half, clock doesn't stop

Note: No time-outs in the last 3 minutes of the second half for running clock games.

****Stop clock games:**

Full six-minute stop clock quarters

*****Open A games:**

Open A games will be 7-minute stop clock quarters (based on feedback from schools in 2023)

19. Balls:

Each team is to submit a match ball to the referee.

- All Girls teams will play with a size 6 basketball.
- All Boys teams will play with a size 7 basketball.

20. Points:

Win = 3 points

Loss = 0 points

Win by default = 3 points (20 - 0 score)

Loss by default = 0 points (0 - 20 score)

Draw = a draw is not possible; therefore, each team shall nominate one player to shoot a free throw. If both miss or score the same players shall shoot a second free throw and so on until the tie is broken.

21. Results:

All teams are responsible to ensure weekly that their results have been sent into their school's sports coordinator and inputted correctly on the College Sport website.

Corrections to results will not be accepted within 4 school days of a semi-finals and finals.

22. Grade Placing and Seedings

Teams grade placings will be determined according to their win-loss record; see rule 16 titled 'Points/ Results' above for point's breakdown.

21.1 Teams (2 or more) with Equal Points

If 2 or more teams have the same win-loss record of all games in the group, the game(s) between these 2 or more teams shall decide on the grade placings.

If these 2 or more teams have the same win-loss record of the games between them, further criteria shall be applied in the following order:

- Higher game points difference of the games between them.
- Higher number of game points scored in the games between them.
- Higher game points difference of all games in the group.
- Higher number of game points scored in all games in the group.

If at any level of these criteria one or more team(s) grade placing/s are determined, the procedure shall be repeated from the beginning for all the remaining teams yet to have grade placings determined.

For further details please see FIBA Official Basketball Rules; D – CLASSIFICATION OF TEAMS.

23. Player Conduct & Judicial Process

Fair play principles are expected of all players and coaches.

22.1 If a player, coach, substitute, excluded player and/or any accompanying delegation members, use bad language, insults or man handles a referee or tournament official, the tournament controller can impose a one game penalty on the player or coach or ask that player or coach to leave the venue, depending on the severity of the misconduct.

22.2 Players are not to chew gum on court.

22.3 If any player breaks or damages the scoring ring or backboard because of “hanging or grabbing on the ring” during warm up or throughout the game, to the point that game cannot continue, will result in that school forfeiting the match. Forfeiture is a 20 - 0 win to the opposing school.

Complaints must be lodged in writing to College Sport Auckland within 24 hours. The complaint will then be investigated/reviewed by a judicial panel consisting of a representative from College Sport Auckland, ABSL and 2 different schools.

24. Player Disqualifying Fouls:

Player disqualifying fouls: players gaining a disqualifying foul in any game will automatically have a one game suspension the following week. If there is a bye game, then the suspension will carry forward to the next playing date. A referee’s report describing the incident must be submitted within 24 hours (or within a maximum 48 hours) to the College Sport. The player may be asked to attend a discipline meeting, should further action be necessary.

25. First Aid:

Each team is responsible for their own first aid. The coach/ manager should be aware of any special medical conditions of any players.

26. Protest

Refer to FIBA rules on official game procedures, page 78 - Section C.

27. Players on the bench:

A maximum of 12 players are allowed per game.

28. On court safety:

- No chewing gum
- No jewellery, watches, earrings, nose studs
- Small studs may be worn in the ears on the provision that they are taped
- No caps to be worn
- Closed shoes must be always worn on court
- Mouthguards must be worn by all players

29. College Sport Auckland Basketball Championship:

All A grades are eligible to compete

30. College Sport Auckland Basketball Championship Player Eligibility:

Each team will be limited to a maximum of 12 players.

- Only players who have been named on the team registration list will be eligible to play in this tournament. (Amended 2020)

- Players may only play in one team during the GABT tournament days.
- Schools may apply in writing for Player dispensations requests to College Sport school.sport@collegesport.co.nz
- Age requirements:
 - Junior: Year 9 or 10 only in the year of competition
 - U17: For U17 competitions, players must be aged either 15,16 or 17 years as at 31 December in the year in which the completion is held.
 - Open A: Under 19 years age as of 1st January in the year of competition.
- Verification of team membership and age is required prior to the first game of the GABT

Health, Safety, Risk Management

Where does a school's responsibility begin and end with inter-secondary school sport and cultural activity, particularly in the following circumstances?

- Practice and training, both on site and off site using public facilities such as pools, squash courts etc, including travelling to and from such venues
- Inter secondary school fixtures, including travelling to and from venues
- School team without adult / manager / coach / supervisor

ASSHA Bylaws (By Law 14 'SUPERVISION OF STUDENTS') clearly state that all teams/competitors must have an authorised person or coach to accompany them and be present throughout a contest.

The following points should be considered when sending students to a sporting event and consideration must occur on the number of adults required to supervise those students.

- Consider the age of the students
- Boys are a higher risk than girls
- Nature of activity
- Environment going into
- Maturity level of students
- Length of time at the event

In addition, the teacher/adult in charge of such a group should be knowledgeable on the following:

- Medical history of the students
- Contact in case of injury
- Knowledge of the sport
- Be present at the event
- Be pro-active in a supervisory role

Schools should have in place a health and safety policy that covers students, teachers, coaches, managers, parents, senior students who are involved in the coaching and management of secondary school sport.

If anything were to go wrong whilst students are representing their school in organised inter school sport the ultimate responsibility is with the school Principal and BOT.

The simplest rule of thumb to apply at an inter-collegiate sport event is "a school is responsible for personnel (students, staff, volunteers attached to the school). College Sport is responsible for the event and its effect".

School Responsibilities

- On arrival, the team coach/ manager shall report to the Venue/ Floor Controller.
- The Score Sheet is to be completed within 10 minutes of the game start. Player's full names and number are to be written clearly on the score sheet.
- Team coaches/ manager are responsible for the diligent supervision of the team within the venue.
- Any damage to the venue will be the collective responsibility of the schools in the competition.
- Score bench duty – 1 person per team required. Note: listed home team to provide a referee.
- First Aid – each school is responsible for bringing a First Aid Kit.

Code of Conduct

Associations and schools are expected to honour this code and to ensure that only players, coaches, and managers who support this Code are selected to be involved with teams playing under their name.

PLAYERS

- Players are to abide by all decisions made during a game and do not argue with the referee or score bench.
- Players are to play the game in a clean spirit without fighting, unsportsmanlike play or abusive language.
- Each player should do his/her best to play at his/her highest level and by doing so his/her own and his/her team's performance will benefit.
- Players are expected to display good sportsmanship and be prepared to recognise good play whether by their own team or the opponents.

COACHES and MANAGERS

- Coaches and managers are responsible for the conduct of their players on and off the court. Players should be encouraged by positive means and never ridiculed.
- A coach/manager may discuss a ruling with an official in a reasonable manner at an appropriate time but must not argue with officials in front of the players.
- A coach/manager must always demonstrate a positive example of good sportsmanship.
- Coach/managers must be prepared to treat junior players as individuals and recognise that each player is at their own individual level of ability.
- Coach/managers must encourage each player to make the best effort they are capable of and discourage a "win at all costs" attitude.

PARENTS and SUPPORTERS

- Parents and supporters must support players and officials and not abuse them.
- Parents and supporters must put emphasis on genuine effort ahead of victory and encourage junior players to accept the result of all games.
- Parents and supporters must always maintain dignified behaviour.
- Parents and supporters should recognise good play by both team and never ridicule an individual player in either team.
- The use of any form of violence must be actively discouraged

Floor Controllers

Duties

NOTE: A coach or Manager of a team playing **may not** be a Floor Controller.

A Floor Controller is a person designated by the host school to accept responsibility on behalf of the school for the smooth running of the games held at their venue (home team).

The Floor Controller may or may not be the Teacher In Charge. If it is not, then the school must be willing to place the responsibility of its venue in his or her hands. The Floor Controller also must complete the game formalities by completing an accurate report of events outside the FIBA Rules (these shall be the responsibility of the Referees) but within the College Sport Rules and Regulations, along with the referees, and returning results along with the report to the Premier League Controller. ABSL and College Sport agree that position of a Floor Controller holds such importance that, should a Floor Controller NOT be present, the game cannot proceed; see point 3 below.

1. It is the responsibility of the Floor Controllers to ensure that a venue is prepared for home games. To meet this condition, they shall see that:
 - 1.1 The court area and equipment is in good order and ready for use at the time set down for that game.
 - 1.2 Changing facilities are available for the visiting team (both boys and girls) and that team is met and directed to those facilities.
 - 1.3 The visiting team is informed of the location of its team bench, the goal end they may practice at and where their supporters may sit in accordance with these rules. Should there be insufficient room at the venue; spectator numbers should be limited fairly to both sides.
 - 1.4 Score bench personnel are ready as laid out in these and FIBAs rules.
 - 1.5 The score sheet is prepared, filled in and ready, including the starting five players for each team, at least ten minutes prior to the start time of the game. The name of the coach and captain of each team, the initial, surname and of each player should be clearly and legibly marked on the sheet to the satisfaction of the referee.
 - 1.6 The conduct of the game, outside the administering of the FIBA rules, is as amicable and within the spirit of good sportsmanship as possible.
 - 1.7 To ensure that spectators follow the sports code of fair play.
 - 1.8 At the completion of the game the Floor Controller shall complete the Floor Controller's' section of the Game Report indicating game stats and commenting on any incident involving an infraction of these Rules and Regulations. The Referee must complete the 'Referees' section and the Coach/ Caption have the option to complete the "Referees Assessment' section.
 - 1.9 At the completion of the game and when the score sheet has been signed appropriately (The score sheet MUST be signed LEGIBLY by the scorer, timekeeper and 24 second operator where applicable. Names should be printed then followed by a signature. The referees must also sign the sheet) pass the second copy to the winning team and the third copy to the losing team.
2. The official Results Score Sheet and Game Report are emailed to College Sport by 12pm the following school day after the game, for results table and media publication.
3. Should the Floor Controller not be present, the visiting team shall wait 5 minutes after the official game start time. Should they still not be present, the game is forfeited, and the home team is recorded a loss 0 – 20 (no competition points awarded). It shall be so recorded by the referees on the score sheet. This applies even if teams are ready to play, both coaches and referees are present and the score bench is in place. Consideration will be given by College Sport to removing that court as a venue for Basketball games.

Checklist of Responsibilities for Floor Controllers

	Is the venue ready to use? Is all the equipment serviceable? i.e., are the rings, nets, and backboards in good order?
	Is the following equipment all set up? Set of 24 second clocks, arrow, set of foul battens, 2 cones to use for the 4th team foul, score sheets with clip board and 4 coloured pen attached (1st quarter = Red, 2nd quarter = Blue, 3rd quarter = Green, 4th quarter = Red)
	Are changing facilities available for the visiting team (both boys and girls)?
	Is there a first aid kit available and a telephone for emergency contact?
	Is a suitable area for visiting supporters arranged in the hall?
	Are home team supporters catered for in the hall?
	Are the 3 competent score bench officials ready and a suitable score sheet (in triplicate) ready for them to use?
	Have you monitored the "Fair Play" and behavior from the supporters?

Venue Hosting

Requirements

For a school to be eligible to host games, their venue must fulfil the following criteria, for every game:

- Scoring equipment - red flags, foul batons, score sheet, scoreboard, sub batons.
- Running (A grade) / Stop-clock (B grade) available
- Adequate provision for spectators
- Changing/toilet facilities for visitors
- First Aid supplies
- Access to telephone for officials
- An adult floor controller for each home game
- Competent score bench personnel

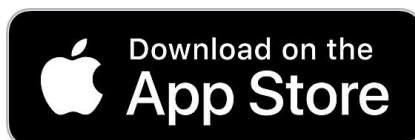
Duties

- Set up venue with team benches, chairs, score table and spectator seating (where applicable)
- Ensure courts are ready for play; clear and sweep floors
- Check with playing teams regarding their score bench representative and referee (where applicable)
- 2 x Scoresheets provided for score bench
- Allow coaches/managers to take a photo/copy of the scoresheets then scan and send scoresheets to school.sport@collegesport.co.nz with the email subject line as the 'Basketball' and the grade

DOWNLOAD OUR FREE APP



SEARCH “COLLEGE SPORT AUCKLAND”



Follow us on
Instagram

@collegesportaukland