

MASSEY JBL BASKETBALL LEAGUE

Here are the specifics of how the league is run so you and your team are able to have a successful season!

GAME DAYS	Monday and Tuesday: 11 Under (A and B on Monday/ C and D on Tuesday) Wednesday: 9 Under Thursday 13 Under Friday 7 Under
GAME TIMES	<p>9s, 11s, 13s: The game will consist of 2x 15-minute halves. With a 1-minute half time duration.</p> <p>7s: The game will consist of 2 x12 minute halves with a 1 minute half time duration.</p> <p>There is a 2-minute gap between games to teams and spectators must be prepared to move in and out of the stadium quickly.</p> <p>Game times start at 3:45pm and depending on the league and number of teams can extend to 8 pm.</p> <p>Once the draw is created game times are final and are unable to be changed, please communicate prior to the season if you have a school event you want us to try to consider.</p>
LEAGUE POINTS	<p>Win- 3 Points Draw- 2 Points Loss- 1 Point Default - 1 Point BYE- 2 points.</p> <p>Every time that teams have a BYE they get 2 points, so it is fair for teams who have two byes in the season that they are not playing less games overall.</p>
GAME BALL	7s, 9s and 11s Play with a Size 5 Ball 13s Play With a Size 6 Ball
HOOP HEIGHT	7s: 6.5 ft 9s: 8 ft 11s and 13s: 10 Ft

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Health and Safety/ Safeguarding.

Mouth guards

Players must wear a Mouthguard at all times. If you do not have one on the day, they are available to purchase at reception.

No Mouthguard means no play. This is non-negotiable and we will not allow children to play if they are not wearing one.

If a number of players do not have mouthguards, **the game will be defaulted.**

Shoes

Players must be wearing court appropriate sneakers at all times.

Safeguarding

The Y Massey holds an ACF Safeguarding accreditation. This means that NO filming or photos are to be taken without permission of game play.

Also, if you take photos of the scoresheet, please ask the referee before doing so as all names of children from the opposite team must be covered.

Stadium

If for any reason the stadium conditions are unsafe or we have a severe weather event preventing people from getting to the stadium safely the Y will make the call by 1pm on game day.

Staff Safety

Our team's safety is our number 1 priority. If at any point if any Y staff is feeling unsafe due to abusive or aggressive language or behaviour towards them or others the Y reserves the right to remove people from the stadium.

This will then be escalated to the school coordinator to be managed in line with the Y.

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Registration and Uniform

Registration:

A team member can only play for a team if they are registered as a player for that team and their name is printed on the scoresheet. Handwritten names on scoresheets are not acceptable. To add players please speak with reception.

Players are able to be in a school and club team within the same division. However, if the teams are to play at the same time, the player must play for their school first.

Schools and Clubs are unable to share players between teams or divisions. Only the children registered in the team are permitted to play under all circumstances.

Schools can only have registered players who attend that school. Otherwise, teams can be entered as a 'club' or 'friendly team'.

All teams must have a coach, or a manager present for their game. These are the people responsible for the team. Coaches are able to be 15-18 years old so long as the Manager is 18 years or older.

Uniforms:

All players must be in matching coloured jersey and preferably matching shorts.

- Each player must have a different number.
- Male players must not be wearing T-Shirts or Jumpers under their uniform unless for a Medical or Religious reason. Any other instances you can seek approval from the The Y Massey.
- If opposing teams are wearing the same colour, Team A on the score sheet must wear a set of Bibs.

Pre-Game Check

Prior to the game starting referee's will check:

- **Each players mouthguard**
- No colored undershirts are worn unless black
- The removal of all jewelry or it is taped down
- Hair is tied back.

A friendly note that children should have clipped fingernails for games. If any of the above is identified players will not be able to take the court until it is sorted.

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RULES

All Referees work towards a Level 1 referee certificate with BBNZ and we have referee assessors on our team.

All explanations of rules and regulations can be found in this rule pack:
<https://nz.basketball/wp->

Please note in all age divisions the Y enforces a series of rules which are created for improved development and growth for kids. You can find more information on this at the end of this document.

Referees do their best to call what they see and coach as they go specifically for lower divisions, so children are able to learn as they go. It is natural that a referee may miss a call from time to time. Please be patient and understanding.

If you wish to query the rules- please follow the communication flow chart on the website with how to deal with such questions.

REFEREE'S

For 7s and 9s:

We will always have one referee and in some cases two

For 11s and 13s:

We will always have 2 referees unless this is not attainable due to sickness and not being able to cover. We have a supervisor here to step in to prevent this but If you have one referee on your game, they will be a senior referee.

We have a referee programme where we develop young referees. Your game may have a development ref on the court and if this is the case, they will have the support of Senior or mentor. These Volunteers are normally no older than 13-14 so are kids too.

SIDELINE BAD BEHAVIOUR

The Y reserves the right to remove anyone from the stadium for showcasing bad behaviour:
Our Process is as follows:

- If a referee is feeling attacked by the sideline, they will ask the coach to calm their spectators.
- If the behaviour continues the people involved will be asked to leave the stadium
- An email will be sent to the school to inform them of this behaviour. The school will work with the Y to determine an outcome.

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GAME LOGISTICS

Before your game:

Teams must wait in the foyer until their game time. The Y Massey reception area is not a warmup court so there is to NO bouncing balls in this space. The other end of the building is not owned by the Y. Please also be respectful of the other end of the building which are the sport Waitakere offices. That is a place of work too and are not associate with the Y.

Teams should check in at the desk by the main stadium doors.

When leaving the stadium please do so promptly and the new round should wait until the stadium is clear before coming on the court.

Score bench:

The two playing teams must provide a person to do the score bench for their own game. One to write results on score sheet (Team A) and one to change the jump ball arrow and score on the digital score board (Team B).

Please organise a Duty Roster for your team to ensure that all parents have a turn and will be there to do the task.

Scoresheets:

Scoresheets will have names and numbers printed on them. Any amendments will need to be emailed by the manager to Y customer Care Team.

Managers are to check that the scoresheets are correct at the end of the game as no changes will be made once they have left the court.

If you see an issue of the Game score being entered in wrong please call the team on 833-8100.

Access to the draw and points table:

All Round Robin Games will be on the Y Website. It is still a managers job to communicate this and share any changes to games that are communicated by the Y. Managers should also act on behalf of their team to communicate any errors.

Communication Flow Chart and Complaints:

To support both you and our team in dealing with communication and complaints we have created a flow chart for you to follow around questions, queries or disputes.

We are happy to hear your feedback at all times but please make sure that it is constructive and kind.

Flowchart is available on the last page of this document and our website.

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GRADING GAMES

Grading Games take place for the first 3 weeks of the Season and these draws are created and sent MANUALLY to managers. The Manager of each team is to distribute the game time to parents and players.

Depending on the number of teams and court availability we MAY make game times shorter for the first three weeks to reduce the number of BYE's. This is so we can have the fairest scope of team performance and what grade they should be placed in.

Draws for Grading come out Weekly and you should expect them the next day. (Monday's after 7s on Friday's).

In Grading we are looking for a combination of:

- Wins and Losses
- Performance from the previous season (if relevant)
- Teams' skill level when matched with their opposition.
- Average performance of all 3 games.

Once grades are determined they are **FINAL** and no changes will be made later in the season.

ROUND ROBIN

Teams will be placed in their division for the round robin and the Round Robin Draw will be available via the website for all Managers and Teams we work to do this as soon as possible after grading and notify when they are completed. Ringing to check does not make them get done faster.

Games are set in stone, and we are unable to move game times in our draw creation software. If you are unable to make a game, you will need to default.

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FINALS

Playoffs/Finals:

The Playoffs consist of x2 games run over the last 2 weeks of the season. Once the finals draw has been made, there will be no changes to times or dates.

Semi-final game- ALL TEAMS PLAY

This is a game between teams placed 1st – 6th on the Round Robin points table.

The semi-final game will see 1st vs 4th and 2nd vs 3rd – the winners from each of these games will advance through to the finals.

5th and 6th place will also play a game to determine their placings however they will not advance to the final.

Final game:

This is the last game of the season and will see the winners from the semi-finals play each other for the season's 1st and 2nd placings.

Dates for Finals are released in the Term 3 Holidays.

Prize giving:

Prize giving will be held after each of the final's games and will be presented by our Y staff.

As a gesture of good sportsmanship, we would expect all teams and players to stay until the end so all teams receiving an award, receive the same atmosphere and show of support regardless of the final placings.

The Y determine what prizes will be given and this will be communicated prior to the final's night.

Score bench is completed by the Y team on these nights.

DEVELOPMENT RULE CHANGES

ALL TEAMS	<p>Starting the Game Teams must be ready to take the court at the start of their game time with a minimum of four players. Players have 5 minutes to arrive otherwise it will be considered a default. For each minute a team is late the opposing team on time will receive two points.</p> <p>In the instance where teams have 4 players, no subs and players are fouled out, the game will be defaulted when a team had only 2 people to take the court.</p> <p>Baseline throw in: When a ball is being thrown in from the baseline, defenders must stand 1 meter away</p> <p>Mercy Rule: When any team is winning by more than 20 points, they must play 3-point line defense. Once the losing team has lost possession, the winning team must return to their three point- line. The defending team cannot attempt to get the ball until attacking team has passed this line.</p> <p>Timeouts: One 30 second time-out per half per team. No time outs in the last 3 minutes of game time.</p>
11s/13s	<p>Both age groups complete free throws.</p> <p>3 Point Shots are NOT counted for 11's 3 Point Shots are counted for 13's</p> <p>No Zone Defense under any circumstances. All MUST be Man on Man.</p>

DEVELOPMENT RULE CHANGES

9s

The 3-dribble rule:

After 3 dribbles, the player must pass or shoot the ball.

Halfway defense:

The opposition team must return to the halfway line after a basket has been scored or there is a throw in. The defending team cannot attempt to get the ball until attacking.

Bands

Teams need to provide **one set of bands for their game:** These can be bought from Look Sharp.

- Colors are Red, Black, Green, Yellow and Blue.
- Each player on the court must play defense against the player with the same coloured band on the opposition's team.
- Please see substitutions and when you can swap bands.
- In any instance where Bands are swapped illegally. The whistle will be blown, bands swapped back and possession given to the other team.

Free Throws:

In any infringement where a free throw would be given an automatic two points will be given as a replacement.

DEVELOPMENT RULE CHANGES

7s

Substitutions:

Coaches that are on the court are responsible for managing Rolling Subs. You do not need to ask the ref to do but should be done when on Offence. Teams can have as many substitutions as they want but cannot do so in the last minute of each half.

The 3-dribble rule:

After 3 dribbles, the player must pass or shoot the ball.

Halfway defense:

The opposition team must return to the halfway line after a basket has been scored or there is a throw in. The defending team cannot attempt to get the ball until attacking team has passed halfway.

Coach on the Court:

A representing Coach from each team is allowed on the court to coach their team. This person must introduce themselves to the refs for the game.

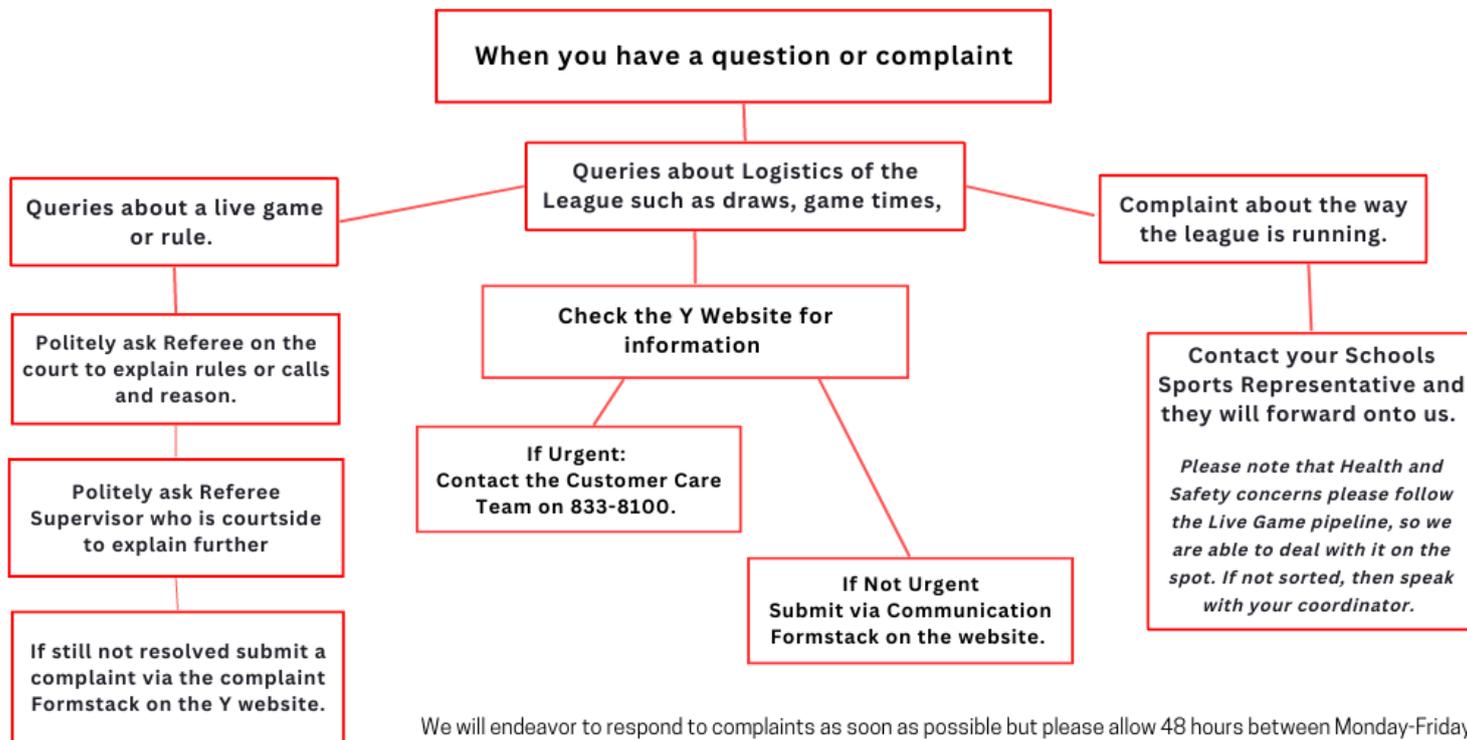
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Y Massey Communication Flow

Follow this chart to determine who to ask for support or general queries or complaints.
 A reminder that complaints should be made by the manager on behalf of the players and parents of their team.



We will endeavor to respond to complaints as soon as possible but please allow 48 hours between Monday-Friday for a response. This is so we have adequate time to speak with who is involved and give you the best answer.

Submission Form:

https://ymcauckland.formstack.com/forms/junior_basketball_enquiry

Y MASSEY BASKETBALL TEAM	Referee Supervisor: JayJay Referees: Matthew Barry Ian Kortni Shiann Arlene Jo Rob Alex Ryder Max	Admin Team: Basketball Co-Ordinator: Nadine Operations Manager: Nicola Centre Manager: Dylan
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