

MASSEY GYM AND LEISURE CENTRE

Junior Basketball League



GAME DAYS	Monday and Tuesday: 11 Under (Allocation of divisions on days are determined after grading) Wednesday: 9 Under Thursday 13 Under Friday 7 Under
GAME TIMES	11s and 13s: Game Time: 2 x 15-minute Halves Halftime: 1 Minute Break. 7s and 9s: Game Time 2x 12 Minute Halves Half Time 1 Minute Break There is a 2-minute gap between games to teams and spectators must be prepared to move in and out of the stadium quickly. All Game Days start at 3:45pm apart from Thursday where rounds start at 4pm and can extend to 8pm depending on the number of teams. 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.
LEAGUE POINTS	Win- 3 Points Draw- 2 Points Loss- 1 Point BYE: 2 points. 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.
GAME BALL	7s, 9s and 11s Play with a Size 5 Ball 13s Play With a Size 6 Ball
HOOP HEIGHT	7s: 7 ft 9s: 8 ft 11s and 13s: 10 Ft

HEALTH AND SAFETY	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. Shoes: Players must be wearing court appropriate sneakers at all times. 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, or the game cancelled. This will then be escalated to the school coordinator to be managed in line with the Y.
REGISTRATION	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. 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. If you are in need to players, you are able to bring a player up from another division or age group. Before you do this, you must email Y-sports for approval. We will then write the name on the scoresheet and highlight it to say it is approved. Players are not able to cover for players in the same division. 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. There are some instances where the Y will grant an age allowance for particular players. This needs to be requested in writing to Y-Sports.
UNIFORMS	Uniforms: All players must be in matching coloured jersey and preferably dark coloured shorts. Each player must have a different number. Players may where a T-shirt under their uniform if it is black or the same colour as their uniform. 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 referees will check: Their Name is printed on the scoresheet Each players mouthguard 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.

RULES:	All explanations of rules and regulations are in line with the BBNZ rule pack. This can be found on our website. 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.
3, 5 AND 8 SECOND RULE:	8-Second Rule: Get the ball past half-court in 8 seconds 5-Second Rule: You must pass, shoot, or dribble within 5 seconds when closely guarded 3-Second Rule: No standing in the key for more than 3 seconds on offense
TIMEOUTS & SUBSTITUTIONS:	Players on Court: 5 per team Substitutions: Allowed any time the ball is stopped Coach must Call Sub to the referee who will allow the players to change and then resume the game. Calling Sub is required in ALL age divisions Timeouts: One 30 second time-out per half per team. No time outs in the last 3 minutes of game time. Only a coach can call timeout, and only during a stoppage in play
SCORING:	1 Basket = 2 points Free Throw = 1 point 7s and 9s: Do not shoot Free Throws. An instant 2 points is awarded in the case of a shooting foul. 13s Only: 3-Point Shot (Outside 3-point line) = 3 points
FOULS:	Personal Foul: Contact with another player (e.g., push, hit, block) Team Fouls: After 5 team fouls in a quarter, the other team gets free throws Shooting Foul: If you foul someone while they shoot, they get 2 or 3 free throws Unsportsmanlike Foul: Rough or dangerous play Technical Foul: Bad behavior, talking back to refs, or breaking game rules Disqualification: 5 personal fouls = player must sit out the rest of the game
VIOLATIONS (MISTAKES THAT STOP PLAY):	• Traveling: Taking steps without dribbling • Double Dribble: Starting to dribble again after stopping • Carrying: Holding the ball underhand while dribbling • Backcourt Violation: Taking the ball back over half-court after crossing • Out of Bounds: Ball or player touches outside the court lines

MAN TO MAN DEFENSE:	Each player is responsible for guarding one player on the other team — their “man.” No Zone Defense Allowed ◦ You must guard a player, not just an area on the court Stay Close to Your Player ◦ Within 1 to 2 arm’s length ◦ Always be ready to move your feet If a team only has 4 players vs a full team the referee will talk to the coaches to talk how defense works. (Read on the next page about 7s and 9s)
PLAYERS, BASELINE THROW-IN AND MERCY RULES:	Players on Court: 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. In the instance where teams have 4 players, no subs and players are fouled out, the game will be defaulted when a team have only 2 people to take the court. Baseline throw in: When a ball is being thrown in from the baseline, defenders must stand 1 meter away Mercy Rule: When any team is winning by more than 20 points, they must play half court/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.
7S AND 9 COLOURED BANDS AND 3 BOUNCE RULE:	Coloured 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. When swapping bands, the player must come off the court before being replaced. In any instance where Bands are swapped illegally (on-court). The whistle will be blown, bands swapped back, 2 points and possession will be given to the other team. 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. This is a development skill to encourage man to man defense. Coaches can determine who they match with opponents when calling sub. 3 Bounce Rule: Players can only bounce 3 times and then they need to pass the ball. This is to support all kids getting a turn with the ball Free Throws: In any infringement where a free throw would be given an automatic two points will be given as a replacement. 7s ONLY: 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.

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. (7s on Monday after the Friday game). 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.
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. The Y determine what prizegiving and 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. All Semi-final and Final games: If the game concludes with a draw, the game will go into overtime. This will consist of x3 2-minute rounds. If the game is still at a draw after this, it will then move into a “sudden death” shoot out will be taken with the 5 players who were on the court playing participating. Each team will line up at the free throw line. Teams will alternate shots until all five players have shot. If the score remains tied, the first member to shoot from each team will shoot in a “sudden death” scenario. If both make their shots (or both miss), the next player from each team will shoot in a sudden death scenario again. This process will be repeated until there is a winner.

SAFEGUARDING AND PHOTO CONSENT:

Through our ACF Child protection programme Photography in the stadium is not permitted as having images or locations posted online can cause a safety risk for some children.

The Y is a child safe organisation.

We understand that there are special games which can take place so teams can request consent from the Y for this. This will involve us asking the other team and if both teams are in agreement photo's will be able to be taken.

Email Y-sports.massey@ymcauckland.org.nz for more info

CODE OF CONDUCT

There is a separate document with our Code of Conduct.
All of the issues are evaluated with the coordinator in question.

Please note that the referee will make the best call they can on the day and in the moment.

All we ask is that we encourage Children to be the player that everyone wants on their team by showcasing- Respect, Effort, Kindness and Teamwork.

And that Coaches and Spectators remember that every child on the court is someone else's child and we should celebrate that all kids are growing their game and love for Basketball.

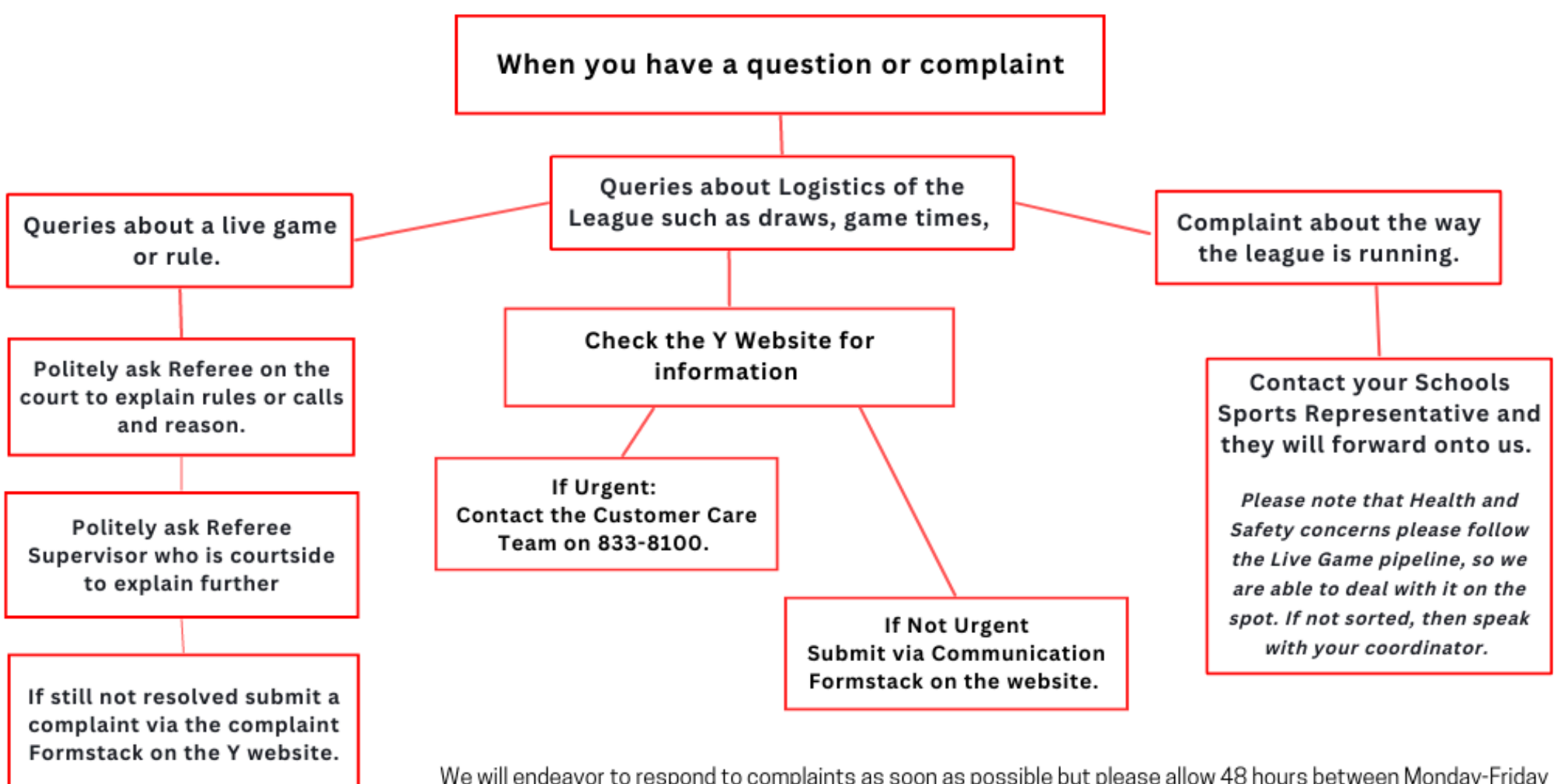
Sportsmanship is everyone's responsibility:

Referees have special certificates to hand out each game for any child who showcases great sportsmanship and care on the court.

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.

When you have a question or complaint



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.

**ROLES AND
RESPONSIBILITIES:**

MANAGER:

You are responsible for passing communications from the Y to the team parents and use the Y-Sports Ticket System for any general questions.

Any complaints MUST go through your school coordinator. Under no circumstances should parents communicate with opposition schools/ teams directly.

Also ensuring you have a parent rep to do score bench each game.

Ensure the correct players are registered for your team. Only the players whose names are printed on the scoresheet should be playing. We understand that things may change in the season that you need to add or remove players, but this MUST be before the game referee's will be querying this in their pre-game checks and it may result in the child NOT playing.

All changes should be communicated to Y-Sports prior to the game starting.

COACH:

You are responsible for on court game play and that all players are upholding the rules and regulations of Y Basketball and Sportsmanship when on and off the court.

You are the only person who can approach the ref during the game to discuss game play. This should be done in a respectful and calm manner.

You are also responsible for the behaviour of the supporter's bench to ensure they are acting respectfully towards all players and parents on the court. Under no circumstances do we recommend parents approaching parents on the other score bench if there is a disagreement.

You can receive a technical foul for bad behaviour which could affect the outcome for the team.

You need to ensure that all players that you place on the court are registered and work with the manager to confirm that all player names are added to the scoresheet correctly and not handwritten on.

SCHOOL / CLUB CO-ORDINATORS:

You will work with the Y with any behavioral complaints that have been sent through. Managers from your school should submit the complaint to you and you will forward this onto the Y if you feel it, is a valid complaint.

We then work with the coordinator from the other school to determine the best outcome for both teams and their players based on the school's code of conduct.

If you receive a complaint directly from a parent from a school that is not yours, please let us know first so we can ensure our process is followed.

Comms for held spaces in Season 1 2026 will come out in October 2025.