

CLASSIC GAME REGULATIONS - 2023

Player Conduct

1.0. Zero Tolerance of abusive language or threatening behaviour

- 1.1. The safety of all is our paramount principle.
 - 1.1.0. Behaviour that is deemed to be abusive or threatening to anyone is totally unacceptable. In particular this includes players, coaches, managers and their supporters towards other teams, officials, bench crews and staff.
 - 1.1.1. This includes postings on social media
- 1.2. Failure to comply with this principle may result in ejection from the venue, issuance of trespass notification from the venue by venue management, and where warranted notification to NZ Police.

FIBA Rules Apply with the following HoopNation Amendments:

2.0. Uniforms

- 2.1. Team A plays light strip, occupying the left-hand side.
- 2.2. Team B plays dark strip, occupying the right-hand side.
- 2.3. Teams must wear their full one-colour kit.
- 2.4. Mouthguards are compulsory for all 16U teams and below.
 - 2.4.0. Players without mouth guards cannot take the court.
 - 2.4.1. Mouthguards must be worn properly as designed.
- 2.5. Socks can be worn of any colour.
- 2.6. Shooting sleeves can be worn of any colour or design.
- 2.7. No tee shirts to be worn under playing jerseys.
 - 2.7.0. Exception: if due to a medical or health condition such as severe acne.

3.0. Clock

- 3.1. Four (4) x 10 minute quarters.
- 3.2. One (1) minute quarter period breaks.
- 3.3. Two (2) minute half break.
- 3.4. 24 sec clock and 14 sec resets apply.
- 3.5. Running clock.
- 3.6. Stop the clock for the last three minutes of the 4th quarter only.

4.0. Timeouts

- 4.1. One (1) per quarter (non-cumulative).
- 4.2. Can be called during free throws.
- 4.3. Clock does not stop during regular play.
- 4.4. During the 4th quarter stop-clock period, the clock stops during time outs.
- 4.5. Deliberate delays.
 - 4.5.0. If a team does not heed an official's instructions to return to play, or causes unnecessary delays, the official may at their discretion restart the play without the delaying team being on court.
 - 4.5.1. If possession of the ball has been awarded to the team that is delaying, and they have not complied to retake the court in a timely manner as judged by the officials, then possession can be awarded to the defensive team, and play can start without the offending team on court.

5.0. Extra Periods Of Play

- 5.1. During Regular Pool Play:

- 5.1.0. One (1) minute restart.
- 5.1.1. Two (2) minutes stop the clock.
- 5.1.2. Possession arrow.
- 5.1.3. No time outs.
- 5.1.4. Double Overtime:
 - 5.1.4.0. One (1) minute restart.
 - 5.1.4.1. Jump ball possession.
 - 5.1.4.2. Golden Point.
 - 5.1.4.3. No timeouts.
- 5.2. During Semis And Finals:
 - 5.2.0. One (1) minute restart.
 - 5.2.1. Two (2) minutes stop the clock.
 - 5.2.2. Possession arrow.
 - 5.2.3. No time outs.
 - 5.2.4. Double Overtime:
 - 5.2.4.0. One (1) minute restart.
 - 5.2.4.1. Possession arrow.
 - 5.2.4.2. Two (2) minutes stop the clock.
 - 5.2.4.3. No timeouts.
 - 5.2.5. Triple Overtime:
 - 5.2.5.0. One (1) minute restart.
 - 5.2.5.1. Possession arrow.
 - 5.2.5.2. Golden point .
 - 5.2.5.3. No timeouts.

6.0. Extra Periods Of Play [Elite and Men's A-League Divisions] Finals Only

- 6.1. During Regular Pool Play:
 - 6.1.0. One (1) minute restart.
 - 6.1.1. Possession arrow.
 - 6.1.2. Five (5) minutes stop the clock.
 - 6.1.3. One (1) timeout awarded to each team.
- 6.2. Double Or Any Subsequent Period Required:
 - 6.2.0. One (1) minute restart.
 - 6.2.1. Two (2) minutes stop the clock extra period.
 - 6.2.2. One (1) timeout awarded to each team.
- 6.3. Unused timeouts are not cumulative to any other period of play.

7.0. Technical & Unsportsmanlike Fouls

- 7.1. Any player or coach who receives a total of two (2) technical fouls or unsportsmanlike fouls in any combination is removed from the game.
- 7.2. Any team that accumulates three (3) technical fouls in a game will lose by default.

8.0. Game Lost By Default

- 8.1. A team shall lose a game by default if:
 - 8.1.0. During the game, the team has fewer than two (2) players on the playing court ready to play.
 - 8.1.1. Or the team accumulates three (3) technical or unsportsmanlike fouls in the game.
- 8.2. Penalty:
 - 8.2.0. If the team to which the game is awarded is ahead, the score shall stand as at the time when the game was stopped.
 - 8.2.1. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour.
 - 8.2.2. The team awarded the win shall receive 2 classification points
 - 8.2.3. The defaulting team shall receive 0 classification points.

- 8.3. Altercation:
 - 8.3.0. In the unlikely event of an altercation, only the coach and manager are permitted to leave the bench without penalty if they are assisting officials.
 - 8.3.1. Any players who leave their bench and enter the court regardless of their intent will not be able to resume play. Players must stay on their own team bench.

9.0. Game Lost By Forfeit

- 9.1. A team shall lose a game by forfeit if:
 - 9.1.0. The team is not present or is unable to field five (5) players ready to play 15 minutes after the game is scheduled to begin.
 - 9.1.1. The team's actions prevent the game from being played.
 - 9.1.2. The team refuses to play after being instructed to do so by the tournament controller.
 - 9.1.3. The team fields a player[s] who is ineligible to play.
 - 9.1.4. For youth divisions only [14U to 18U].
 - Failure for a team's designated official to officiate the prescribed game[s]. See 26.0.
 - 9.1.4.0. For each game un-officiated, a corresponding game shall be recorded as forfeit. The exact game will be determined by the Protest Committee.
- 9.2. Penalty:
 - 9.2.0. The game is awarded to the opponents and the score shall be 20 to 0.
 - 9.2.1. The forfeiting team shall receive 0 classification points.
 - 9.2.2. The team awarded with the win shall receive 2 classification points

10.0. Classification Points

- 10.1. A win is awarded 2 classification points
- 10.2. A loss is awarded 1 classification point
- 10.3. Forfeiting or defaulting teams are awarded 0 classification points
- 10.4. Tie Breaks
 - 10.4.0. In the event of a three way tie, the points for and against will be totalled between the three teams in the tie, no other results are included.
 - 10.4.1. Total points for will be divided by total points against. The product of this calculation is the quotient. The team with the highest quotient will be ranked 1st amongst the three. The other two teams in the tie will be ranked by their head to head result and not their quotient value.
 - 10.4.2. Quotients are only measured to three (3) decimal places.
 - 10.4.3. In the event that two teams share the same quotient, then the team that won the game between the two will be judged the winner, to break the tie.

11.0. Free throws:

- 11.1. On shooting fouls
 - 11.1.0. 1 + 1 for field goals
 - 11.1.1. 1 + 1 + 1 for three point attempts
- 11.2. Bonus
 - 11.2.0. 1+1 up until the 5th team foul, 2 from the 6th team foul

12.0. Substitutions:

- 12.1. Substitutions can occur between free throws.
- 12.2. No substitutions after a basket has been made.

13.0. Game Balls

- 13.1. Adult men's - size 7
- 13.2. Adult women's - size 6
- 13.3. Boys' 18U, 16U, 14U - size 7
- 13.5. Girls' 18U, 16U, 14U - size 6
- 13.4. For youth divisions only.**

- 13.4.0. Please bring a preferred game ball to play your games.
- 13.4.1. Officials will request the preferred game ball from both teams and determine which of the two will be used in play.
- 13.4.2. Officials will do their best to return the game ball to the owning team, but it is the sole responsibility of the team to retrieve the ball at the end of the game.

EVENT - MANAGEMENT REGULATIONS

14.0. Bench Duties

- 14.1. Men's Elite and Women's Elite divisions will have bench personnel supplied.
- 14.2. **Men's A-League, Men's and Women's Social, 20U, 18U, 16U, 14U are required to supply two personnel to bench the game that they are playing.**

15.0. Team Designated Officials - 20U, 18U, 16U and 14U teams and clubs must take a lead in developing their own pool of officials to keep pace with the explosive growth of the game. This is critical.

- 15.1. Individual teams are required to furnish a designated official, affiliated to their team, who will officiate as directed by the Official's Manager.
- 15.2. Clubs [two or more teams under the same club name] are required to furnish designated officials based upon the volume of teams they have entered.
 - 15.2.0. Two [2] club teams = one [1] official required
 - 15.2.1. Three [3] to four [4] club teams = two [2] officials required
 - 15.2.2. Five [5] to six [6] club teams = three [3] officials required
 - 15.2.3. Seven [7] to eight [8] club teams = four [4] officials required
 - 15.2.4. Nine [9] to ten [10] club teams = five [5] officials required
 - 15.2.5. Eleven [11] to twelve [12] club teams = six [6] officials required
- 15.3. The designated official:
 - 15.3.0. Skills and experience must be commensurate or better than the division they are affiliated to.
 - 15.3.2.0. Where an official represents more than one team, their skill and experience must be commensurate with the team in the higher division.
 - 15.3.1. Is expected to be rostered upto three [3] games per day.
 - 15.3.2. Requests to officiate games over the maximum of three [3] games on any day will be negotiated without bias or prejudice. No team penalties will be incurred if they decline.
 - 15.3.3. Can also be the designated official for more than 1 team, but the volume of games they are required to do will increase proportionally to the number of teams designated to them. The maximum number of teams designated to one official will be no more than 3.
 - 15.3.4. Can also be the designated official for more than 1 team, but the volume of games they are required to do will increase proportionally to the number of teams designated to them. The maximum number of teams designated to one official will be no more than 3.
 - 15.3.5. Will be provided with a roster.
 - 15.3.5.0. Are responsible for checking the roster, any missed games will result in penalties to their designated team.
 - 15.3.5.1. Will not officiate their designated team's games.
 - 15.3.5.2. Can make requests to be available to see their designated team play, and such requests should be directed to the Official's Manager. However, despite best efforts, all designated officials should expect that some or all of their rostered games to officiate may clash with their team's games.
 - 15.3.6. Package:

- 15.3.6.0. Will be provided with an official's uniform [top only], and is required to supply their own non-branded black pants or shorts.
- 15.3.6.1. Will be provided with refreshments daily.
- 15.3.6.2. Will be paid the rate set for the event, for each game officiated. Payments will be either bank deposit or cash, with receipt, at the conclusion of their last game by the Official's Manager.
- 15.3.7. Must supply their own [Fox40] whistle.
- 15.4. Penalties:
 - 15.4.0. If a team does not furnish their affiliated official[s], they shall default an equal number of games for every missed game scheduled to be officiated.
- 15.5. Missed games:
 - 15.5.0. If an official fails to present to their designated game:
 - 15.5.0.0. They may, at the discretion of the Official's Manager and Tournament Director, or equivalent, result in a defaulted game of their designated team[s].
 - 15.5.0.1. The team that will be penalised with the default game will be determined by the team whose game was the closest scheduled game, to the time the designated game in question, was not officiated.
 - 15.5.1. If an official is injured and can no longer officiate:
 - 15.5.1.0. The official and their team is responsible for finding a suitable replacement.
 - 15.5.1.1. If a replacement is not found, and at the discretion of the Official's Manager and Tournament Director, or equivalent, the designated team[s] may be penalised with default games being awarded against them.
- 15.6. Officials who are under 16 years of age:
 - 15.6.0. Are the sole responsibility of the team and management to whom they are associated with, this means that:
 - 15.6.0.0. They are prohibited from the officials' accommodation.
 - 15.6.0.1. Must secure their own transportation to and from venues.
- 15.7. Recognising that some teams from smaller centres etc struggle to provide an official there is provision to pay for a replacement.
 - 15.7.0. Fee \$550
 - 15.7.1. Limited to 35 replacements
 - 15.7.2. Secured on first come basis via the Official's Manager refs@hoopnation.basketball

16.0. Team Rosters

- 16.1. Minimum of eight players per team.
- 16.2. No maximum.
- 16.3. Men's Elite:
 - 16.3.0. No player restrictions - amateur, or professional.
 - 16.3.1. Minimum age 16 years or over on the first day of the tournament.
- 16.4. Women's Elite:
 - 16.4.0. No player restrictions - amateur, or professional.
 - 16.4.1. Minimum age 16 years or over on the first day of the tournament.
- 16.5. Men's A-League:
 - 16.5.0. Player restriction: no NBL registered players within the current season, regardless of minutes played.
 - 16.5.0.0. Penalty:
 - 16.5.0.1. All games forfeited and classification points adjusted.
 - 16.5.1. Minimum age 16 years or over on the first day of the tournament.

- 16.6. Men's & Women's:
 - 16.6.0. Players must demonstrate the level of skill commensurate with the division entered.
 - 16.6.1. Teams that question the eligibility of athletes whose skill level is higher than expected are to see the Tournament Manager.
 - 16.6.1.0. Teams may lodge a protest against the opposing team.
 - 16.6.2. Minimum age 16 years or over on the first day of the tournament.
- 16.7. Youth Age Restrictions:
 - 16.7.0. Each division is of the age and below.
 - 14U - is an athlete 14 years or under as of the last day of the tournament.
 - 16U - is an athlete 16 years or under as of the last day of the tournament.
 - 18U - is an athlete 18 years or under as of the last day of the tournament.
 - 20U - is an athlete 20 years or under as of the last day of the tournament..
- 16.8. Replacement Players - General:
 - 16.8.0. Permitted only due to injury or family bereavement.
 - 16.8.0.0. The player being replaced cannot return to play in the event.
 - 16.8.1. The replacement player must pay a registration fee, determined by the Tournament Controller's schedule of fees at that time.
 - 16.8.2. Tournament controller must be notified of any replacement:
 - 16.8.1.0. If a replacement player takes the court without notification to the tournament controller the team will forfeit the game.
 - 16.8.2. Uniform may be from either the injured player, or a replacement uniform if available.
- 16.9. Replacement Players - Youth Divisions:
 - 16.9.0. Can be from a registered player from another team within an academy or club in the same division or lower division.
 - 16.9.0.0. Replacement player is removed from the existing team roster and added to the new team.
 - 16.9.0.1. Replacement players forfeit playing in their originally registered team.
 - 16.9.0.2. Youth divisions are categorised by skill level: elite, A, and development.
 - 16.9.0.2. Replacement players can shift from lower skill division to a higher, but not from a higher skill division to a lower. The tournament controller is the final arbiter of this based upon exceptional circumstances.
- 16.10. Replacement Players - Adult Social Divisions:
 - 16.10.0. Can be from a registered player from another team within Men's Social.
 - 16.10.0.0. Or, an unregistered player.
- 16.11. Replacement Players - Elite and Men's A-League Divisions:
 - 16.11.0. Must be an unregistered player who meets the playing criteria of the division.
- 16.12. No mixed gender divisions.

17.0 Youth Divisions

- 17.1. Are based upon the honesty and integrity of coaches and managers, and their athletes.
- 17.2. Youth divisions are categorised by skill level: Elite, A-League and Development.
- 17.3. Representative or national players:
 - 17.3.0. Are eligible to play in youth elite or youth A divisions.
- 17.4. Breaches of this will result in forfeiture of competition points for the registered team.
- 17.5. Zone defensive systems are prohibited from all 16U, and 14U divisions.
 - 17.5.0. The Official Assignor is the adjudicator and their decision is final.
- 17.6. Playing multiple divisions:
 - 17.6.0. An athlete can play in two (2) divisions under the following conditions:
 - 17.6.0.0. They have registered and paid for both divisions.
 - 17.6.0.1. They play in the correct team uniform.
 - 17.6.0.2. Players are restricted from playing in both development and competitive divisions.
 - 17.6.0. A team that plays an athlete from another division without meeting the above conditions will cause the team to forfeit all games played.

- 17.7. Coaches wanting to challenge a player formally in the Development division must follow the protest procedure.
- 17.8. Mercy rule
 - 17.8.0. No full-court man to man or full-court zone defensive systems when 30 point or higher point differential during play.

18.0. Adult Divisions

- 18.1. Playing multiple divisions
 - 18.1.0. Athletes are prohibited from registering for teams in separate divisions.
- 19.0. Coaches, Managers, and Player/Coach
 - 19.1. All youth teams must furnish a coach.
 - 19.2. Adult teams are not required to furnish a coach.
 - 19.3. Teams are not required to furnish a manager if an adult team does not have a coach, a player on the team may register themselves as 'coach' provided that:
 - 19.3.0. The player/coach ensures that their dual role is recorded on the scoresheet prior to games.
 - 19.3.0.0. A player who does not record their dual role as player/coach at the beginning of the game forfeits any privileges as coach for the duration of the game.
 - 19.3.1. In the event that the player/coach is the antagonist in a dispute or altercation, they forfeit their role as coach to address officials or bench personnel for the remainder of the game being played.
 - 19.3.2. In the event of an altercation on court, the player/coach may assist officials in their role as coach, however must adhere to all officials' instructions.
 - 19.3.3. No other player can assume the role of coach if the player/coach has forfeited this role in any one game due to their behaviour.

20.0. Time Keeping

- 20.1. All rounds begin on the hour.
 - 20.1.0. Some teams will be affected by this and will have minimal warmup time due to extra periods of play.
 - 20.1.0.0. Games are not delayed to accommodate teams' requests for a warm-up.
- 20.2. Trustpower Arena time protocol.
 - 20.2.0. Courts 5 and 1's clocks will be reset to countdown to the hour.
- 20.3. QEYC time protocol.
 - 20.3.0. Court 10 & 12's clock will reset to countdown to the hour.

21.0. Players Taking The Court:

- 21.1. There are no restrictions to the number of registered players that are able to take the court in a single game:

Games Played

22.0. Minimum Games Played:

- 22.1. A minimum of 5 games.

Division Scenarios

23.0. Division scenarios:

- 23.1. Division of 3 or less teams will be withdrawn

- 23.2. Division of 4 teams
 - 1 pool
 - 2 round robin games
 - Rank 1 v Rank 2 [final]
- 23.2. Division of 5 teams
 - 1 pool
 - 4 pool games
 - Rank 1 v Rank 4 [semi 1]
 - Rank 2 v Rank 3 [semi 2]
 - 5R v Loser S1
 - Winner Semi 1 v Winner Semi 2 [final]
- 23.3. Division of 6 teams
 - 1 pool
 - 5 pool games
 - Rank 1 v Rank 2 [final]
- 23.4. Division of 7 teams
 - 1 pool
 - 6 pool games
 - Rank 1 v Rank 2 [final]
- 23.6. Division of 8 teams
 - 1 pool
 - 7 pool games
 - Rank 1 v Rank 2 final
- 23.7. Division of 9 teams
 - 1 pool
 - 8 pool games
 - Rank 1 v Rank 2 [final]
- 23.8. Division of 10 teams
 - 2 pools of 5
 - 4 pool games each
 - Semis [Rank 1A v Rank 2B / Rank 2A v Rank 1B]
 - Rank 3A v Rank 3B [playoff for 5th]
 - Rank 4A v Rank 4B [playoff for 7th]
 - Rank 5A v Rank 5B [playoff for 9th]
 - Winner Semi 1 v Winner Semi 2 [final]
- 23.9. Division of 11 teams
 - 2 pools [1 pool of 5 / 1 pool of 6]
 - 4 pool games and 5 pool games respectively
 - Semis [Rank 1A v Rank 2B / Rank 2A v Rank 1B]
 - Winner Semi 1 v Winner Semi 2 [final]
- 23.10. Division of 12 teams
 - 2 pools of 6
 - 5 pool games each
 - Semis [Rank 1A v Rank 2B / Rank 2A v Rank 1B]
 - Winner Semi 1 v Winner Semi 2 [final]
- 23.11. Men's A League Division - 24 teams
 - 4 pools of 6
 - 5 pool games each

- Quarters [Q1: Rank 1A v Rank 2B / Q2: Rank 2A v Rank 1B / Q3: Rank 1C v Rank 2D / Q4: Rank 2C v Rank 1D]
- Semis [Semi 1: winners Q1 v Q3; Semi 2: winners Q2 v Q4]
- Winner Semi 1 v Winner Semi 2 [final]

TERMS AND CONDITIONS

As agent responsible for registering your team[s] and players, you act on their behalf and you understand and agree to the following:

25.0. Team Refunds

- 25.1. There are no refunds for teams or individuals who withdraw.
- 25.2. If the event is cancelled due to force majeure [eg. natural disaster, global pandemic, venue disruption, etc.]
 - 26.2.0. A partial refund **may be** considered, the amount will be determined by the date of the cancellation in relation to financial commitments incurred at that time.
 - 26.2.1. Uniforms will still be issued to all teams.

26.0. Registration Night Uniform Pickup

- 26.1. Uniform pickup from 17:00 - 19:00, Thursday.
- 26.2. If teams are unable to pick up their uniforms, their team representative must coordinate with an alternative representative who will act on their behalf.

27.0. Technical Meeting

- 27.1. Will be hosted via Zoom, invite and scheduled date will be shared via email.
- 27.2. Teams must furnish a representative to attend.

28.0. Coaches, Managers, and Player/Coach

- 28.1. All youth teams must furnish a coach. Adult teams may have a player coach who must be identified in the score sheet.
- 28.2. Teams are not required to furnish a manager.

29.0. Team Entries Restrictions:

- 29.1. Academies, clubs, and schools can register teams in multiple divisions but are limited to enter only one team per division

30.0. Consents Agreed To Through Registration

- 30.1. Images:
 - 30.1.0. For your personal image(s) to be used by HoopNation and or our partners.
- 30.2. Personal Information:
 - 30.2.0. For your personal information, such as email or phone numbers, to be used to process and manage player and team registrations, to improve our services to you, to disseminate promotions to you, both ours and or partners.

31.0. No prize money

- 31.1. There is no prize money for Elite and A-League divisions.

32.0. Amendments To The Game Regulations and Event Management Regulations

- 32.1. HoopNation reserves the right to make amendments to any regulations without prior

- notification.
- 32.2. It is the responsibility of team managers to ensure that they keep themselves informed as HoopNation leads into the Classic. No changes will be made within 48 hours of the Classic's commencement.
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QUOTIENT EXAMPLE

Results of the games played between the tied teams determine the quotient value. All other pool game results are excluded.

Team A (83) vs. Team B (82)

Team B (67) vs. Team C (65)

Team C (85) vs. Team A (79)

Quotient = (sum of scores made by team) divided by (sum of scores by opponents)

Team A = $(83+79) / (82+85)$

= $162 / 167$

= 0.970

Team B = $(67+82) / (83+65)$

= $149 / 148$

= 1.006

Team C = $(65+85) / (67+79)$

= $150 / 146$

= 1.027

Team C has the highest quotient value and breaks the three-way tie.

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Team A and Team B are now in a two-way tie which is determined by the winner of the game between tied teams, which in this example is Team A (83) vs. Team B (82).