



Tauranga City Basketball Social League Rules

- Team Members** There can only be a maximum of three players that have previously played in an A Grade or Premier Division team (2016 & 2017) play in a Mixed team.
- Age Restrictions** As this is an Adult League, Players must be fifteen years of age to be eligible to play.
Players between thirteen and fifteen years of age may seek written dispensation to play from the Executive Committee. The Committee will seek advice from the Director of Development and other relevant Coaches. Before making a decision, the Committee will consider the advice given, the safety of the player and other players in the league.
- Game Time:** All games 2 x 20 minutes running clock. No timeouts will be allowed.
- Score bench:** Each team is to provide one competent person to do the score bench.
- Team benches:** Team benches will be determined by names on score sheet. Team A sits on the left, and Team B on the right side of scorebench (if you were standing behind the bench looking at the court).
- Bibs/Uniforms:** Teams must either wear numbered singlets or use the provided TCBA bibs. *When using the bibs, they must be returned after the game to the Control Room and not left on the court for someone else to pick up.*
Players should be appropriately dressed – no jeans, no hats, appropriate footwear and no jewellery.
- Balls:** Teams are to supply their own ball for the game.
- Scoring:** Field goals: 2 points. Three pointers: 3 points. **No free throws.**
- Swearing:** Swearing is unacceptable behaviour on or off the court. The referees will give players Technical fouls should they hear it from either on or off the court.
- Held Ball:** The ball may not be held for more than 5 seconds.

- Jump Ball:** Used only to start the game. All other jump ball situations alternate in Possession from outside the court. (If Team 1 wins the jump ball at the beginning of the game the next jump ball is given to Team 2 etc). A directional arrow is on the bench. It is the responsibility of the referees and the score bench to change the direction of the arrow with each jump ball situation.
- Substitutions:** Rolling Substitutions, only when in offense (your team has possession of ball) and behind the play of the ball.
- Double Dribble:** A player may dribble with either hand but may not touch the ball with both hands at the same time. A player cannot dribble - catch the ball then dribble again.
- Inbounding Ball:** A player throwing in the ball must be outside the court. The player may walk backwards as far as they like but may not move from side to side except for one metre. The ball must be passed **not** handed in.
- Progress:** Walking or running with the ball is a violation.
- Back Over Half: (Back Court)** Once the ball is in the front court it may not be passed back over the centre line by the team in control.
- 3 Second Violation:** Players on offense (attacking the basket) may not stand in the keyhole for more than 3 seconds.
- Fouls:** Any undue physical contact is considered a foul. This generally happens when a player tries to steal the ball from behind or from the side of a player. Fouls are recorded against the player. **5 fouls** and the player can no longer play in the game.
- If a player is fouled in the act of shooting, and the ball doesn't go in, two points are awarded. The defensive team re-starts from baseline.
- If the ball does go in, the team fouled in the act of shooting receives the points for the basket, plus 1 point for the foul. The defensive team will then receive the ball at the base line.
- After any foul, the ball must go through the hands of the referee before in-bounding.