

GREATER WAIKATO
SECONDARY SCHOOL
BASKETBALL LEAGUE
(GWSSBL)

Handbook 2024

INTRODUCTION

The Greater Waikato Secondary School Basketball League (GWSSBL) aims to provide a quality, appropriate and accessible competition format that meets the needs of schools, and their players, with the support of associations and key stakeholders.

The key objectives of the GWSSBL are:

- Ensure an accessible and cost-effective competition for secondary basketball players at all levels (including minimising unnecessary or excess travel for schools and teams, where possible)
- Enable quality participation experiences and skill development for all players
- Increase capability of administrators, coaches, and officials for Secondary Schools
- Provide high level competition for those who aspire to the external basketball pathways

The GWSSBL is a multi-tiered competition across the greater region under the facilitation of the Waikato Basketball Council. The game day management will include venue controller and game officials, supported by the schools.

1. COMPETITION MANAGEMENT

GRADES

The competition will cater for the following grades:

- **Mel Young Memorial Championship (Boys) and Eileen Stobie Memorial Championship (Girls)** Grade *(maximum 6 teams)*
- **Boys and Girls SENIOR PREMIER RESERVE** Grade – Tier of teams below the Championship grade *(capped entries)*
- **Boys and Girls SENIOR OPEN** Grade – all senior teams below the Championship and Premier grades
- **Boys and Girls JUNIOR PREMIER** Grade *[Year 9 and 10 Only – capped entries]*
- **Junior A** Grade *[Year 9 and 10 Only]*

The **Waikato Basketball Council** reserve the right of discretion to approve up to three invitational teams from basketball associations beyond the region to give **any** division further strength. This inclusion would be reviewed annually.

ELIGIBILITY AND ENTRY RULES

The Bylaws of Waikato Secondary Schools Sports Association are the focus of eligibility rules:

[WSSSA-By-Laws-November-2022.pdf](#)

By-law # 5 GENERAL ELIGIBILITY

By-law # 6 ELIGIBILITY – TEAM AND PLAYER REQUIREMENTS

By-Law # 7 PREMIER ELIGIBILITY

It is desirable that all teams should have a minimum of eight players listed on their team registration form. All registration forms require the minimum of the player's name, gender, and DOB. **Premier** players lists will also require the **date of enrolment** at their school.

Please Note: For **Premier grade**, if a school has two teams entered in one grade, two New To School players can be registered in each team but players are not interchangeable between those teams.

All entries will be taken by GWSSBL through the Enter Now Portal:

<https://enternow.co.nz/enternow-app/sportwaikato>

GRADING AND DRAWS

There will grading rounds to start the season to ensure the draw is as fair as it can be. The draw will also be developed to reduce travel demands for rural schools.

PLAYING DATES

The following table illustrates the weeks and days of play in 2023:

Monday 6 May – Monday 12 August – **Junior Premier Boys**
Tuesday 7 May – Tuesday 6 August – **Junior Premier Girls**
Tuesday 7 May – Tuesday 6 August – **Junior A Grade (Boys & Girls)**
Wednesday 8 May-Wednesday 7 August – **Senior (Open) (Boys & Girls)**
Thursday 9 May – Thursday 8 August – **Senior Premier Reserve (Boys)**
Friday 10 May – Friday 16 August – **Senior Premier Reserve (Girls)**
Friday May 10 – Friday 16 August – **Eilleen Stobie (Girls) and Mel Young (Boys)**

Non-Playing Dates: Monday 3 June and Friday 28 June

FEES

Schools will have all fees charged upon entering through the Enter Now system.

2. GAME MANAGEMENT

All games will be played under the official FIBA rules and the Bylaws of the WSSSA, unless stated otherwise in these rules.

Draws and Results

Draws and results are managed for the competitions on WSSSA website Sportsrunner and with support from GWSSBL administration. Schools are responsible for double checking all draws online each week to make sure they have the most updated information. Major changes to draws will be notified via email to schools concerned via their designated Basketball contact and Sports Co-ordinator. The referee coordinator will support referee appointments.

Scoresheets, Bench guidelines, Incident forms are available here:

<https://wsss.org.nz/basketball/match-resources/>.

Scoresheets

- Scoresheets need to be filled in at least **10 minutes** before the scheduled game start time.
- The team captain or manager is responsible for ensuring that this is completed.
- Please **PRINT** in **BLOCK** Letters the **SURNAMES** of Players
- Results/Score Sheets are the responsibility of the Venue Controller and should be signed by the Team Manager or Team Captain of each team and the Referees.
- Once the game is finished the score on the score sheet is indisputable- unless protest procedures are strictly adhered to.
- Any disputes should be brought to the attention of the Venue Controller in the first instance, and can be written on the back of the score sheet at the end of the game, or on an incident form which can be obtained from the venue controller or a
- Unresolved disputes must follow this procedure, or a formal complaint can be lodged to Host Association staff. If a team defaults a game this must also be recorded on the score sheet with the defaulting team identified.
- Results are required to the administrator on the day following the competition or Monday for Friday games.

Score bench

Score bench organisation and equipment are the responsibilities of both teams – first listed on draw in conjunction with the Venue Controller. Each team must provide one score- person (2 for games with 24 second clock) other than a player or coach, for his or her own game. Scorers are to use the scoresheets available and should endeavour to use the following colours for each quarter **Red**, **Blue**, **Green** & **Black**

Coaches and managers will be required to keep all players in their team bench area. A possession arrow will be used for a jump-ball. There will be only one jump-ball in a game at the beginning of each game.

If you are unsure of how to do the score bench competently, please inform the Venue Controller prior to the game so that they can assist you.

Referees

All referees will be appointed by the Referee Coordinator for as many matches as possible with Premier/Senior games taking priority. **All schools will also be expected to provide the names and contact details of at least two people to train and be available to referee throughout the season.** It is important to note that this expectation is also in place for Premier grades should a referee be, for whatever reason, unavailable on the night.

Venue controllers will record referee details and provide records to the GWSSBL administration for referee payments to be processed.

Venue Controller and Facility Use

Each venue will have a designated **VENUE CONTROLLER** with a set of duties. A **Venue Controller** is the person designated to accept responsibility for the smooth running of games. The Venue Controller also needs to complete the game formalities, and returning results along with the report to administration management.

Venue Rules

- All players, team support staff and spectators must respect the rules of the venue and instructions of the venue controller. When players are not involved in the game, they must remain off the court including ½ time or time outs.
- No running or bouncing the ball in the corridor, seating areas, foyer, or reception area.
- Please walk only in designated areas around the courts and NO eating in the facility.
- Anyone found to be damaging the facility in any way will be removed immediately and suitable action taken. This may result in the school being invoiced.

The venues will be allocated by the GWSSBL with consideration where possible for travel scenarios.

Defaults, Deferrals and Rescheduling

Unless advised otherwise, and agreed using GWSSBL Bylaws as a guide, games will be played on designated days and times.

Only in exceptional circumstances and/or a commitment notified prior to the start of the season, on submission of entry, may games be rescheduled unless there is an emergency.

Mouthguards

ALL PLAYERS must wear a mouthguard to take the court. Referees are the sole person to rule a player unable to play if they do not wear a mouthguard

Balls

Schools are expected to provide their own match ball. All girls' grades will play with a **size 6** and all boys grades will play with a **size 7**.

Uniforms

- a. All teams must register their team colours on the entry form. To ensure there are no uniform clashes, where possible an alternative strip should be available especially with all Premier grades.
- b. All players must have matching singlets and matching shorts. All players must tuck their singlets into their playing shorts.
- c. Each player's singlet shall be numbered on the front and back with plain numbers of a solid colour. The numbers shall be clearly visible. Legal numbers are 1 - 99 + 0, 00
- d. Players can wear compression shorts underneath their playing shorts. T-Shirts under singlets are not permitted (unless medical certificate).
- e. No jewellery of any type will be permitted on the court. This includes any form of studs and rings on the body
- f. During the first two weeks of any competition teams may be allowed some flexibility relating to the uniform regulations. After that time incorrectly dressed players may be prevented from entering the game, unless a written agreement from the competition's management

Points and Placing System – All Grades

- 3 points for a win, 1 point for a loss
- Win by default = 3 points (with 20 – 0 score line)
- Loss by default = 0 points (with 0 – 20 score line)
- LATE or FAILURE to FIELD a team of at least four players within 15 minutes of start time, the team will forfeit the game and there will be no points awarded as per a default.

Placings Determination

To determine play-off, in the event of teams being involved in a points tie, the following procedure shall apply:

- a. In the event of a two-way tie, the winner shall be decided on the basis of the game between the two tied teams. The winner will be the team that won the game between both teams.
- b. Where there have been one or more games between the two teams in the round robin, the higher placed team will be the team that has beaten the other team twice. If game wins between both teams are equal, a point "for and against" between the two teams will determine placing's
- c. In the event that three or more teams are tied, points for and against between the three teams will determine placing's.
 1. If a three-team tie remains, the points for divided by points against between those three teams will determine the winner.
 2. If two of the three teams are still in a tie, the "higher" placed team will be the team winning the game between those two teams.
- d. Thereafter FIBA rules shall apply.

Finals

The winners play winners and losers play losers for final placings and possible seedings for 2025 competition. **NB:** *If any division only has six teams, then round 2 and play off section may include the top placed teams from the level below of the appropriate graded competition if possible.*

Play-offs and Finals will be played dependent upon team numbers/division. Some divisions may have a Cross-Over to determine final Grade placings. Top three teams will be awarded Certificates. This rule will be reviewed once entries are completed, and number of entries received.

3. COMPLAINTS AND APPEALS

Referees - any report from a match official against a player, team management or spectator involved in a GWSSBL sanctioned game must within 72 hours of the completion of that event, lodge their written report with the GWSSBL administration who will then deal with it in accordance with the complaints process or, by request, a WSSSA process.

Other Person - any complaint from any other person relating to a GWSSBL game must within 72 hours of the completion of that event lodge their written report with corroborating evidence initially to their school's Director of Sport. Then within this period, the Director of Sport should choose what action to take which may include dealing with it themselves or add their endorsement and forward it to GWSSBL administration.

Any complaint relating to any alleged breach of the GWSSBL By-Laws or any other matter under the authority of WSSSA, must within 72 hours of the alleged breach be lodged in writing with corroborating evidence initially to their school's Director of Sport. Then within this period, the Director of Sport should choose what action to take which may include dealing with it themselves or add their endorsement and forward it to GWSSBL administration for resolution.

Any complaint that is not lodged through the Director of Sport nor has the endorsement of the complainant school's Director of Sport or Principal will be dismissed.

It is the responsibility of each school's Director of Sport to ensure their Principal is aware of any formal complaint and the nature of it.

The GWSSBL administration will consider all such complaints and depending on the nature of them shall either:

- a. deal with the complaint itself in consultation with the Principal(s) and parties of the school(s) concerned;
- b. refer it to the GWSSBL administration
- c. refer it to the WSSSA Complaints Review Committee;

Whichever, the following guidelines will be observed but with licence to go beyond if deemed appropriate/necessary:

- Additional evidence will be gathered that is deemed appropriate to the complaint.
- The Principal of the school or body against whom the complaint has been made will be notified in writing of the details of the complaint including the school, organisation or person bringing the complaint and the details of evidence provided.
- The Principal receiving notice of the complaint will be asked to provide a written response to the GWSSBL administration within 72 hours of the complaint being transmitted.

It will then be determined how the complaint is to be processed and advise the involved parties accordingly.

If the complaint is referred to the WSSSA Complaints Review Committee, then By Law 14 'Complaints' and By Law 15 'Appeals' will be followed.

4. GAME FORMATS

MEL YOUNG AND EILLEN STOBIE MEMORIAL CHAMPIONSHIP

It is the intention to select 6-teams to compete in both events. The Waikato regional schools not involved in this competition, are welcome, to request midweek/friendly games with these schools.

There will be **no promotion/relegation matches to begin the 2024 season.**

Format & Rules

- These **Friday night games** are dependent on venues and travel of drawn teams, but games will be scheduled to start at 6.00pm or 7.30pm
- Double round robin. Semi-final round (1 v 4 and 2 v 3), and 5 v 6 playoff. Final, and 3 v 4 playoff
- 12 weeks (\$1000 plus GST)
- Stop clock games with 24 sec Shot clocks
- 4 x 10-minute quarters - 2-minute break at end of 1st quarter and 3rd quarter, 5-minute half time
- Time outs - 2 in 1st half and 3 in the 2nd half for a duration of 1 minute. Maximum of two time-outs can be granted to a team in last two minutes of final quarter. Time outs can be taken at any time **except** by the scoring team immediately following a scored basket.
- In the event of the final score being a draw, 5 minutes extra time will be played to determine a winner. Should there be no result after the first 5-minute overtime; a second 5-minute overtime is played to determine a winner. There will be a two-minute interval before commencing the 2nd Extra time period.
- Personal and team fouls will remain the same as at the end of the initial game during extra time periods.
- Only one time out per team is allowed in overtime. (Time outs leftover in regulation time may not be carried over)

The Premier Championship will be open to any Schools within boundaries of the Hamilton, North Waikato, South Waikato, King Country, and Thames Valley, or by invitation.

JUNIOR PREMIER GRADES – CAPPED ENTRIES

The **Junior Premier** grades for Boys and Girls will have the next best teams from the region and may include 2nd teams from any school. The Premier competitions will be open to any Schools within boundaries of the Hamilton, North Waikato, South Waikato, King Country, and Thames Valley.

It is likely that in Boys grades there maybe more than one division of Premier competition. These divisions will be seeded. The **Junior Premier** grade for Boys and Girls will **ONLY** include **Year 9 & 10 players**. This may include 2nd teams from any school and external teams as stated by invitation.

Format & Rules

- Junior Premier games will be held on **Monday and Tuesday nights**. These games are dependent on venues and travel of drawn teams, but games will be scheduled to start at 6.00 or 7.30pm.
- One complete round robin games, Play-offs, and Finals
- 12 weeks (\$1000 plus GST)
- Stop clock games with 24 sec Shot clocks
- 4 x 10-minute quarters - 2-minute break at end of 1st quarter and 3rd quarter, 5-minute half time
- Time outs - 2 in 1st half and 3 in the 2nd half for a duration of 1 minute. Time outs can be taken at any time **except** by the scoring team immediately after a scored basket
- In an event of the final score being a draw, 5 minutes extra time will be played to determine a winner. Should there be no result after the first 5-minute overtime; a second 5-minute overtime is played to determine a winner. Personal and team fouls will remain the same as at the end of the initial game.
- Only one time out per team is allowed in overtime. (Time outs leftover in regulation time may not be carried over)
- **No Zone Defence is permitted – see notes below**

ZONE DEFENCE NOTES

To avoid “confusions” coaches of Junior League teams should familiarise themselves with the following extracts from the BBNZ Operations Manual.

(8.2) Under 16 Zone Defence

As there is general acceptance that the consistent use of zone defences in the younger age groups adversely effects the development of both defensive and offensive skills in younger athletes, the use of zone defences is banned at BBNZ Under 16 Finals and Under 14 Zonal Tournaments.

(8.2.1) Definition - Zone Defence

Any defence played in the half court which does not incorporate normal one on one defensive principles shall be considered to be a zone. For this purpose, trapping defences which rotate back to one-on-one defensive principles shall be acceptable.

(8.2.4) Penalty

a) 1st and 2nd Violation - warning to team and coach and a loss of possession.

b) 3rd Violation - Technical Foul on the Head Coach

c) 4th Violation - Technical Foul on the Head Coach and consequent disqualification.

SENIOR PREMIER RESERVE GRADES – CAPPED ENTRIES

The **Senior Premier Reserve** grades for Boys and Girls will have the next best teams from the region and may include 2nd teams from any school. The Premier Reserve competitions will be open to any Schools within boundaries of the Hamilton, North Waikato, South Waikato, King Country.

It is likely that in Boys grades there maybe more than one division of Premier Reserve competition. These divisions will be seeded.

Format & Rules

- **Senior Premier Boys Reserve** games will be held on **Thursday nights**. These games are dependent on venues, but games will generally be scheduled to start at 6pm and 7.30pm.
- **Senior Premier Girls Reserve** games will be held on **Friday nights**. These games are dependent on venues, but games will generally be scheduled to start at 6pm and 7.30pm.
- One complete round robin games, Play-offs, and Finals
- 12 weeks (\$1000 plus GST)
- Stop clock games with 24 sec Shot clocks
- 4 x 10-minute quarters - 2-minute break at end of 1st quarter and 3rd quarter, 5-minute half time
- Time outs - 2 in 1st half and 3 in the 2nd half for a duration of 1 minute. Maximum of two time-outs can be granted to a team in last two minutes of final quarter. Time outs can be taken at any time **except** by the scoring team immediately following a scored basket.
- In the event of the final score being a draw, 5 minutes extra time will be played to determine a winner. Should there be no result after the first 5-minute overtime; a second 5-minute overtime is played to determine a winner. There will be a two-minute interval before commencing the 2nd Extra time period.
- Personal and team fouls will remain the same as at the end of the initial game during extra time periods.
- Only one time out per team is allowed in overtime. (Time outs leftover in regulation time may not be carried over)

JUNIOR A GRADES

Format & Rules

- Junior A Grade games will be held on **Tuesday nights**. These games are dependent on venues, but games will generally be scheduled to start at 6.00pm, 7.00pm or 8.00pm.
- One complete round robin games, Play-offs, and Finals
- 12 weeks (\$900 plus GST)
- 2 x 20 min halves running clock halves with stop-clock only in last two minutes of second half. 2-minute half time
- Stop Clock only applies in last two minutes if margin is 10 points or less between both teams.
- Time outs - ONE in 1st half and TWO in the 2nd half for a duration of 1 minute. Time outs can be taken at any time **except** by the scoring team immediately following a scored basket
- **Tied games - No** games will result in a draw. To break the tie, teams will play as many **2-minute periods** of overtime as required to break the tie. All team fouls for the final period, as well as the player fouls for the full game, remain as per **F.I.B.A.** rules. One extra timeout is allowed in each 2-minute period by each team.
- Only one time out per team is allowed in overtime. (Time outs leftover in regulation time may not be carried over)

SENIOR OPEN GRADES

Format & Rules

- Senior Open games will be held on **Wednesday nights**. These games are dependent on venues and travel, but games will generally be scheduled to start at 6.00pm, 7.00pm or 8.00pm.
- One complete round robin games, Play-offs, and Finals
- 12 weeks (\$900 plus GST)
- 2 x 20 min halves running clock with stop-clock only in last two minutes of second half. 2-minute half time
- Stop Clock only applies in last two minutes if margin is 10 points or less between both teams.
- Time outs - ONE in 1st half and TWO in the 2nd half for a duration of 1 minute. Time outs can be taken at any time **except** by the scoring team immediately following a scored basket
- **Tied games - No** games will result in a draw. To break the tie, teams will play as many **2-minute periods** of overtime as required to break the tie. All team fouls for the final period, as well as the player fouls for the full game, remain as per **F.I.B.A.** rules. One extra timeout is allowed in each 2-minute period by each team.
- Only one time out per team is allowed in overtime. (Time outs leftover in regulation time may not be carried over)