

Preface

- Our goal is to keep our women playing basketball and to offer them an opportunity to play in a quality league nationally;
- Raise awareness and increase the profile of the Women's Basketball Championship within the basketball community and wider New Zealand, with a particular focus on women;
- Reinforce that the Women's Basketball Championship is the premier women's domestic competition and given that, ensure the WBC is capable of growth and is financially sustainable long term;
- Ensure the Women's Basketball Championship contributes to BBNZ's strategy of promoting the game to reach more players, sponsors and fans – particularly women.

Playing Rules

The playing rules (Rules) of the New Zealand Women's Basketball Championship (WBC) shall consist of the rules of FIBA, BBNZ's Internal Regulations, Drug Free Sport New Zealand (DFSNZ) and Olympic and Commonwealth Games Association policies unless specifically modified within this document.

These Rules relate to the participation in the WBC and it is each team's responsibility to operate within them. The Rules described herein apply in conjunction with the Operations Manual. Both the Rules and the Operations Manual are binding on teams. Where there is conflict between the Operations Manual and these Rules, these Rules will apply.

Controls

The New Zealand Women's Basketball Championship (**League**) will be under the control and jurisdiction of Basketball New Zealand (**BBNZ**).

BBNZ is empowered to adjudicate on all matters pertaining to the League that are not already covered in these Rules.

The League Manager will manage and administer the League in accordance with the BBNZ Constitution, the Operations Manual and these Rules.

Participation

Participation shall only be open to teams that BBNZ has approved their application for the League Playing Season. Each team entered agrees to participate under the controls and regulations as laid down in these Rules.

Entry Fee

The entry fee is to be paid as per the details issued by BBNZ.

Competition

1. Tournament 1 (Opening)
2. Home and Away games will be played and hosted as outlined in the draw
3. Tournament 2 (Playoffs)

Refer to the BBNZ Tournaments Calendar for the WBC dates, hosts and venues.

Due Dates and Requested Documentation

Teams and players must adhere to the due dates outlined in these rules and regulations and any other due dates issued by BBNZ. Where forms and/or documentation are required, these are to be sent to the BBNZ office unless advised.

Tournament Host

Each Host allocated a WBC Tournament, will sign a hosting agreement which outlines the tournament hosting requirements to be fulfilled.

Home Game Host

Teams are to organise and financially cover home games and travelling logistics. The criteria for hosting home games may change and is not limited to the following:

1. No games are to be held starting Monday the week prior to Tournament 2. BBNZ will advise the exact dates.
2. The hosts venue(s) and game times must be provided by the dates stipulated by BBNZ.
3. Minimum standard for a venue is a school gym which can hold a minimum of 100 spectator seats.

4. It is encouraged to have a door charge.
5. Each Host is to provide personnel to attend BBNZ statistics training when offered. Minimum of two personnel must attend.
6. Each Host is to provide personnel to attend BBNZ scorebench training when offered. Minimum of four personnel must attend.
7. FIBA Live Stats software must be used and two competent operators must be provided for all games. BBNZ will provide the game file.
8. A minimum of four competent scorebench personnel must be provided for all games.
9. Livestreaming is not compulsory. BBNZ will provide minimum standards on request.
10. Hosts are to undertake basic media and communications for games.
11. Hosts must provide a changing room(s) for referees, preferably lockable and with a shower.

Game Times

- Warm Up: Minimum of 10 minutes
- Playing Time: 4 x 10 minute stop clock quarters
- Half Time: 10 minutes
- Quarter Time Intervals: 2 minutes
- Extra Periods: 5 minutes
- Extra Period Intervals: 2 minutes

Game Ball

Molten is the official game ball for the WBC. BBNZ will provide all game basketballs at tournaments only.

Classification of Teams

1. 2 points for win, 1 point for a loss and default, 0 for a forfeit.
2. If teams are drawn on points after round robin play, the game where they played each other is to decide the final placing. If more than two teams are drawn on points after round robin play, refer to FIBA Rules Classification of Teams.

Competition Structure

Teams are expected to be available for all scheduled dates, times and any presentations and functions as advised by BBNZ.

Tier One

The competition structure is based on 8 teams. Every team will play each other once in a round robin. These games are played at Tournament 1 and as home and away games.

At the end of the round robin, teams are split into two pools of four teams using the snake method. Both pools will play a round robin. After the round robin:

- The two top teams from both pools, will play a cross over semi final and final to find 1st to 4th place.
- The third and fourth placed teams in both pools, will play a cross over semi final and final to find 5th to 8th place.

Tier Two

The competition structure is based on 4 teams. Every team will play each other twice in a round robin. The first round robin will be played at Tournament 1 and the second round robin will be played at Tournament 2.

After the second round robin:

- Semi Final
- Final to find 1st to 4th place.

Tier Three

The competition structure will be confirmed once team entries are finalised.

Roster and Eligibility

1. Each team can submit up to 20 players in total on your roster as follows:
 - a. submit 15 names on your roster by the due date issued by BBNZ;
 - b. submit the additional 5 names onto your roster by the due date issued by BBNZ.
2. Players must be aged at least 15 years on the first day of the competition to be eligible to participate in the competition; refer to the BBNZ age eligibility criteria.
3. A team can use any of the players from their roster (at all tournaments and home and away games). No players are to be added to any team once the rosters are submitted.
4. The 12 players listed on your first score sheet of the first game will be the only players allowed to participate in that game or tournament. These 12 players must be listed on your roster by the submission dates.
5. Once a player takes the court for a team, they cannot change to another team within that year. Special circumstances can be applied where a legitimate relocation of a player occurs and is approved by BBNZ.
6. Each team must complete all sections of the roster form for eligibility and marketing purposes.
7. Each team must supply a copy of each player's current passport to verify eligibility as either a restricted or non-restricted player. The photo page of a current passport must be provided to BBNZ. If the player does not own a passport, a birth or citizenship certificate shall be provided; BBNZ may request further documentation.
8. A non-restricted player is someone with proof of New Zealand nationality.
9. A restricted player is someone who is not eligible to compete in the New Zealand National Team under the criteria established by FIBA.
10. A team can have a maximum of two restricted players and each player must hold a foreign player licence to be eligible to participate in the competition. Please refer to the BBNZ Foreign Player License Procedure. FIBA rules and processes will apply.
11. If a player is:
 - a. coming from outside of New Zealand, or
 - b. is a player with proof of New Zealand nationality who is returning from a USA college, and not returning, or
 - c. previously played for a different WBC team;The player will require a letter of clearance to be eligible to participate in the competition. Please refer to the BBNZ Player Clearance Procedure:
 - d. for an international letter of clearance FIBA rules and processes will apply;
 - e. for a domestic letter of clearance; must not be unreasonably withheld and in the event a clearance is withheld, the team must provide the requesting team proof of the reason for not granting the clearance. Any dispute of a player between teams shall be resolved by the League Manager.
12. If a player with proof of New Zealand nationality is returning from a USA college and who will return to a USA college does not require an international letter of clearance. It is recommended that the player advises their USA college of their WBC commitments and seek permission to participate. The responsibility rests on the player.
13. The player pool is open nationally. Players can participate for an Association in a representative competition and still play for a WBC team from another area.
14. Anti-Doping education will be organised for each team by BBNZ and held annually. Teams must complete the scheduled education prior to their first game or otherwise advised by BBNZ. Failure to complete the education will result in the player not being eligible to take the court until completed.
15. Each player listed on the roster must complete and sign the Participant Acknowledgement Form to be eligible to participate in the competition.
16. Players owing money to BBNZ may not be eligible to participate. Please contact with BBNZ.
17. Tier Two and Three teams are not required to complete foreign player licenses this year. Clearances must be sought for all players.

Playing Uniforms

Teams must have a minimum of 2 sets of shirts and:

- The first team named in the draw (home team) shall wear light-coloured shirts.
- The second team named in the draw (visiting team) shall wear darkcoloured shirts.
- However, if the 2 teams agree, they may interchange the colours of the shirts.

Placement of logos, names and numbers on the team uniforms will be provided in 2018 and must be adhered to from 2019. Please refer to the WBC Operations Manual. This is for Tier One teams only.

Dress Code

The purpose is to show the sporting community, whether they are watching the game live or via livestreaming, that we are a sport that takes pride in our game and women's basketball in New Zealand seriously.

1. Coaches, Team Managers & Other Team Personnel
Team Personnel are required to dress in Business/Smart Casual attire whilst involved in any WBC game (this includes team warm up/down and media interviews prior to and after each game). Business/Smart Casual requirements include:
 - long or short-sleeved collared polo/dress shirt, and/or sweater/jumper or jacket (excluding tracksuit jackets);
 - dress slacks, dress skirt or dress (excluding sleeveless dresses);
 - appropriate shoes, socks or stockings, including dress shoes, dress boots, or other presentable shoes (excluding sneakers, sandals, flip-flops/jandals or work boots).
2. Players on Team Bench not Playing
Players who, due to injury or other reasons, are not playing are required to wear the following items when seated on the bench prior, during and after the game:
 - official team uniform in the form of team t-shirt or polo shirt and long team pants (may be team track pants).

Players who, due to injury or other reasons, are not playing are not allowed to wear the following items at any time while on the team bench:

- sleeveless shirts;
- shorts;
- headgear of any kind (unless worn for religious reasons).

Judiciary

Refer to BBNZ Internal Regulations.

Code of Conduct

Players, coaches, team management and all officials must abide by the Code of Conduct Policy of BBNZ Internal Regulations and will be subject to the provisions of this policy.

Mouth Guards

Mouth guards are compulsory and must be worn by all players. Players must abide by the Mouth Guard Policy of BBNZ and will be subject to the provisions of this policy.

Anti-Doping Policy

Teams shall abide by the WBC, BBNZ, FIBA, DFSNZ and Olympic and Commonwealth Games Association policies in relation to anti-doping and will be subject to the provisions of these policies.

Anti-Doping Education

BBNZ is obliged to assist in providing anti-doping education to our members including athletes, athlete support personnel and medical professionals. Education is held annually and is compulsory. Athletes must complete the scheduled education before they become eligible to take the court. BBNZ will submit rosters to DFSNZ who will document each athletes non/completion. The responsibility to complete the education lies with the athlete and the team is to remind your athletes. BBNZ will provide each team with an eligibility report.

Education will be delivered via two methods; seminars and e-learning:

1. Anti-Doping Seminar held at a tournament or by prior arrangement with BBNZ. Athletes that attend a seminar are not required to complete e-learning education.
2. Anti-Doping E-Learning must be completed by all athletes who did not attend a scheduled anti-doping seminar. Athletes new to this education are required to complete Level 1. Others are to complete Level 2 or higher. The web link is available through the DFSNZ website.

Anti-Doping Testing

DFSNZ may conduct confidential anti-doping testing; this means that they will turn up to a game or team training unannounced. Athletes (and team management) need to be aware that the doping control process may take up to two (2) hours to complete following the end of the game or training.

Anti-Match Fixing, Betting and Corruption Regulation

Teams must abide by the BBNZ Anti-Match Fixing, Betting and Corruption Regulation and in particular agree that neither the player nor members of any close family and team management shall not directly or indirectly bet on any game or series of games in the League or offer to receive any bribe or inducement to cause a game or any action in a game in which the team is involved to be determined other than on its own merits.

Imagery

BBNZ will take and use photographs, video clips, livestreaming or of the likeness, and identity for the purpose of promotion of the game of basketball and/or for the purpose of producing apparel or other merchandise for sale.

Games will be livestreamed. Teams must behave in a manner that helps enhance the image of basketball.

Referees

Referees will be selected and appointed to games in conjunction with the Referee Manager and BBNZ. BBNZ will organise referees travel logistics for all games.

Awards

The following will be presented at the WBC awards evening:

- Championship Team Winners (perpetual) - Tier One and Two
- Plate Team Winners (perpetual) - Tier One
- Championship and 3rd and 4th Playoff Officials - Tier One and Two
- Most Valuable Player of the Grand Final - coaches to help with selection - Tier One and Two
- Most Valuable Player of the League (coaches to help with selection) - Tier One and Two
- All Star Five (coaches to help with selection) - Tier One and Two
- Junior Player of the Year (under 20 years)
- Coach of the League - Tier One and Two
- Special Contribution to the WBC – awarded when appropriate

When available, BBNZ will attend Tournament 2 to lead the selection of the most valuable player, coach and all star five awards.

WBC Awards & Function

The League awards and function evening will be held Saturday evening of Tournament 2. The evening is to celebrate and recognise teams and individuals who have excelled. The Function may change from year to year and information will be provided by the League in conjunction with the Host. Please note that there could be added costs with attending the function to cover the cost of meals.

The expectation is that all Teams will support the evening and attend.

WBC Meeting

A meeting will be scheduled later in the year which BBNZ will distribute a date and venue. Teams are asked to cover the cost of their transport to the meeting.