

Philosophy

The South China Junior Basketball Society that oversees the Hong Kong Junior Basketball League, hereafter referred to as the Association, believes that Basketball should always be about learning, playing and most of all enjoyment of the game. As such, we are committed to providing a healthy playing environment that is dedicated to the needs of our young athletes. Our aim is to remove the emphasis from winning and focus on long term development of players according to HKIS Long Term Athlete Development (LTAD) model. By celebrating spirit, sportsmanship, skill and good character participants have an opportunity to realize their full potential as a responsible member of society and as a basketball player.

We strive to develop children who are independent, resilient, self-motivating, value learning, are creative and enjoy playing basketball as part of a team.

League Website www.hkjbl.org

League Facebook Page www.facebook.com/hkjbl

New League Scheduling Page (On trial basis) www.mystatsonline.com/hkjbl

Executive Committee

Chairman: Chi Yau, HKIS

Contact Info: 3149-7838, cyau@hkis.edu.hk

Vice Chairman: John Powell, 3149-7836, jpowell@hkis.edu.hk

Treasurer: Dean McLachlan, 3149-7884, dmclachlan@hkis.edu.hk

Advisory and Disciplinary Committee:

Chi Yau - cyau@hkis.edu.hk

Stan Chu - stan.chu88@gmail.com

Johnny Rho - jrho@isf.edu.hk

Registration Fees (Deadline for Season 2 registration and payment received is

For the 2019-20 seasons the U12 and U14 boys & girls team registration fee is HK\$6,500+\$1,500 Court Hire Deposit = Total \$8,000/team payable to the **South China Junior Basketball Society**. The monies received will be used to finance all operations of the league and to cover all other costs associated with the league and its improvement. Each team is required to supply 3 court hours for the league to host games. For those schools and clubs that can't offer indoor A/Ced court space to host league matches a court hire cost will be paid at the rate of \$500/court/hour to be taken from their team's deposit and paid to the school or club that offers their space to host these games.

For the U10 coed division the fee is \$5,000/team and if providing courts for hosting is reduced to \$2500/team. We have reduced the allotted game time to finish each game within 45min and only hiring one referee and one scorer for each game. For the U12 and U14 Girls teams the fee has also been reduced to \$5000 but each team must supply 3 court hires to host matches.

The U12s and U14s will have 2 referees and 1 scorer for each game.

2019-20 Season 1 Teams Sep 21-Feb 15 (1 preseason game, 7 regular season games plus guaranteed a minimum of 1 playoff game)-Registration Deadline Sep 13, 2019@2pm

Divisions, (age cut off is Sep 1, 2009, 2007, 2005 for U10, U12 and U14 respectively) 8-9 teams max per division

U10 Coed Div 1 5 teams	U10 Coed Div 2 9 teams	U12 Boys Div 1 6 teams	U12 Coed Div 2 8 teams	U12 Coed Div 3 7 teams	U14 Boys Div 1 5 teams	U14 Boys Div 2 6 teams	U14 Boys Div 3 4 teams	U14 Girls Div 4 4 teams
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Hawks Omikorn	Hawks Sigma	Hawks Beta	Hawks Omega	Hawks Epsilon	Hawks Elite	Hawks Alpha	ISF Zhong	Hawks Kappa
Hawks Lambda	Hawks Iota	Hawks Delta	ISF Ping	ISF Li Girls	ISF Yi	Aussie Wombats	FIS Blue Devils	ISF Xiao
ISF Ai	ISF Ren	Hawks Zeta	FLASH	Warriors Star	T1 Basketball	TDBA	Twisters	FIS Red Devils
TDBA	Hawks Coed Phi	ISF He	Ying Wa Boys	Warriors Fire	Top Flight Gold	Top Flight Blue	Top Flight Purple	Top Flight Girls
Top Flight Gold	Eagles	Top Flight Gold	Top Flight Silver	Top Flight Purple	Top Flight Silver	ICS Warriors		
	Aussie Wombats	TDBA	ICS Warriors	FIS Blue Devils		And One		
	Vipers		Hawks Girls Pi	Hawks Gamma				
	Top Flight Silver							
	Top							

	Flight Purple		Aussie Wombats					
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Div	No Play Dates	U10 Coed Div 1 & 2	U12 Boys Div 1 & 2/U12 Coed Div 3	U14 Boys Div 1 & 2	U14 Girls
Sep 21 (Preseason)	FIS	@HKIS 2 courts 9am-6pm, 1 court 1-6pm			
Sep 28 (Preseason)	HKIS, AISHK, Ying Wa	ISF 12:30-6:30pm ICS 10am-5pm			
Oct 5	HKIS ICS	ISF 12:30-5:30pm GAMES CANCELLED			
Oct 12	ICS, Ying Wa, ISF	@HKIS 2 courts 9am-6pm, 1 court 1-6pm			
Oct 19	CIS, Ying Wa, Eagles, Vipers, ICS Coed	@HKIS 2 courts 9am-6pm			
Oct 26	CIS, FIS	@HKIS 2 courts 9am-6pm			
Nov 2	FIS, ICS U12 D2&U14	@HKIS 2 courts 9am-6pm, 1 court 1-6pm			
Nov 9		@HKIS 2 courts 9am-6pm, 1 court 1-6pm FIS 1-6pm			
Nov 16	ISF	ICS 12-5pm, CIS 12-6pm, FIS 1-6pm			

Nov 23	U10 Div 2 Playoffs Start	@HKIS 2 courts 9am-6pm, 1 court 1-6pm
Nov 30	CIS	ISF 12:30-6:30pm, ICS 12-5pm
Dec 7	Playoffs cont'd/start for certain divisions	@HKIS 2 courts 9am-6pm ISF 12:30-6:30pm
Dec 14	ISF, HKIS, Ying Wa	CIS 12-6pm
Jan 11	Playoffs AISHK	@HKIS 2 courts 9am-6pm, 1 court 1-6pm
Jan 18 (Playoffs)	Playoffs AISHK	ISF 12:30-6:30pm, ICS 9am-2pm(tentative), CIS 12-6pm
Feb 8 (Playoffs)	Playoffs	ISF 12:30-6:30pm, ICS 9am-2pm(tentative), CIS 12-6pm
Feb 15 (Playoffs)	Playoffs (If Necessary)	@HKIS 2 courts 9am-6pm, 1 court 1-6pm

Season 2 Teams-Feb 16-Jun 1-Deadline for Registration and Payment is Jan 22, 2020 8 teams max per division

U10 Coed Div 1 teams	U10 Coed Div 2 teams	U12 Boys Div 1 teams	U12 Coed Div 2 teams	U12 Coed Div 3 teams	U14 Boys Div 1 teams	U14 Boys Div 2 teams	U14 Boys Div 3 teams	U14 Girls Div teams
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Hawks Omikorn	Hawks Sigma	Hawks Beta	Hawks Omega	Hawks Epsilon	Hawks Elite	Hawks Alpha	ISF Zhong	Hawks Kappa
Hawks Lambda	Hawks Iota	Hawks Delta	ISF Ping	ISF Li Girls	ISF Yi T1 Basketball	Aussie Wombats	FIS Blue Devils	ISF Xiao
ISF	ISF Ren	Hawks Zeta	FLAS H	Warriors Star		TDBA	Twisters	FIS Red Devils

Ren TDBA Top Flight Gold	Hawks Coed Phi Eagles Aussie Wombats Vipers Top Flight Silver Top Flight Purple	ISF He Top Flight Gold TDBA	Ying Wa Boys Top Flight Silver ICS Warriors Hawks Girls Pi Aussie Wombats	Warriors Fire Top Flight Purple FIS Blue Devils Hawks Gamma	Top Flight Gold Top Flight Silver	Top Flight Blue ICS Warriors And One	Top Flight Purple	ICS Warriors
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Season 2 Hosting Dates

Div	No Play Dates	U10 Coed Div 1 & 2	U12 Boys Div 1 & 2/U12 Coed Div 3	U14 Boys Div 1 & 2	U14 Girls
Feb 15 or 22 (Preseason)		@HKIS 2 courts 9am-6pm, 1 court 1-6pm			
Feb 29		@HKIS 2 courts 9am-6pm, 1 court 1-6pm			
Mar 7		@HKIS 2 courts 9am-6pm, 1 court 1-6pm			
Mar 14		@HKIS 2 courts 9am-6pm, 1 court 1-6pm			

Mar 21		@HKIS 2 courts 9am-6pm, 1 court 1-6pm
Mar 28		ISF 12:30-6:30pm
Apr 18		ISF 12:30-6:30pm
Apr 25		ISF 12:30-6:30pm
May 2		@HKIS 2 courts 9am-6pm, 1 court 1-6pm
May 9		@HKIS 2 courts 9am-6pm, 1 court 1-6pm
May 16 (Playoffs)	QFs & SFs	@HKIS 2 courts 9am-6pm, ISF 12:30-6:30pm
May 23 (Playoffs)	Semis & Finals ISF ELP G6+	@HKIS 2 courts 9am-6pm, 1 court 1-6pm
May 30 (Playoffs)	Finals ISF ELP G6+	@HKIS 2 courts 9am-6pm, 1 court 1-6pm
Jun 6 (If Necessary)		@HKIS 1 court 1-6pm

Uniform Code

The uniform of all team members shall consist of:

- Shirts of the same dominant colour front and back as the shorts. If shirts have sleeves they must end above the elbow. Long sleeved shirts are not permitted.
- All players must tuck their shirts into their playing shorts. 'All-in-ones' are permitted.
- Shorts of the same dominant colour front and back as the shirts. The shorts must end above the knee.
- Socks of the same dominant colour for all team members. Socks need to be visible.

Each team member shall wear a shirt numbered on the front and back with plain numbers, of a colour contrasting with the colour of the shirt.

The numbers shall be clearly visible and:

- Those on the back shall be at least 20 cm high.
- Those on the front shall be at least 10 cm high.
- The numbers shall be at least 2 cm wide.
- Teams may only use numbers 0 and 00 and from 1 to 99.
- Players on the same team shall not wear the same number.
- Any advertising or logo shall be at least 5 cm away from the numbers.

Teams must have a minimum of 2 sets of shirts or reversible uniform top and:

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

During the game a player may wear shoes of any colour combination, but the left and right shoe must match. No flashing lights, reflective material or other adornments are permitted.

For 2019-2020 in only U12 and U14 Boys Division 1 on a trial basis there will be game point(s) penalties for each player in violation of the above uniform code.

Transfer Rule

To minimize players moving to and playing for different clubs, 'ownership rights' will belong to the first club in the league s/he joins. If s/he wants to change clubs then s/he must receive explicit permission in writing from the club s/he is leaving from before being allowed to join the new team that also plays in the league. Players are not allowed to play for 2 different clubs even if the 2 teams are in different divisions within the same age group. It will be up to the original club to bring this up to the attention of the Advisory Committee.

Player Recruitment

Coaches/Team Representative shall not solicit or encourage the transfer of any player currently registered to another member organization, school or club.

Coaches/Team Representative shall not knowingly misrepresent the potential benefits to a player of becoming affiliated with a particular coach, team, or member organization.

Coaches/Team Representative shall not knowingly, recklessly, or negligently misrepresent or defame programs associated with other coaches, teams, or member organizations.

Coaches/Team Representative shall not promise or provide any compensation to a player as an inducement to register or play with a particular team or member organization.

Coaches/Team Representative shall cease and desist from any and all recruiting activity directed toward a player upon request from the player's current club, the player themselves or the player's legal guardian.

Any coach/team representative in violation of the above will be handled by the advisory committee and an appropriate punishment handed down which could be up to and including a life-time ban from the league.

Appeals Process

Any decision made by the Advisory Committee can be appealed once to the wider league executive plus advisory committee and if need be an independent person can be added to hear the appeal. The decision made by this wider body is binding for all parties involved, final and can not be appealed against

'Loaning' or 'Borrowing' of Players during the season

· "Loaning" of Players in season (Not Allowed in Playoffs)- Teams from the same school/club during the regular season may "borrow" or "loan" players from their: 1) same division team 2) lower division team or, 3) lower age group team-if they have 6 or less players from their own team to start. After which a lower division or younger player that has been loaned twice, he/she has the option to either move up permanently, or remain in his/her lower division team or lower or same tier division but no longer be eligible to be loaned any further to that team. Conditions: 1) the player cannot be already "playing up" an age group and, 2) teams cannot borrow players from a higher division or higher age group.

· Final team rosters- After 2 regular season games, all team rosters must be set for the season. Newcomers (late additions but prior to mid-season) may be allowed subject to the discretion of the HKJBL executive committee. In any case players must have been present (ie. in uniform) on game days or played in 3 out of 7 of the regular season games (including preseason games) in order to be eligible for the playoffs. Also, the HKJBL committee reserves the right to re-assign "*teams*" and/or "*players*" across divisions if the committee feels that a player or team in question is such that he/she or team will not produce a reasonable level of fair play or competitiveness during the games. Players can not play in

2 different age groups that they qualify for (They must decide after the 2nd regular season game which division to play in)

Rules on Zone Defense and Mercy Rule

1. All U10 & U12 Divisions, U14 Boys Division 2 & U14 Girls Division-No half court, within the 3 point line, zone or partial zone defense will be allowed to be played for the entire game including OT period(s). Only half court man-to-man defenses will be allowed with allowances for help side defenders within the man-to-man defense. Any cross-divisional games will follow this rule.

2. U14 Boys Division 1 Only- The zone defense described above, partial or full, will only be allowed in the first 10 min of each half only (ie 1st and 3rd quarters). Only man-to-man defense will be allowed in the last 10 min of each half (ie 2nd and 4th quarters) and any and all OT periods

Mercy Rule

If a team gains a 20 or more points advantage in the U10s divisions or U12 Div 2 or Div 3 Coed Division 3, 30 or more points advantage in all other divisions, at any time in the game the league supervisor or coach of the losing side will have the option to instruct the scorer to stop tallying points and record that as the final score. Teams can still play out the remainder of the game as a friendly but no further scoring will be kept.

Active Double Teaming/Crowding Rule

No active crowding rule for all U10 and U12 divisions anywhere on the court (ie defensive triple-, or more, teaming around the dribbler or other offensive player). As most, if not, all our players are still developing their skills it is extremely difficult for them to break down this tactic. Furthermore, this is not a good defensive strategy for any team to use anyways in a game.

For double-teaming, this will be allowed in the U10 Div 1 and higher up divisions however only outside the 3-point line (ie double team traps just over half court corners and baseline corners will be okay). Allowances for help defence in the key or near the basket will still be made.

Zone Defense Definition

As there is general acceptance that the consistent use of zone defenses in the younger age groups adversely affects the development of both defensive and offensive skills in younger athletes the use of zone defenses is banned in all divisions at the Under 14 Boys Division 2 and below age groups.

Definition: Any defense played in the half court which does not incorporate normal man to man defensive principles shall be considered to be a zone. For this purpose trapping defenses which rotate back to man defensive principles shall be acceptable.

Deliberate or pre-meditated use of zone will be an automatic Technical foul – 1st offence

Deliberate or pre-meditated use of zone will be an automatic Technical foul and forfeit of match – 2nd offence

Violations of Man-to-Man Defense

When observing games, the site supervisor should be concerned about determining players or teams who are not executing acceptable man to man defensive principles.

Specifically violations fall into one of the four categories listed below:

(i) One or more player(s) was/were not in an acceptable man to man defensive position in relation to their man and the ball.

(ii) A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques – for example, bumped, switched, followed

(iii) Following a trapping or help and recover situation, the team made no attempt to re-establish man to man defensive positioning.

(iv) The team zone pressed and did not assume man to man defensive positioning once the ball had been advanced into the front court within the 3-point line.

Notes for site supervisor – In any judgement

(i) Take into account the intention of the defensive team

(ii) Take into account the time and state of the game

(iii) Deliberate and pre-meditated use of a zone defense at a critical time in a game should be acted upon immediately.

(iv) Where there is any doubt the benefit of doubt must be given to the defense, i.e. be sure of the violation

(v) If a zone is in effect, site supervisor must warn head coach and call an officials time out to allow the coach to notify their players.

Penalty

(i) 1 st Violation (after warning): Technical foul on the Head Coach

(ii) 2nd Violation: Technical Foul on the on the Head Coach and consequent disqualification. Game is to continue without Head Coach present.

Playoffs and Player Eligibility

All teams qualify for at least 1 playoff game. Each season will culminate in single-elimination game(s) playoffs and to qualify to play in the playoffs each player on the playoff roster must have played or been in attendance dressed in uniform on the bench a minimum of 3 out of 7 of the team's regular season games. Preseason or friendly games don't count towards this. The playoff format will be set up at the discretion of the convener. For the playoffs, in addition to the other stop clocks in the rules additional stop clocks will be instituted during all foul shots.

Forfeiture

A team will forfeit if: the team is not present or is unable to field five players ready to play, within 15 minutes of the proposed starting time. The team that has forfeited the will receive a 20 point loss, with the opposing team awarded a 20 point win.

Consequences-at the discretion of the Advisory Committee

1st Forfeit - Warning and 20 point loss

2nd Forfeit - Team will be disqualified from the playoffs

3rd Forfeit - Team will be banned for one season of the HKJBL

Under 10 Coed Development League – Rules of Play

The Rules of Play for all contests sanctioned by this League shall be the most current Laws of the Game as published by FIBA with the modifications noted within these Rules and Regulations, unless it is a noted exception made by authorization of the League.

Recommended Format

Age: To be eligible to play in this division, a player must be at or Under 10 as of September 1st of that school year. Exceptions to this will be made on a case-by-case basis by the Executive Committee.

Court Size: 28m x15m with all basketball markings or other sizes if need be and within reason.

Baskets: International 10 feet high

Basketball: Size 5

Roster Size: Unlimited but only a maximum of 10 are allowed to be in uniform for the match(es)

No. of Players: 4-a-side or 3-a-side due to court constraints.

Max. No. Subs: 6 per team

No. of Teams: TBC

Match Duration: 18 Minutes running clock (2 min half time) or shorter at the discretion of the site supervisor: The clock stops on a dead ball situation in the last minute of the first half and the last 2 minutes of the second half. If the score is tied after regulation time 2 minute overtime period(s) will be played to break the tie. If the score is still tied after 3 OT periods a free throw shootout will be used to determine a winner. Exceptions to this rule will be at the discretion of the site supervisor.

Timeouts: Each team has 2 timeouts in the first half, 3 in the second half (Only max 2 remaining in last 2 min of 2nd half) and 1 in the each and every overtime period per FIBA rules. Timeouts taken by the offense in the last 2 minutes of the game or in overtime advances the ball to half court.

Team Defense: The league strongly encourages all teams to play man-to-man defense thus any type of zone defenses whether full or partial are banned.

Half Court Defense: No full court defense is allowed until the last 2 minutes of the game and any and all OT periods. Once a team gains possession of the ball by whatever means the defensive team must retreat to their defensive half of the court, ie behind the half court line. In the last 2 minutes of the game and any OT period(s), full court pressure is allowed for the losing team and if the winning team is winning by less than 10 points.

Rules and HKJBL Exceptions

All players & coaches are to abide by all the laws of the game as set out by FIBA except where modified below.

- All matches are to be controlled by a central time-keeper & Coaches are expected to have players on the court 2 mins before the tip-off time.
- Substitutions can be made when there is a stoppage in play or a 'dead ball' situation during the game. The substituting player(s) must inform the scorer's table and remain near the table before going in (see below)
- A maximum of 5 substitutes per team applies.
- Jump Ball to start a match followed by alternating possession arrow. The possession arrow will go to the team who does **not** gain possession of the jump ball.
- If the score is tied after regulation time, 2 minute overtime period(s) will be used to determine the winner. The clock will stop on a 'dead ball' situation only.

Shot Clock: Although no shot clock will be implemented at this level it will be at the discretion of the referee if a team needs to shoot within a certain time at the end of games or in any OT period(s).

Overtime: A sudden death shootout can be used to break a tie if after the first OT period the score is still tied at the discretion of the league supervisor and time constraints.

- In competitive Tournament and League play, if 2 or more teams tie for a place in any group, the order of deciding places should be: (i) Head to Head result; (ii) Better +/- points difference between them; (iii) Total Points Scored within the group/season ; and finally (iv) coin toss.

- Points awarded in Competitive Tournament and League play are as follows: Win = 3, OT Win = 2, OT Loss = 1, Loss = 0.

Ejection -

Any player who receives 2 technical fouls in the same game, violates the player's codes of conduct seriously enough to warrant an ejection shall leave the court of play immediately & will automatically be suspended for the next match(es) to be played that day. Ejection for serious misconduct or abuse of referees can, at the discretion of the Tournament Director, be banned from the entire tournament & can be asked to leave the venue immediately & could be subject to further disciplinary action. Any Coach, Club Official, parent or spectator who is ejected is automatically banned for the entire tournament & must leave the venue immediately & will be subject to further disciplinary action.

Substitution Rules

Unlimited - A team may make an unlimited number of substitutions during a game, upon any stoppage of play or 'dead ball' situation, with permission of and at the discretion of the referee and per FIBA rules.

Permission Required – The coach/player must alert the scorer's table & obtain permission from the referee before substituting a player.

Under 12 Boys/Girls – Rules of Play

The Rules of Play for all contests sanctioned by this League shall be the most current Laws of the Game as published by FIBA with the modifications noted within these Rules and Regulations, unless it is a noted exception made by authorization of the League.

Recommended Format

Age: To be eligible to play in this division, a player must be at or Under 12 as of September 1st of that school year. Exceptions to this will be made on a case-by-case basis by the Executive Committee.

Court Size: 28m x15m with all basketball markings or other sizes if need be and within reason.

Baskets: International 10 feet high

Basketball: Size 6 (Div 3 size 5 ball)

Roster Size: 15 players maximum are permitted on the roster however only 10 are allowed to be in uniform for the match(es)

No. of Players: 5-a-side or 4-a-side due to court constraints.

Max. No. Subs: 7 per team

No. of Teams: TBC

Match Duration: 20 Minutes running clock (2 min half time): The clock stops on a dead ball in the last minute of the first half and the last 2 minutes of the second half. If the score is tied after regulation time 2 minute overtime period(s) will be played to break the tie. If the score is still tied after 3 OT periods a free throw shootout will be used to determine a winner. Exceptions to this rule will be at the discretion of the site supervisor.

Shot Clock: A 24-second shot clock will be instituted in the last 2 minutes of the second half and in any and all overtime periods if a team is deemed to be attempting to run out the clock and not attempting a shot. Every attempt will be made to use a formal visible shot clock, however if one is unavailable a verbal warning will be made by the score table that an offensive team has entered the last 8 seconds of the shot clock during their possession(s) in this part of the game. A shot clock may also be instituted at any time during the game at the referee's discretion.

Overtime: A sudden death shootout can be used to break a tie if after the first OT period the score is still tied at the discretion of the league supervisor and time constraints.

Timeouts: Each team has 2 timeouts in the first half, 3 in the second half (Only max 2 remaining in last 2 min of 2nd half) and 1 in the each and every overtime period per FIBA rules. Timeouts taken by the offense in the last 2 minutes of the game or in overtime advances the ball to half court.

Team Defense: The league strongly encourages all teams to play man-to-man defense thus any type of half court stand still zone defenses within or near the 3 point line whether full or partial are not allowed. The only exception is for full court or half court active full or partial zone defensive traps to create turnovers. When a team is playing man-to-man defense with the defenders on the weak side help defense they must stay close enough to their player they are guarding with at least one foot out of the key if their player is in the long corner or wing

Full Court Pressure: Full Court Defense is allowed throughout the game so long as the team pressing is not winning by 10 or more points.

Half Court Defense: Once a team gains a 10+ point lead then they must retreat back to their defensive half of the court once the other team gains possession of the a ball, ie behind the half court line.

Rules and HKJBL Exceptions

All players & coaches are to abide by all the laws of the game as set out by FIBA except where modified below.

- All matches are to be controlled by a central time-keeper & Coaches are expected to have players on the court 1min before tip-off.
- Substitutions can be made when there is a stoppage in play during the game. The substituting player(s) must inform the scorer's table and remain near the table before going in (see below)
- A maximum of 5 substitutes per team applies.

- Jump Ball to start a match followed by alternating possession arrow. The possession arrow will go to the team who does **not** gain possession of the jump ball.
- If the score is tied after regulation time, 2 minute overtime period(s) will be used to determine the winner. The clock will stop after each basket is made or on a dead ball situation.
- In competitive Tournament play, if 2 or more teams tie for a place in any group, the order of deciding places should be: (i) Head to Head result; (ii) Better +/- points difference between them; (iii) Total Points Scored within the group/season; and finally (iv) coin toss.
- Points awarded in Competitive Tournament play are as follows: Win = 3, OT Win = 2, OT Loss = 1, Loss = 0.

Ejection -

Any player who receives 2 technical fouls in the same game, violates the player's codes of conduct seriously enough to warrant an ejection shall leave the court of play immediately & will automatically be suspended for the next match(es) to be played that day. Ejection for serious misconduct or abuse of referees can, at the discretion of the Tournament Director, be banned from the entire tournament & can be asked to leave the venue immediately & could be subject to further disciplinary action. Any Coach, Club Official, parent or spectator who is ejected is automatically banned for the entire tournament & must leave the venue immediately & will be subject to further disciplinary action.

Substitution Rules

Unlimited - A team may make an unlimited number of substitutions during a game, upon any stoppage of play, with permission of and at the discretion of the referee and per FIBA rules.

Permission Required – The coach/player must alert the scorer's table & obtain permission from the referee before substituting a player.

Under 14's Boys/Girls– Rules of Play

The Rules of Play for all contests sanctioned by this League shall be the most current Laws of the Game as published by FIBA with the modifications noted within these Rules and Regulations, unless specifically exempted by authorization of the League.

Recommended Format

Age: To be eligible to play in this division, a player must at or Under 14 as of September 1st of that school year. Exceptions to this will be made on a case-by-case basis by the Executive Committee.

Court Size: 28m x15m with all basketball markings or other sizes if need be and within reason.

Baskets: International 10 feet high

Roster Size: 15 players maximum are permitted on the roster however only 10 are allowed to be in uniform for the match(es)

Basketball: Size 7 for boys, Size 6 for Girls

No. of Players: 5-a-side or 4 a-side

Max. No. Subs: 5 per team

No. of Teams: TBC

Match Duration: 20 Minutes running clock (2 min half time): The clock stops on a dead ball in the last minute of the first half and the last 2 minutes of the second half. If the score is tied after regulation time 2 minute overtime period(s) will be played to break the tie. If the score is still tied after 3 OT periods a free throw shootout will be used to determine a winner. Exceptions to this rule will be at the discretion of the site supervisor.

Timeouts: Each team has 2 timeouts in the first half, 3 in the second half (Only max 2 remaining in last 2 min of 2nd half) and 1 in the each and every overtime period per FIBA rules. Timeouts taken by the offense in the last 2 minutes of the game or in overtime advances the ball to half court.

Shot Clock: A 24-second shot clock will be instituted in the last 2 minutes of the second half and in any and all overtime periods in the boys and girls divisions only when necessary. Every attempt will be made to use a formal visible shot clock, however if one is unavailable a verbal warning will be made by the score table that an offensive team has entered the last 8 seconds of the shot clock during their possession(s) in this part of the game. A shot clock may also be instituted at any time during the game at the referee's discretion.

Overtime: A sudden death shootout can be used to break a tie if after the first OT period the score is still tied at the discretion of the league supervisor and time constraints.

Timeouts: Each team has 2 timeouts in the first half, 3 in the second half and 1 in the each and every overtime period per FIBA rules. Timeouts taken by the offense in the last 2 minutes of the game or in overtime advances the ball to half court.

Team Defense: The league strongly encourages all teams to play man-to-man defense therefore for Girls and Boys Division 2 no half court, within the 3-point line, zone defense will be allowed (allowances for weak side help defenders will be made). For Division 1, zone defense will only be allowed to played in the first 10 min of each half. Any cross-divisional games will follow the Division 2 rule.

Full Court Pressure: Full Court Defense is allowed throughout the game so long as the team pressing is not winning by 10 or more points at the U14 Boys Div 2 and Girls Division. In the U14 Boys Div 1 this rule is adjusted to not winning by 15 or more points.

Rules and HKJBL Exceptions

All players & coaches are to abide by all the laws of the game as set out by FIBA except where modified below.

- All matches are to be controlled by a central time-keeper & Coaches are expected to have players on the court 1min before tip-off.
- Substitutions can be made when there is a stoppage in play during the game. The substituting player(s) must inform the scorer's table and remain near the table before going in (see below)
- A maximum of 5 substitutes per team applies.

- Jump Ball to start a match followed by alternating possession arrow. The possession arrow will go to the team who does **not** gain possession of the jump ball.
- If the score is tied after regulation time, 2 minute overtime period(s) will be used to determine the winner. The clock will stop after each basket is made or on a dead ball situation.
- In competitive Tournament or League play, if 2 or more teams tie for a place in any group, the order of deciding places should be: (i) Head to Head result; (ii) Better +/- points difference between them; (iii) Total Points Scored within the group/season; and finally (iv) coin toss.
- Points awarded in Competitive Tournament or League play are as follows: Win = 3, OT Win = 2, OT Loss = 1, Loss = 0.

Ejection -

Any player who receives 2 technical fouls in the same game, violates the player's codes of conduct seriously enough to warrant an ejection shall leave the court of play immediately & will automatically be suspended for the next match(es) to be played that day. Ejection for serious misconduct or abuse of referees can, at the discretion of the Tournament Director, be banned from the entire tournament & can be asked to leave the venue immediately & could be subject to further disciplinary action. Any Coach, Club Official, parent or spectator who is ejected is automatically banned for the entire tournament & must leave the venue immediately & will be subject to further disciplinary action.

Substitution Rules

Unlimited - A team may make an unlimited number of substitutions during a game, upon any stoppage of play, with permission of and at the discretion of the referee and per FIBA rules.

Permission Required – The coach/player must alert the scorer's table & obtain permission from the referee before substituting a player.

Codes of Conduct for Coaches

Roles and Responsibilities

1. Coaches must respect the rights' dignity and worth of each and every person and treat each equally within the context of the sport.
2. Coaches must place the well being and safety of each player above all other considerations, including the development of performance.
3. Coaches must operate within the rules and spirit of the sport of football promoting fair play over 'winning at any cost' and encourage players to do the same.
4. Coaches must familiarize themselves with and adhere to all rules and regulations of the respective leagues and with the Rules of FIBA.
5. Coaches must develop an appropriate working relationship with each player based on mutual trust and respect.

6. Coaches must maintain high standards of integrity, sportsmanship and adopt responsible behavior in all interactions.
7. Coaches must not exert undue influence to obtain personal benefit or reward.
8. Coaches must respect the decisions of officials and referees & must not attempt to influence the officials or abuse them verbally or physically for their decisions & actions.
9. Coaches must encourage and guide players to accept responsibility for their own behavior and performance.
10. Coaches must ensure that the activities they direct or advocate is appropriate for the age, maturity, experience and ability of players.
11. Coaches should, at the outset, clarify with the player (and, where appropriate, their parents) exactly what is expected of them and also what they are entitled to expect from their coach.
12. Coaches must co-operate fully with other specialists (e.g. other coaches, officials, sports scientists, doctors, and physiotherapists) in the best interests of the player.
13. Coaches must always promote the appropriate Code of Conduct and positive aspects of the sport (e.g. fair play) to players, parents and spectators alike.
14. Coaches must never condone violations of the Laws of the Game, behavior contrary to the spirit of the Laws of the Game or relevant rule and regulations or the use of the prohibited substances or techniques.
15. Coaches must always actively discourage foul play, or any unsportsmanlike behavior by players at all times on and off the court.
16. Coaches should not tolerate harmful or abusive behavior by players or spectators and remove from the field any player(s) whose behavior is not acceptable and breaches this Code of Conduct.
17. Coaches must display control and courtesy to all involved with the game of football.
18. Coaches must develop their team's respect for their opponent's ability.
19. Coaches must consistently display high standards of behavior and experience and be a role model for players, parents and spectators.
20. Coaches must ensure that all decisions and actions contribute to a safe and harassment free environment.
21. Coaches must ensure that parents and supporters follow the code of conduct including guidelines on cameras and videos.

Parent/Guardian/Spectator Codes of Conduct

Southside Hawks has the following set standards that outline a philosophy that is paramount to the game of basketball. We believe that basketball belongs to its players and should always be to their enjoyment. We believe that parents as well as coaches, guests and players must adhere to the standards of good sportsmanship.

Southside Hawks expects that all parents and supporters will:

1. Gain an understanding of the rules of the game and learn the policies of the various leagues the Hawks participate in.
2. Encourage their child to play according to the rules of the game and to settle disagreements without resorting to hostility or violence.
3. Remain positive and encouraging towards all children, not just their own.
4. Stress that doing one's best is more important than winning.
5. Bear in mind that their child participates in basketball for THEIR enjoyment.
6. Applaud the opposition as well as their own team.
7. Avoid coaching the children during the game.
8. Support the coach and not do or say anything contrary to the coach's instructions or intentions during games or practices.
9. Value the importance of volunteer coaches and referees and offer their full support.
10. Respect all coaches and not confront coaches or officials in front of players and to discuss the matter at an agreed upon place and time.
11. Not engage in any kind of unsportsmanlike conduct such as booing, ridiculing, taunting, refusal to shake hands or usage of any profane language or gestures.
12. Not use or tolerate inappropriate language.
13. Be a positive role model and encourage good sportsmanship by showing respect, courtesy and positive support to all players, coaches, officials and spectators at every practice and/or game.
14. Require that their child treat everyone with respect regardless of race, religion, gender or athletic ability.
15. Not shout at players, coaches or officials.
16. Respect the referee's decision and encourage all players to do likewise.
17. Ensure their child wears appropriate equipment at all times of play.
18. Ensure that if their child wears corrective lenses that these are appropriate for contact sports and safe for their child and other players.
19. Ensure that their child does not wear watches or jewelry whilst playing.
20. Ensure that their child does not take part in training, tournaments or matches if ill or injured.
21. Demand a sports environment that is free of alcohol, tobacco and drugs.
22. Follow the guidelines on the use of cameras and videos

HKJBL Site Manager Duties

15-30 min Before the First Game of the Day

Set up both team bench areas with enough seating for each team (Benches or chairs). Set up Scoreboard(s) or console.

If time permits ensure each team gets 3 correct size basketballs to warm up with.
Select an appropriate game ball for the match.

Before the First Game(s) Starts:

Ensure all Score Sheets are pre-filled correctly with all players from both teams are listed with their uniform number and each player matches with what is on the official roster submitted by the School or Club Athletic Director or Director. Ensure uniform colours do not clash, if so have one team wear a different coloured bib. The first team listed for each game on the HKJBL Website Schedule is the designated home team and should be in light coloured uniform and if not are required to wear bibs. Vice versa for the second team listed as away team. Ensure the game starts on time as the time allocated includes time to be used for any and all OT periods.

Pre-Game Meeting:

Gather coaches from each team, referees and score keeper to review the special rules specific to each age division especially the rules on zone defense and when it can be played and in U14 Boys Div 1 only (ie, full court press, zone defenses, half court defense) stop clock situations, substitution and time out procedures and any other matters.

During the Game(s):

Be attentive and alert to any issues that may arise on the court such as special league rules not being enforced, rough play, injuries, poor refereeing which can be addressed immediately or at the next stop in play.

Monitor the score bench to ensure everything is in order and the score sheet is being completed correctly and the scoreboard is being operated correctly. Pay extra attention to this if there are inexperienced people working these areas.

At any time, you may need to step in to referee or score keep if necessary.

Rotation of Referees off to Scoring

For days that are longer than 5hours every attempt will be made to get 3 referees to do rotation for scoring so as to give each a break. Normally for 5hours or less it will be 2 designated referees and 1 designated scorer. Scorers do both the electronic scoreboard, portable or wall-mounted, and complete the score sheet at the same time during the game.

After the Last Game of the Day

Restore the playing venue to its previous state as best possible such as:

Moving back the benches/chairs to their normal storage spots.

Pushing bleachers back in to their storage position.

Put away score boards or control consoles to storage.

Gathering all loose basketballs and returning them to storage.

Disposing of rubbish, empty water/drink bottles and a quick sweep of the courts.

Team Registration Form

2019-20 School Year

Season 1 Sep 2019-Feb 2020 _____

Season 2 Feb-Jun 2020 _____

SCHOOL OR CLUB NAME: _____

**AGE &
DIVISION: _____**

CONTACT PERSON: _____

E-MAIL: _____

Office

TEL: _____ Mobile: _____

**U12 & U14 Boys Team COST: \$6,500/team + \$1,500 Court
Hire Deposit = Total \$8,000/team**

U10 Coed, U12 & U14 Girls Teams: \$5,000/team

U10 Coed team plus 3 hours hosting: \$2,500/team

PLEASE MAKE CHEQUE PAYABLE TO

'SOUTH CHINA JUNIOR BASKETBALL SOCIETY'

AND SEND TO c/o HKIS Sports & Activities Office, 1 Red Hill Road, Tai Tam, Hong Kong

FOR Direct Bank Transfer, please deposit into

HSBC Account #023 210537 001

Please inform us by email with copy of receipt if doing this.

TERMS & CONDITIONS: All clubs and school teams participating in the HKJBL are required to abide by the laws of the game, as defined by FIBA and as modified by the HKJBL. All club coaches, parents & players must abide by the RESPECT codes of conduct as published by the Association. Failure to do so will be dealt with according to the disciplinary guidelines or by a disciplinary committee. All participating clubs are required to enforce a suitable coaches, player and parent code of conduct at all games that include a HKJBL team. Each member club or school shall be responsible for the conduct of its school personnel, club members, managers, team officials, adult supervisors (coaches, trainers, etc.), players and spectators both on and off the court, in all matters.

Authorised

Signature: _____ Date: _____

Title: _____

HKJBL ELIGIBILITY LIST 2019-20

School or Club: _____ Sport: BASKETBALL

Coach: _____ Contact No. _____ Email: _____

Athletic Director: _____ Contact No. _____ Email: _____

LEVEL (Circle)		U14	U12	U10	MALE	FEMALE	COED
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DIV (Circle) 1 2 3

NAME (last name, first name)	AGE	SCHOOL ATTENDING	Date of Birth		
			Day	Month	Year
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					

10.			
11.			
12.			
13.			
14			
15.			

Special Notes:

1. All players must meet eligibility requirements of the HKJBL as determined in the SCJBS Handbook.
2. All players on this list must be bona fide, full-time students of the school they represent.
3. For team sports, a player must compete in at least 3 of 7 regular season games before he/she is eligible to compete in the playoff or culminating tournament of that division. All preseason and playoff games, including or any games held to settle ties in final standings, shall not be considered regular season games.
4. Players may be loaned according to the rule in the SCJBS Handbook.
5. Coaches and Athletic Directors' signatures are required. The signatures constitute a declaration that the information listed is accurate and to the best of their knowledge.
6. Changes are allowed but rosters are final after the team's 2nd regular season game (exception to this rule is at the discretion of the HKJBL Executive Committee).

Coach

Athletic Director (If Applicable)

Forms must be received by the HKJBL Organizer 1 week prior to your first competition