

**2017-18**



**SOUTH CHINA JUNIOR  
BASKETBALL SOCIETY  
HANDBOOK**



*Hong Kong Junior Basketball League*  
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## **Philosophy**

The South China Junior Basketball Society oversees the Hong Kong Junior Basketball League, hereafter referred to as the Association, believes that Basketball should always be about playing, learning 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 the children. 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 (see link below). 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.

## **Membership**

A membership application is required to be submitted via email to [info@hkjbl.org](mailto:info@hkjbl.org). The applicant club or school will be assessed to ensure its philosophy and vision is in line with that of the Association and its members. It is imperative that it holds the same views as other members on improving their school or club's basketball program and also the sport in general.

## **Executive Committee**

Chairman: Chi Yau, HKIS

Contact Info: 3149-7838, [cyau@hkis.edu.hk](mailto:cyau@hkis.edu.hk)

Vice Chairman: John Powell, 3149-7836, [jpowell@hkis.edu.hk](mailto:jpowell@hkis.edu.hk)

Treasurer: Dean McLachlan, 3149-7884, [dmclachlan@hkis.edu.hk](mailto:dmclachlan@hkis.edu.hk)

**Advisory and Disciplinary Committee:** Chi Yau, Stan Chu, & Johnny Rho

## **Hong Kong Junior Basketball League (HKJBL)**

The HKJBL was set up under the Association to provide students an opportunity to continue to play basketball at the highest competitive level outside of the current International School Sports Federation of Hong Kong (ISSFHK) league (<http://www.issfhk.org/season-2/basketball>). For 2017-18, there will be 2 seasons. Season 1 runs from October to February while Season 2 runs from February to June. There is minimal overlap with the ISSFHK season which runs from November through February but scheduling of matches free from conflicts is done to



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accommodate for this. Season 1 will consist of 8 regular season games plus playoffs. Season 2 will consist of 10 regular season games plus playoffs.

Currently the association and league operates within the Sports & Activities Office at Hong Kong International School, 1 Red Hill Rd, Tai Tam, HK

For the 2017-18 seasons, the HKJBL will have a weekly Saturday afternoon league for U12 and U14 boys Division 1 & 2 and monthly or bimonthly tournament-style league for U10 Coed division and girls on Saturday mornings. For Season 1 & 2, U10 Coed and U12 Boys & U14 Boys divisions will be offered. The U12 & U14 Girls divisions will be added in Season 2 dependent on entry of a minimum number of teams. The U10 coed division will be run under the Development part of the league.

The age cutoff for each division will follow the ISSFHK age cut off as this will ensure easy transition of the school teams into the HKJBL once the ISSFHK season concludes. For the 2017-18 seasons the U10 coed division will be for those born on or after September 1<sup>st</sup>, 2007, the U12 division, born on or after September 1<sup>st</sup>, 2005 and or the U14 division, born on or after September 1<sup>st</sup>, 2003. Exceptions will be made on a case-by-case basis by the Executive Committee. There will be a 8-10 game regular season followed by a 2-3-week single elimination playoff rounds.

For the 2017-18 seasons the team registration fee is **HK\$6,500+\$1,500 Court Hire Deposit = Total \$8,000** payable to the Association. 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 U10 Coed Division and Girls tournament-style league, 2-3 matches will be scheduled per team for each scheduled Saturday during the season.

**Roster Size (Except for U10 D-League Division)**

Since the aim of this league is for players to play as much as possible the roster size will be limited to 12 players but on game day only 10 of these players may suit up in uniform. Once a roster surpasses 12 the league encourages the formation of 2 teams. Players are not allowed to play on 2 different teams in the same age group whether in the same division or not, except for borrowing or loaning purposes, (See Rule).



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### **Import Rule**

As a way to maintain a level playing field an import rule has been instituted. A great majority of players on a team must attend the same school with a limit of 2 players that attend different schools be allowed on this team. For School teams this rule will not affect them. Of course exceptions may be made with approval of the Executive Committee.

### **'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 less than 6 players from their own team to start. Loaned players can join only until half time. 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 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 50% of the regular season 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.

### **Rules on Zone Defense and Mercy Rule**

1. U14 Boys Division 2 & U14 Girls Division-No more 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 the Division 2 rule.

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



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3. All Divisions-Mercy Rule-If a team gains a 30 or more points advantage 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.

### Zone Defense

As there is general acceptance that the consistent use of zone defenses in the younger age groups adversely effects 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.

### **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. A defensive player guarding an offensive player that is outside the 3 point line can not have more than 1 foot in the key.**

**(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 quarter court.**

**Notes for site supervisor – In any judgement**

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



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**(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**

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 50% or more of the team's regular season games. 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.

**Parents Role(s) in the HKJBL**

Parents play a vital role in the success of the league and their son or daughter. We rely heavily on them to volunteer their time in many aspects of the game from being the coach to being the chaperone of a team. Other roles include assistant coach, referee, score keeper, scoreboard control and team manager. Without their involvement the league would not be able to function as effectively or efficiently as possible.

**Student Leaders Role in the HKJBL**

We are always on the look out to hire high school students to help in the league however we will try to limit their role to score bench duty.

**What is the Association's Respect program?**

**Respect** is The Basketball Association's direct response for a clear message from



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the grassroots game:

**We must improve standards of behaviour – on and off the court.**

Behaviour is a concern, both abuse and intimidation towards referees, and unacceptable behaviour by over-competitive parents towards young players. That's in addition to aggressive coaches and spectators on the sidelines. For example, parental behaviour is one of the main reasons why young players drop out of the game. Furthermore, as poor behaviour by coaches, parents and players towards referees means many officials are dropping out each season. Players and teams have told us they want a qualified referee for every game – well, let's look after them and that may just happen. **Respect** is aimed at helping us all to work together to change the negative attitudes and abusive behaviour from the stands and on the court. It's a long-term commitment, but if we all play our part, together we can really make a difference. And it's not just about basketball at your level. It's about basketball at every level.

**Why basketball needs 'Respect'**

**Respect** is a continuous, not a one-off initiative. Its goal is to create an enjoyable playing environment that allows people to play, officiate and watch basketball without being abused, mocked, insulted, jeered, physically assaulted, unnecessarily criticised or pushed too hard. Sound fair enough? So why does it happen week-in, week-out at matches all over the world? For lots of reasons – people get caught up in the emotion of a match and forget that:

- People react better to encouragement than criticism.
- Everyone's doing their best – whether a referee, coach, player or spectator.
- Children are not adults; their confidence can easily be destroyed by abusive comments and constant pressure from the sideline.

What's needed is everyone to take responsibility for their individual actions – verbal or physical – and abide by common-sense behaviour standards. Leagues are in a pivotal position to instill these standards.

**Want Further Information?**

<http://www.fiba.com>

**My role in Respect**

Respect affects the entire game, and needs your help, regardless of how you are involved in basketball.



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- Player
- Coach
- Referee
- Parents and Spectators
- Club and League Officials

### **Players**

Whether you're in the starting team or on the bench, your role as a player is crucial to the success of Respect. On game day, you'll be expected to work with your coaches & your captain to allow the referee to manage the game without being subjected to abuse, because without the referees, the game isn't the same. If you play in the HKJBL your team agrees to adopt the Respect program. You will be provided with Players, Coaches, Parents, and Spectator Codes of Conducts which everyone is required to abide by.

### **Coaches**

Coaches have a hugely important role to play in Respect, as they are not only responsible for their own behaviour, but they can also influence that of their players and spectators, too. On a match day, you'll be expected to work with your players, parents and other spectators to allow the referees to call the game without being subjected to abuse.

### **Referees**

The Respect program aims to allow Referees to officiate matches without being subjected to abuse by players, coaches or spectators - and the referees themselves have a key part to play in the process. Working in partnership with the clubs they officiate, referees can provide post-match feedback regarding the behaviour of players, parents, coaches & other spectators, to help the teams enforce their Codes of Conduct. Referees will also be trained and up-skilled each year to keep up-to-date on the rules changes in the game

### **Parents and Spectators**

Parents have a big responsibility as part of the Respect program. Respect is working to eradicate frontline abuse in basketball, and parents can play their part by periodically reviewing the Codes of Conducts and abiding by them throughout the season. Parents also have a responsibility for their children's behavior and should always encourage their children to adhere to the players' codes.

### **Club Officials**

The Respect program relies on clubs to take active steps to ensure high standards of conduct within their club. Clubs can communicate the importance of Respect to their members through meetings and bulletins. Club officials can sign up to and enforce Codes of Conduct for their players, coaches, parents and spectators, which will set



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the standard for behaviour throughout their club.

## **Player Code of Conduct**

The HKJBL believes in the following code of conduct. We believe that basketball belongs to its players and should always be to their enjoyment. We believe that all players as well as parents, guests and coaches must adhere to these standards of good sportsmanship. It is important everyone behaves themselves when playing basketball.

As a player, you have a big part to play. That's why The HKJBL is asking every player to follow a **Respect** Code of Conduct.

### **When playing basketball, I will:**

- Follow all rules of the game in text and in spirit
- Always do my best, even if we're losing or the other team is stronger
- Play fairly – I won't cheat, complain or waste time
- Be prepared to lose sometimes, be a fair winner and a gracious loser.
- Never be rude to my team-mates, the other team, the referee, spectators or my coach/team manager
- Do what the referee tells me, never argue with them.
- Shake hands with the other team and referees at the end of the game
- Listen to my coach/team manager and respect what he/she says
- Talk to someone I trust, for example my parents or the club officials if I'm unhappy about anything at my club or with the HKJBL.

**I understand that if I do not follow the code, action may be taken.**



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**Parent & Spectator Code of Conduct**

**We all have a responsibility to promote high standards of behaviour in the game.**

This club is supporting The HKJBL's Respect programme to ensure that basketball can be enjoyed by everyone in a safe and positive environment. Play your part and observe The HKJBL's Respect Code of Conduct for spectators and parents/caregivers at all times.

**I will:**

- Remain outside the court of play and behind the Designated Spectator Area (where provided)
- Never engage in, or tolerate, offensive, insulting or abusive language or behavior
- Always respect the referees' decisions
- Applaud effort and good play as well as success for my team and for the opposition.
- Encourage children to always play by the rules.

**In addition, when attending youth games I will:**

- Remember that children play for FUN
- Let the coaches do their job and not confuse the players by telling them what to do
- Encourage the players to respect the opposition and match officials
- Never criticise a player for making a mistake—mistakes are part of learning

**I understand that breaches of the code may result in action being taken by my Club and /or the HKJBL.**

**Coaches, Team Managers and Club Officials Code of Conduct**

**We all have a responsibility to promote high standards of behaviour in the game.**

This club is supporting The HKJBL's Respect programme to ensure that basketball can be enjoyed by everyone in a safe and positive environment. Play your part and observe The HKJBL's Respect Code of Conduct for Coaches, team managers and



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Club Officials at all times.

**I will:**

- Show respect to others involved in the game including match officials, opposition players, coaches, managers, officials and spectators
- Adhere to the Rules and Spirit of the Game
- Display and promote high standards of behaviour
- Always respect the match officials' decisions
- Never enter the court of play without the referee's permission
- Never engage in public criticism of the match officials
- Never engage in, or tolerate, offensive, insulting or abusive language or behaviour.
- Not address the opposing players, parents, or coaches in a negative manner whether verbally or otherwise

**When working with players, I will:**

- Place the well-being, safety and enjoyment of each player above everything, including winning
- Explain exactly what I expect of players and what they can expect from me
- Ensure the parents/carers of all players under the age of 18 understand these expectations
- Refrain from, and refuse to tolerate any form of bullying
- Develop mutual trust and respect with every player to build their self-esteem
- Encourage each player to accept responsibility for their own behaviour and performance
- Ensure all activities I organise are appropriate for the players' ability level, experience, age and maturity
- Co-operate fully with others in basketball (e.g. officials, doctors, physiotherapists, welfare officers) for each player's best interests

**I understand that breaches of the code may result in action being taken by my Club and /or the HKJBL.**

## **Hosting Responsibilities**

### **Before Matches or Tournaments**

- Contact the Venue provider / Club Contact by email to check the start and finish times.
- Check what assistance is required for set up (raising/lowering baskets, set up



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scoreboards, etc.).

- Email all Clubs to confirm the number of teams entering that week's event.
- Prepare a suitable match schedule and score sheet for each match.
- Email all Clubs with details of date, time, venue, and the schedule.

**On the Day**

- Arrive early and with assistants to help set up the court of play
- Ensure you have spare copies of the draw, rules & the HKJBL handbook available
- Remind all coaches that they, their players and spectators have agreed to the Codes of conduct and advise them that you have a copy on hand.
- Be the mediator for any disputes and compile and submit reports to the HKJBL on any incidents that occur at the matches or tournaments. As Host your decision is final and binding on the day and you even have the authority to 'send off' / ban coaches / team representatives if you feel their behaviour is not acceptable. You have a duty to file reports on any incidents that are reported to you, no matter how small. Remind everyone that any incidents should be reported to you and should not be dealt with directly between teams on the day.
- You are responsible for timing – designate a person to do this. Outline how timing will be done and how results should be given/recorded if necessary.
- Tip off and end on time – most venues have pressures on them with other events following.
- Run the award ceremony at the end when necessary.

**After the tournament**

- Make sure that the venue is left clean and tidy and that all baskets and scoreboards are removed from the court if required
- File any incident reports to the HKJBL

**Venues: Current Venues**

**HKIS Tai Tam Campus, 1 Red Hill Rd, Tai Tam**

**HKIS Repulse Bay Campus, 6 South Bay Close, Repulse Bay**

**CDNIS, 23 Nam Long Shan Rd, Aberdeen**

**ISF Academy, 1 Kong Sin Wan, Pokfulam**

**CIS, 1 Hau Yuen Path, Braemar Hill, North Point Mid-levels**



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### **Rules of Play**

#### **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 1<sup>st</sup> of that 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:** 20 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 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 5 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 5 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**



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All players & coaches are to abide by all the laws of the game as set out by FIBA in regards to the "Laws of the Game" 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.
- 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 Loss = 2 Loss = 1.

**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.



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**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 at or Under 12 as of September 1 <sup>st</sup> of that 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
Roster Size:	12 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 or 3 a-side due to court constraints.
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.
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. 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.
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 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



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**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 in regards to the "Laws of the Game" 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 Loss = 2 Loss = 1.

**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.



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**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 1 <sup>st</sup> of that 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:	12 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 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. 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.
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



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only be allowed to played in the first 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 in regards to the "Laws of the Game" except where modified below.

- All matches are to be controlled by a central time-keeper & Coaches are expected to have players on the court 1 min 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 Loss = 2, Loss = 1.

**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.



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

## **Disciplinary Guidelines & Procedures**

Each member club shall be responsible for the conduct of its officers, club members, managers, team officials, adult supervisors (coaches, trainers, etc.), players and spectators both on and off the court, in all matters. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejection, and suspension. Any other individuals who may be reasonably construed as being associated with a team, such as relatives and spectators, shall also be subject to the jurisdiction and authority of this League.

Each head coach at the court is responsible for his/her conduct and the conduct of his/her assistants, players, their parents and spectators. Each coach should instruct assistants, players, parents and spectators not to subject referees, opposing players and supporters of opposing teams to verbal abuse, threats or physical assaults. Misconduct by a coach, players, parents or spectators may result in the head coach receiving a technical foul. A second technical foul will result in disqualification from the match and possibly further disciplinary action, including suspension, against the club, the team, the coach and players. Referee abuse will not be tolerated.

No club official, club member, team manager, adult supervisor, non playing team members, or spectator may enter the court of play regardless of the circumstances, unless they have been given permission by the referee. If this is disregarded, they shall become subject to disciplinary actions by the League's Disciplinary Committee.

### **Monitoring The Rules and Regulations and other related matters**

The Advisory Committee of the League shall monitor and make recommendations concerning all matters relating to the Laws of the game, the League Rules and Regulations and other matters directly related to the actual running of the Tournaments and Leagues.

### **Violations of the Laws of the Game and these Rules and Regulations**

**Procedure:** All disputes and incidents occurring on the day of a League sponsored event must be directed to the Tournament or League Director for the day. The Tournament or League Director will also receive any disciplinary reports issued by the referees. All Incident and Referee Reports will then be recorded in the prescribed



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format and will be sent to the Chairman of the Committee for consideration within 5 days of the event in question. The Chairman may then convene a special Disciplinary Committee and this Disciplinary Committee shall have the right and authority to suspend or otherwise discipline any member club and/or its officers, members, managers, team officials, coaches, trainers, managers and players.

**Disciplinary Committee:** The Disciplinary Committee of the League shall manage all matters requiring arbitration which pertain to League sponsored competition(s). The Disciplinary Committee will administer game protests and behavioral incidents. At the direction of the League, the Disciplinary Committee will attend to any matter not specifically addressed in the By-Laws or these Rules. The Disciplinary Committee has the authority to suspend any player, coach, team, team official, club official, parent or other team and/or club supporter.

**Composition:** This will be the same exact make up as the Advisory Committee but it can be convened separately to hear disciplinary matters.

**Voting:** Each member of the Disciplinary Committee, including the Chairman, shall be entitled to one (1) vote. The Chairman may cast a vote the same as other members. A minimum of three (3) members, including the Chairman, is required to hear a case and render a decision. No member of the Disciplinary Committee shall participate at any other level of appeal or discipline. Decisions are final as that of the whole committee.

**Participants:** The Disciplinary Committee reserves the right to determine the participants and number of participants that may attend a Disciplinary Committee meeting. Member(s) of the Executive Committee may form part of the Disciplinary Committee unless one of its members is being disciplined at which point he/she will be removed from the disciplinary committee.

**Convening:** The Disciplinary Committee will convene at the discretion of the Chairman.

**Coach and Player to Appear at the Disciplinary Committee Hearing:** In the event that a coach or player is disqualified from the match, at the discretion of the Disciplinary Committee, the disqualified coach or player (and the coach of the player's team), will be notified by the Disciplinary Committee to appear in person at a Disciplinary Committee hearing of the case. The coach of the disqualified player must accompany the player to such a hearing. The Disciplinary Committee will notify the coach of the date, time and location of the hearing.



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**Protests and Disputes:** All questions relating to the interpretation of the rules or any dispute or protest whatever shall be referred to the Disciplinary Committee of the League. An incorrect ruling of a referee may be protested, but no judgment call by a referee may be the subject of a protest. A club, through its representative, may file a protest alleging a violation of League rules which does not involve a judgment call by a referee.

**Hearing:** The Disciplinary Committee may, at its discretion, ask for a response from the opposing team or club and may, in the discretion of the Chairman of the Disciplinary Committee, conduct a hearing. Hearings generally will not be held for disqualifications, unless the Chairman determines that the circumstances are unusual. Reasonable notice shall be given to involved parties and others invited to aid in the Committee's deliberations and/or to present relevant information, no later than three days prior to the scheduled meeting.

**Ejection:** Any player who is ejected shall leave the court of play immediately and will automatically be suspended for any subsequent matches to be played that day. Disqualification for serious misconduct or abuse of referees can, at the discretion of the Tournament Director, be banned from the entire tournament and can be asked to leave the venue immediately and could be subject to further disciplinary action. Any Coach, Club Official, parent or spectator who is ejected is automatically banned for the entire tournament and must leave the venue immediately and will be subject to further disciplinary action.

**Special Rules for Ejection to Coach:** Any coach being ejected will be suspended for a minimum of the remainder of the current tournament plus one further weekend. During the duration of this suspension, the ejected coach will not coach, assist or participate on the sideline of any other game until the suspension has been completed. A second ejection in the same season against the same coach will result in a suspension for the remainder of the season. The League reserves the right to impose additional penalties against the club or coach that will be determined by the Disciplinary Committee.

**Unsatisfactory Sporting Conduct:** To address the situation of unsatisfactory behavior on the part of a coach, player, parent or spectator of a particular team (specifically when the behavioral infraction or infractions have not drawn a disqualification but have been recurring, serious behavioral problems that are in need of remedy), the League has adopted the following procedure:

**Notice of Unacceptable Behavior:** The Disciplinary Committee may send any coach, player, parent or spectator a letter, in care of, or copied to, the Club Representative requesting that the club meet with and address this situation with this



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coach, player, parent or spectator. This will thereby put this person ON NOTICE, warning the person that his or her behavior will be monitored during the season and that the person needs to improve if he or she is to continue to be a registered coach, player of the League or be permitted to continue to attend in a spectator capacity.

**Appearance before the Disciplinary Committee:** Whether or not a letter has previously been sent to a coach, player, parent or spectator, if the League receives communications or other indications of serious unsporting behavior by a coach or his or her team (or the teams parents or spectators), the coach may be summoned before the League's Disciplinary Committee. The purpose of the Committee will be to personally address with the coach the positive behavior the League is expecting from coaches, players, parents or spectators. This will serve as the coach's FINAL WARNING. No suspension are to be issued from this meeting, unless the coach fails to attend.

**Language:** These rules are published in the English language only and if translations into Chinese are made they are to be considered unofficial. The League has the power to interpret the meaning of rules and to amend them during the season in the interest of better management of the League.

## **Suspension Guidelines**

The Disciplinary Committee shall act on all disciplinary matters and shall have discretionary powers in determining disciplinary action applied to team personnel and players. Game suspensions listed below are to be regarded as the minimum for the charged offenses. Depending on the findings of the Disciplinary Committee, penalties may be increased according to the gravity of the infringements. When sent off the court of play for infringement of the "laws of the game", players and substitutes shall be disciplined by further game suspensions as follows:-

### **Serious Foul Play**

Examples include, but are not limited to, intentionally fouling that may be interpreted as an attempt to injure an opponent.

All Age Groups: Suspend for a minimum of one (1) game or one tournament game.

Other Examples include, but are not limited to, physical contact to the opponent from behind or in a dangerous or violent manner.

All Age Groups: Suspend for a minimum of one (1) game of one tournament game.



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**Violent Conduct**

Examples include, but are not limited to, spitting, or other unseemly act, on or at any other person; striking or attempting to strike another player, team official or spectator or unlawfully entering the court of play during an altercation.

All Age Groups: Suspend for a minimum of two (2) games or one tournament.

**Foul and Abusive Language**

Examples include, but are not limited to, words uttered in frustration and, in the referee's opinion, loud enough to be heard outside the court of play.

All Age Groups: Suspend for a minimum of one (1) game or one tournament game.

Other Examples include, but are not limited to, words or actions directed towards any person

All Age Groups: Suspend for a minimum of one (1) game or one tournament game.

**Abuse of Referee**

Examples include, but are not limited to, verbal abuse, obscene gestures or any attempt, whether successful or not at physical contact with the referee.

All Age Groups: Suspend for a minimum of two (2) games or one tournament and review by Disciplinary Committee before player is allowed to play again.

**Second Cautionable Offence**

Second technical or unsportsmanlike foul issued in the same game.

All Age Groups: Suspension for a minimum of one (1) game.

In specific situations, the Disciplinary Committee may place an individual on probation, in addition to the suspension, for a period of time. The probationary period is to be served immediately following the suspension period and is intended to monitor an individual's degree of reformation. Should an individual on probation be sent off the court of play during the probationary period, the original suspension and probation shall be re-applied and no appeal will be heard.



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**Team Registration Form**

**2017-18 School Year**

**Season 1 Oct 2017-Feb 2018\_\_\_\_\_**

**Season 2 Feb-Jun 2018\_\_\_\_\_**

**SCHOOL OR CLUB NAME:\_\_\_\_\_**

**ADDRESS:\_\_\_\_\_**

\_\_\_\_\_

**CONTACT PERSON:\_\_\_\_\_**

**E-MAIL:\_\_\_\_\_**

**TEL: \_\_\_\_\_ FAX:\_\_\_\_\_**

**COST: \$6,500/team + \$1,500 Court Hire Deposit = Total  
\$8,000/team**

**Under 10 Coed  
(Born on or after Sep 1<sup>st</sup>,  
2007):  
\_\_\_\_\_ Team(s)  
Season 1\_\_\_ Season 2\_\_\_\_\_**

**Under 12 Boys  
(Born on or after Sep 1<sup>st</sup>,  
2005):  
\_\_\_\_\_ Team(s)  
Div 1\_\_\_ or Div 2\_\_\_  
Season 1\_\_\_ Season 2\_\_\_**

**Under 14 Boys  
(Born on Sep 1<sup>st</sup>, 2003 or after)  
\_\_\_\_\_ Team(s)  
Div 1\_\_\_\_\_ Div 2\_\_\_\_\_  
Season 1\_\_\_\_\_ Season 2\_\_\_\_\_**



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**Under 12 Girls**  
**(Born on Sep 1<sup>st</sup>, 2005 or after)**  
\_\_\_\_\_ Team(s)

Season 2\_\_\_\_

**Under 14 Girls**  
**(Born on Sep 1<sup>st</sup>, 2003 or after)**  
\_\_\_\_\_ Team(s)

Season 2\_\_\_\_

**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**

**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:**\_\_\_\_\_