



## BEALEY'S ALEHOUSE MIDWEEK COMPETITION

### Wednesday, 12 Sep 2018 – Finals Night

Date/Time	Cowles 1	Cowles 2	Lions Two
7:00 PM	<b>MW Women Final</b> Pioneer Pumas vs CYA MW Women	<b>MW Men 3 vs 5</b> Checkers White vs Raiders MW Men	<b>MW Men 5th</b> UC vs Celebration Lions
8:00 PM	<b>MW Men Final</b> University MW Men vs Atami MW Men	<b>MW Women 3rd</b> Checkers Blackhawks vs Pioneer Blue	<b>MW Women 5th</b> Halswell MW Women vs Royals MW Women
<b>Bye Teams:</b> UC Women, Wolves Men			

### 2018 Midweek Prizegiving

Immediately after the conclusion of the Men's Final (**expected to be 9pm**) we will be having a quick prize-giving function **upstairs in the softball center** (i.e. above our office). Food and drinks will be provided for all teams.

The following players have been voted as First Team Prize Recipients by their opponents, and will be presented with their prize there (as well as the competition MVP being named). Recipients must be present to receive their prize (unless a suitable arrangement has been organized with James). The two 2018 championship teams will also be recognized.

Midweek Women	Midweek Men
<b>Jo Casey – Pioneer Pumas</b> Connie Dick – Pioneer Pumas Carmel Gunn – CYA Kim Jarvis – Pioneer Pumas Jaclyn Parker – Pioneer Blue	David Baird – University Terry Brunel – Checkers White Jesse Burgess – Atami <b>Paul Isitt – Checkers White</b> Saleem Richards - Wolverines

# Canterbury Basketball Association Incorporated

## Bealey's Alehouse Midweek Competition Rules 2018

### Wednesday Nights at Cowles stadium and Celebration Lions

**Mouth Guards:** It is highly recommended to wear these. It is compulsory for players 18 or younger to wear a mouth-guard.

**Game Times:** Games must start on time, the clock will be started on time, despite team's readiness. **Two Halves - each 26 minutes running clock** with the last three minutes of the second half stop clock. If a team is leading by 20 points or more **DO NOT stop the clock except in the last 30 seconds.**

**Shot Clock:** If an error is made, press reset three times when game clock is stopped to adjust. Remember :14 reset rule: if shooting side regains possession after hitting the ring then shot clock is re-set to 14 seconds (still 24 if the opposing team gains control).

**Game Clocks:** are to be re-set after each game and half time. To start any game, turn clock off and push reset. Go up to 40 mins (60m Ct 1 Cowles) and use adjust button to bring time down to **26 minutes.** Turn on the clock, especially if the teams are slow getting onto the court.

**Warm-up:** Three minute warm-up and two minute half-time breaks. Reduce if behind time.

**Timeouts:** One 40 sec TO per team, per half (Clock runs) but NONE in last three minutes of a game.

**Team Fouls:** Shots apply after **SEVEN** (i.e. on the eighth) team fouls unless it's a team-control foul. Substitutions can now be made on any whistle by either/both teams.

**Drawn games:** One extra period of TWO minutes STOP clock (Immediate start). If still tied, game continues till next team scores – Golden point rule. **Extended to Three minutes in Grand Finals.**

**Player Registration: All players must be registered with via Glory League by team administrators** or CBA office 48 hours before they play and **cannot be registered on the night.** Registered players can be added to Glory League scoring tablet before games starts if they are eligible to play and to verify player list.

**Glory League & Tablets.** All games will be scored on a Tablet, and a video of each game recorded.

**Technical fouls:** Two in one game and player is DQ'd from game. Five TF's in one season and player is stood down for one game and again another week after two more DQ's

**Undershirts** are allowed in MW competition but **MUST** be the same colour of their teams tops.

**Match Ball:** Referees please return CBA Match Ball to Floor Controller, or next game official.

**Referees:** PLEASE ADVISE appointments officer (Bruce Martin) any dates that you are NOT available to officiate. If you are unable to do your game advise Bruce immediately. Confirm your appointment **each week unless bolded.**

**Notified Defaults:** If a team advises the Competitions Administrator 72 hours prior to game then the game is a '**Notified Default**', **the score recorded as 20-0 and one competition point is awarded.**

**Forfeits:** If a team does not show or have five players ready to play within FIVE minutes of game time the game will be **lost by forfeit, the result will be 20-0 to the opposition and NO competition points** will be awarded. A forfeit is also the result of a team refusing to play when instructed by the referee or walks off the court. See FIBA Art 20. Forfeits will incur a fine.

**Game lost by Default:** is where a team is reduced to fewer than two players. If opposition is leading, the score stands but if the defaulting team is leading then the opposition wins 2-0 but the defaulting team receives one competition point. See FIBA Art 20. No fine is incurred