

PIONEER BASKETBALL CLUB



All games will consist of two 14 minute halves, with 1 minute for half time. Teams must be ready to start playing as soon as the previous game has finished. The clock does not stop.

Ball size: Yr 5/6 and Girls grades use a size 5 ball, Yr 7/8 use a size 6 ball.

Mouthguards are compulsory for all players and grades. No mouthguard, no game.

Teams are to provide scorers for their own game.

Team benches are provided for players and coaches. Parents and supporters must be at the baseline of the courts unless they are doing scorebench. Players must be seated on the team bench when not playing.

No jewellery or watches are to be worn. Long hair is to be tied back and nails should be short.

If players do not have numbered tops, it is their responsibility to give their name to the scorer should they be called for a foul.

Number of fouls: Maximum of 4 per player, on the 5th foul you will be fouled out of the game (all grades). Team fouls are not recorded in all grades. Fouls will be called at all times when a player is being disadvantaged.

No screens are allowed in our Primary Winter Competition. Referees will call a screen violation if a player attempts to set a screen. The opposition will receive the ball on the side-line.

Substitutions: Players can be substituted on any inbounds pass or after a made basket, except for Year 7/8 A Grade (inbounds pass only). Please inform the referees. No Subs in the Last 2 Minutes of the game

Free Throws: There are no free throws for all grades. On a shooting foul, the team shall receive an automatic two points (3 if the shot goes in) and the ball goes to the defending team.

Discretionary Calls: The following rules will be applied with discretion by the ref: 3 seconds, back over half, 5 seconds, travel, double dribble.

Time Outs: One (30 sec) time out per team per half. No timeouts or substitutions (unless for injury) to be taken in the last 2 minutes of the game in all grades. (Clock still runs)

Defensive retreat rule shall apply to all grades except Yr 7/8 Competitive Grade. See sheet.

As a general rule, players may play with one team only. When an extra player is required to help make up numbers, they can only play at the same or a higher level and the coach must let the floor controller know, as well as the coach of the opposing team.

If a team has 4 or less players at the beginning of a game, they have 10 minutes to field a 5th player. After 10 minutes, if the team still has 4 players then they default the result and the game continues as a friendly

In line with our current club policy to encourage more girls into the sport, we have introduced an automatic dispensation for girls wishing to play in a competitive team on a Friday as well as a girls team on the same day.

Defensive Retreat Rule

The Defensive Retreat Rule is a special rule for most grades in junior basketball for all Pioneer Basketball Club Competitions.

The main objective is to assist with the development of skills and the transition of the game from one end to the other.

The Defensive Retreat rule is adopted for junior basketball grades with inexperienced players in them.

Players will retreat to halfway and wait until the ball is touched in-court by the opposition when the following occurs:

- **Their own team scores a basket:**
 - This enables the opposition to get the ball and inbound it to begin advancing without pressure.
- **Their own team loses possession in the attacking half:**
 - This helps to teach the players that they need to get back and defend their own end.
 - Eliminates a lot of **fouling** and **tie-ball** situations.
 - Helps players learn to **guard their own player** rather than chase the ball, by giving them space to find the correct player.
- **If their team has fouled in the offensive end** they must retreat back to halfway and wait until the ball is touched in-court by the opposition.
 - This allows the referee to signal the bench and restart the game without the ball being pressured straight away.
 - Gives the opposition time to get organized.

The **development of skills is the main focus** in junior basketball and with less immediate pressure being applied, players can gain confidence and learn to play both ends of the court.

If a team is ahead by more than 20 points in a game then the defensive retreat is then to the baseline.

Screen Violation Rule

The Screen Violation Rule is being implemented in 2026 across all Pioneer Basketball Club Primary and Intermediate competitions.

The Screen Violation Rule prohibits any player in Year 8 and below from setting an on or off ball screen. This includes PWC, Pacers and Miniball.

Referees will call a Screen Violation if a player attempts to set a screen. The opposition team will get the ball on the side-line.

The main objective is to assist with the development of core skills and keep players safe when playing. It has been created to keep our programs in line with BBNZ standards and to keep our competitions age and stage appropriate.

- **Health and Safety:**

An incorrectly set screen can be dangerous for both the defender and screen setter. Especially when a screen is set on a player who does not have knowledge of screens and how to defend a screen.

- **Skill Progression:**

The use of screens is a very complicated set of skills. A high level of maturity and game knowledge is required. Before screens can be used, players should have a complex knowledge of court spacing, efficient cutting and passing.

The **development of skills is the main focus** in junior basketball. If players are not taught the fundamentals of basketball at this age and have a focus on advanced skills such as screens then they are disadvantaged as they age.

Primary and intermediate competitions are also officiated by junior referees who are still developing their own skills. We do not expect junior referees to understand what a legal and safe screen is at this level. Therefore, they are unable to keep a game safe for players.

Our referees will be educated around what a screen looks like and how to identify if a player is setting one so that they can call violations.

Substitution Rule

The Substitution Rule is being implemented as a means to help players get as much game time as possible in our Pioneer Basketball Club Primary and Intermediate competitions.

The Substitution Rule allows coaches to sub their players into the game on an inbound pass, where the referee has the ball, or after a made basket by either team.

Referees will call for subs at the next available opportunity, after coaches ask referees for subs.

No Substitution is to be made in the **last two minutes** of the game in all grades. Unless there is a 20 point deficit.

If the game is close, we DONT want a team to strategically substitute in the last 2 minutes to delay time.

The main objective is to help players get the most amount of game time as possible, allowing them to develop their core skills without waiting for the next opportunity in the game to do so. Therefore we have changed the Substitution Rule to allow teams to sub their players in after a made basket.

The **development of skills is the main focus** in junior basketball. If players are not given equal opportunity to develop their skills on the court and play an equal amount of court time, they are disadvantaged.

Primary and intermediate competitions are also officiated by junior referees who are still developing their own skills. Therefore coaches need to notify the referees when they intend to sub their players, so they know beforehand and can keep the game flowing.

Shooting Fouls and Free Throws

All Grade's on All Days

No free throws are to be shot. When a player is fouled in shooting motion, the player will automatically be allowed the 2 points for their team. If the player missed the shot it will count as 2 points, and if the player made the shot it will then count as 2 for the shot and an extra 1 point for the foul (3 points total)

With limited time on the clock, free throw shots can take up a good percentage of time during the game. To maximize playing time for players we are going to trial a new system for free throws.

The new rules will also discourage fouling as the offensive team is automatically awarded points for each Shooting foul.



PIONEER BASKETBALL CLUB CODE OF CONDUCT



The Pioneer Basketball Club code of conduct applies to all members of our community. The code of conduct is a reflection of Pioneers values and is a condition of participation for all.

PLAYER CODE OF CONDUCT

- Play by the rules
- Play in the spirit of sportsmanship, accepting referee decisions with grace
- Cooperate fully with your coach and teammates
- Treat teammates and opponents with respect. Without them you wouldn't have a game
- Work equally hard for yourself and your team.
- Be humble in victory and gracious in defeat - be prepared to lose sometimes
- Thank the opposing team and officials after each game

COACH CODE OF CONDUCT

- Remember that children participate for pleasure, winning is only part of the fun
- Treat all players with dignity and respect
- Teach your players to follow the rules and respect opponents and officials. Lead by example
- Give every player an equal opportunity to develop their game
- Accept refereeing decisions with good grace
- Thank the opposing coach and officials after each game

PARENT CODE OF CONDUCT

- Cheer for your child's team
- Allow the coach to do their job - support without interfering
- Be in control of your emotions at all times during a game
- Positive comments only to coaches, players and officials
- Show interest, enthusiasm and support for your child
- Allow your child the space to play the game- save constructive feedback for later
- Thank coaches, officials and other volunteers when they do a good job

Date:	12/5/26	TEAM A SITS ON THE LEFT
Court:	Court 2	TEAM B SITS ON THE RIGHT
Time:	4:30pm	

Team A	Pioneer Pacers	RUNNING SCORE
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P	Name of Player	#	FOULS				Team A		Team B	
			1	2	3	4	1	30	1	30
	Player 1	3	X	X	X	X	1	30	1	30
	Player 2	8					2	31	2	31
	Player 3	0					3	32	3	32
	Player 4	12	X				4	33	4	33
	Player 5	6					5	34	5	34
	Player 6	25					6	35	6	35
							7	36	7	36
							8	37	8	37
							9	38	9	38
							10	39	10	39
							11	40	11	40
							12	41	12	41
							13	42	13	42
Coach	Alice Clarkson						14	43	14	43
							15	44	15	44

Team B	Pioneer Pelicans	
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P	Name of Player	#	FOULS				Team A		Team B	
			1	2	3	4	16	45	16	45
	Player 1	3	X	X	X		16	46	16	46
	Player 2	8					17	47	17	47
	Player 3	0	X	X	X		18	48	18	48
	Player 4	12	X	X	X		19	49	19	49
	Player 5	6					20	50	20	50
	Player 6	25					21	51	21	51
							22	52	22	52
							23	53	23	53
							24	54	24	54
							25	55	25	55
							26	56	26	56
							27	57	27	57
							28	58	28	58
							29		29	

Coach	Ollie Wilkinson	Final Score:	Team A	17	Team B	20
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SCORES						Winning Team:	Pioneer Pelicans			
	1st Half	A	8	B	6	Referee 1:	Referee 2:			
	2nd Half	A	9	B	14					
	Extra Period 1	A		B						



31 Tankerville Road, Hillmorton

- **Old Gym**, to left of the Main office, Called the “DANCE” hall in their maps
- **New Gym**, to the right of their Main Office

We are very privileged to have use of the Hillmorton Gyms.

- *Please respect their facilities*
- *No dirty shoes, work boots or high heels*
- *No food, or any drinks other than a plastic water bottle*

Please note: Best parking is the Tankerville Rd entrance, please be mindful of local residents and do not block driveways when parking

Additional Info

- **Draws will be sent out to school contact the day after they play. For example:
Wednesday draw will be sent out on Thursday**
- **Draws will also be posted on the website at the same time.**
- **If I need to alter the draw I will always let the schools effected know and the updated draw will always be on the website**

- **Referee's are HUMAN, they are beginners and are trying to learn, we give them a platform to learn and improve, if you have any problems, come and see me, NEVER approach a referee yourself.**
- **Supporters must be positive, not just yelling, please "support" dont coach if you are not the coach.**

- **Each week I will be looking at pools myself to adjust and put teams with teams of similar ability I can. I have 115 teams over the week I need to look at and dont always get around to every team, so please if you think you should be in a higher pool or lower pool please let me know!**

- **Please have all supporters on the baseline, Team benches are for the teams and coaches, We dont want anyone on the sidelines of the courts as this also causes distractions to our referees and players**

- **Mouthguards are Compulsory! If you do not have a mouthguard you will not be allowed to play. Must have sports shoes, NO CROCS ALLOWED. No Jewellery or watches are to be worn.**