THE SWISH LEAGUE

OFFICIAL COMPETITION HANDBOOK

U13 League (Years 5–7)

Version 1.0 - Written August 2026

Contents

1. Welcome
2. League Philosophy
3. League Information
4. Team Eligibility
5. Player Eligibility
6. League fees
7. Competition Format
8. Match Rules
9. Ladder & Finals
10. Uniform Requirements
11. Mandatory Safety Equipment
12. Codes of Conduct
13. Referee Policy
14. Injuries & First Aid
15. Discipline & Tribunal
16. Venue Rules
17. Photography & Social Media
18. Complaints Procedure
19. Contact Information

Welcome

Welcome to The Swish League.

We are committed to providing an exciting, safe and positive basketball competition where young athletes can develop their skills, build confidence and enjoy the game.

The Swish League places player development, respect and enjoyment ahead of winning.

Every player, coach, referee and spectator contributes to creating a positive basketball community.

Our Values

Respect
Respect teammates, opponents, officials and the game.

Effort
Give your best every drill, every training, every game.

Growth
Every mistake is an opportunity to improve, we do not lose, we learn.

Sportsmanship
Win with humility. Lose with dignity.

Community
Support each other on and off the court. It is more than a game.

Team Eligibility

- Teams must register before the competition deadline.
- Teams may carry up to 10 players.
- A minimum of four players is required to start a game.
- Teams arriving more than 10 minutes late may forfeit the match.

Player Eligibility

This competition is open to players in:

• Year 5
• Year 6
• Year 7

Advanced players in year 4 may be considered to participate as per Coach discretion.

Fees

A registration fee of $100 is to be paid to **Swish Factory** per player **before** the player is able to attend games. This fee covers administration, court hire fees, and referees.

This fee is non-refundable.

Any other fees paid outside of this $100, including coaching fees, are not associated with this League held at Swish Factory.

Competition Format

• Round Robin season consisting of 6 teams - each team will play every team twice in round robin followed by semi-finals and finals, teams out of the top 4 will play for placing
• Ladder points awarded each week
• Semi Finals (if applicable)
• Grand Final

Ladder Points

Win — 3 points

Draw — 2 points

Loss — 1 point

Forfeit — 0 points

Match Rules

Games consist of:

- Four 8-minute quarters
- Running clock
- Two-minute quarter breaks
- Five-minute halftime

The final two minutes of each quarter will be stop-clock.

Overtime consists of a 3 minute period.

Playing Time

The Swish League strongly encourages coaches to provide meaningful playing opportunities for every athlete, and prioritises development as well as competitiveness. Every player will get playing time each game. There will, however, be some instances where stronger players may have more time on the court than others at the coach's discretion.

Player placement is at the discretion of the individual coach of each team, and any concerns should be raised to the relevant coach.

Uniform Requirements

Each player must wear:

- Matching team singlet
- Matching shorts where possible
- Basketball shoes suitable for indoor courts

No jewellery is permitted during games.

Hair longer than shoulder length should be securely tied back.

Mandatory Safety Equipment

Mouthguards

The wearing of a properly fitted mouthguard is COMPULSORY for every player during all Swish League games.

Players who are not wearing a mouthguard will **not be permitted to take the court** until an approved mouthguard is worn.

The Swish League strongly recommends custom-fitted mouthguards supplied by a dental professional; however, commercially available boil-and-bite mouthguards are acceptable provided they fit correctly.

This rule is in place to reduce the risk of dental and facial injuries and applies to all players without exception.

Players are responsible for bringing their own mouthguard to every game.

Coaches Code of Conduct

Coaches will:

- Promote respect and provide a safe training and playing environment
- Encourage all players
- Demonstrate positive behaviour
- Respect referee decisions
- Place player development first and foremost

Players Code of Conduct

Players agree to:

- Play fairly and play to win
- Respect officials
- Respect teammates
- Respect opponents
- Encourage others
- Accept referee decisions
- Shake hands after each game
- Display good sportsmanship

Parent & Spectator Code of Conduct

Parents and spectators must:

- Encourage all players
- Respect referees
- Avoid coaching from the sideline
- Display positive behaviour
- Refrain from abusive language
- Support the values of The Swish League

Any spectator behaving in an abusive or threatening manner may be asked to leave the venue.

Referees

Referees deserve respect at all times.

Abuse directed towards officials will not be tolerated.

League Management may issue warnings, technical fouls, suspensions or venue bans where/if appropriate.

Injuries & First Aid

If an injury occurs:

- Play will stop when appropriate.
- Basic first aid will be provided where available.
- Parents or guardians remain responsible for all medical decisions.

If a child is left unattended during a game and they are injured, it is the responsibility of their team's coach to inform their parents, as soon as it is possible. Playmaker and Swish Factory accept no responsibility for injuries sustained during participation beyond its legal obligations.

Discipline

League Management reserves the right to investigate incidents involving:

- Unsportsmanlike behaviour
- Dangerous play
- Abuse of officials
- Abuse of players
- Abuse of spectators
- Property damage

Possible penalties include:

- Warning
- Suspension
- Match forfeiture
- Removal from the competition

League Management decisions are final. Refunds will not be provided.

Venue Rules

Please help us care for our facilities.

• No food on the playing court.
• Place rubbish in bins.
• Respect venue staff.
• Follow emergency procedures if required.
• Children not playing must remain supervised.

Families and friends of players are permitted entry to Swish for the sole purpose of watching and supporting the players participating in the League. Please do not use any of the venue's facilities or equipment if not explicitly permitted to do so.

Photography & Social Media

The Swish Factory and Playmaker Academy may photograph or record games for promotional and coaching purposes.

Parents wishing to opt out should notify League Management in writing before the season begins by emailing hayley@playmaker.co.nz and marco@theswishfactory.com.

Participants are expected to use social media respectfully.

Bullying, harassment or offensive online behaviour may result in disciplinary action.

Complaints Procedure

Concerns should first be raised respectfully with League Management.

Playmaker and Swish Factory are two separate companies, with responsibilities unique from each other.

Playmaker and/or Swish Factory are not responsible for the behaviour of people or players participating in the league, however, both do not tolerate unsportsmanlike or abusive behaviour in any form. We will do everything within our power to avoid and prevent this.

Complaints regarding referees, coaches or participants must be submitted in writing within 48 hours of the incident, and will be investigated thoroughly. Please email all complaints to marco@theswishfactory.com

Abusive or anonymous complaints will not be considered.

Final Message

Basketball is at its best when everyone contributes to a positive environment.

Thank you for helping us make The Swish League a competition where young athletes can grow, compete and love the game. We look forward to seeing the players shine on the court and create long-lasting memories for all involved.