



# **Werribee Basketball Association Inc.**

**ABN 13 743 366 751**

**AIN A0003434N**

## **Rules and By Laws**

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# **RULES AND BY LAWS OF PROGRAMS**

## **PREFACE**

With the issue of these Rules and By-Laws, all previous and prior Rules and By-Laws previously known as “Rules and Regulations for Programs” are revoked.

Detailed herein are the Rules and By-Laws for the:-

- Programs of the WBA;,
  - Domestic Program
  - Domestic & Senior Representative Programs and;
  - Governance structure of the WBA

These rules shall be followed at all times and can only be revised by the WBA Executive.

## **DOMESTIC PROGRAM**

### **1.0 RULES**

The rules of Basketball as issued by FIBA and Basketball Australia from time to time shall be followed in all programs managed by the WBA. The only exceptions to this will be as noted in the By-Laws of the Association.

Any perspective not covered by these By-Laws shall be ruled at the discretion of the Executive Committee of the Werribee Basketball Association (WBA) hereinafter referred to as “the Executive”.

In addition, any dispute or interpretation arising in relation to the By-Laws will be ruled by the Executive. The Executive's decision shall be final and binding and no appeal is allowed once such a ruling is made.

“Centre Management” are the managers of the Werribee Sports and Fitness Centre.

“The Registrar” is the person appointed by Centre Management to manage the basketball competitions.

### **2.0 FEES**

- a. The Executive shall determine seasonal registration fees per team.
- b. Centre Management shall determine Team Playing Fees in consultation with the Executive. The fee is payable to Centre Management prior to the playing of each round match, or in the case where an arrangement has been made with the Centre Management, this fee shall be paid as invoiced (e.g. Junior Domestic Clubs).
  - i. This is a responsibility of Centre Management who seeks endorsement from WSCL.
- c. Centre Management shall determine a team bond.
  - i. The fee is payable to Centre Management once only, when a team enters the competition. It is refundable when a team leaves the competition at the conclusion of the first season, minus any fees the team may have incurred.
  - ii. Should a team leave the competition mid-season, they will forfeit their bond.

### 3.0 REGISTRATIONS

Team Registrations will open a minimum of six (6) weeks prior to the commencement of the season. Team Registration will close at the latest two (2) weeks prior to the commencement of the season (unless capacity is reached before hand).

Clubs will be required to nominate the number of teams during the registration period. Once the registration period is closed, clubs are required to populate player information.

Team names must be in the spirit of basketball and in good taste. Any names deemed inappropriate and therefore unacceptable, will be changed in consultation with the team delegate.

- a. Players wishing to be registered may do so prior to playing by signing the reverse side of the score sheet stating which team they are playing for and giving their full name, address, contact telephone number and in the case of Junior Registrations, their date of birth.
  - i. Junior Players and Myths and Legends Players must provide a copy of proof of age to the Registrar prior to playing their second game. Ideally, these should be submitted with the registration form.
- b. Any Senior team, which withdraws from any grade of the WBA before or during a season, cannot:
  - i. field more than three (3) Players in any other team registered with the WBA in that current season: Infringement penalty see 12(c)
  - ii. form a new team in a lower grade containing more than three (3) Players from the withdrawn team: Infringement penalty see 12(c)

**NOTE:** that the restrictions at 3(c) apply for the period of one (1) full season after the conclusion of the current season: Infringement penalty see 12(c).

- c. If a team gives three (3) walkovers in a season it will be exempted from playing finals for that season and if a team gives four (4) walkovers in one season it will be immediately removed from the competition. The competition managers will monitor walkover numbers and Clubs/Teams will be notified when two (2) walkovers have been registered and a warning of the penalty for further walkovers will be issued. The Domestic Committee may grant an exemption to this rule under extraordinary circumstances, requests for exemption must be made in writing to the Domestic Committee.
- d. Teams entering late into the season, or changing divisions during a season, will not be awarded premiership points for the games they have missed in the division they are placed into.

### 4.0 JUNIOR DOMESTIC COMPETITION

A Club must consist of two (2) or more teams. Clubs must provide a list of officer bearers and contact details no later than February 1st or within four (4) weeks of the Clubs AGM each year

- i. Clubs wishing to enter the WBA must apply in writing to the Executive Committee; detailing the following information;
  - Officer Bearers
  - Club Contact Details
  - Number of teams (names, age groups and genders)
  - Uniform Description (provide an example)

Teams wishing to enter the competition must conform to rule three (3), with the exception of provision of Office Bearers. Teams shall provide contact details for the Team Manager.

## 5.0 GRADING

- a. Teams are required to nominate their desired grade on the official registration form, however, the Registrar and the Chairperson of the Domestic Committee, reserve the right to review and change designated grading at their discretion. Teams are bound by this decision.
- b. Teams may appeal against the decision to the Domestic Committee in writing. The Domestic Committee will determine each appeal on its individual merit. The Domestic Committee's decision is final.

## 6.0 PLAYER & GAME QUALIFICATIONS

- a. All Junior Players are to be under the age requirement as of the 31st December in the calendar year in which the playing season commenced.
- b. Where a Club has more than one (1) team in a division or grade, Players cannot MOVE from their chosen team without a transfer upon the completion of the third (3rd) fixture round. Infringement Penalty see 12(a).
- c. If a team has knowledge of a future game, where they may require Players to 'fill in', the team must notify the Junior Domestic Committee (in writing) a minimum of three (3) days prior to the game of the name of the Players required.
- d. A Junior player may play more than one (1) game on a particular night or day providing it is in a higher age group and with the same club. Infringement Penalty 12(c).
- e. No Junior Players are allowed to play in more than one (1) game in a particular age group per round (Bye games are counted as a game for this purpose). The Domestic Committee may grant an exemption to this rule under clause 6.0 (c). Infringement penalty 12 (c).
- f. A Junior Player can only be registered to one Club or Independent Team. The Domestic Committee may grant an exemption to this rule at their discretion. Infringement Penalty 12(c).
- g. Junior Players who "Fill-in" for teams in a higher age group can play a maximum of two (2) games (not in the same round) for a team in each Division of that higher age group without penalty, once three (3) games are played for a team in any division the player is deemed a member of that team and cannot "fill-in" for any other team in that age group for the remainder of the season, (Rule 7(k) "Rep Rule" still applies).

## 7.0 TRANSFERS AND CLEARANCES

- a. A clearance is required for any player who wishes to transfer between clubs / teams registered in WBA Competitions. A clearance is not deemed to be accepted until endorsed by the Registrar. Clearances will not be granted after the conclusion of Round 4 in any season.
- b. A clearance is not required for any player transferring between teams belonging to the same club provided that the transfer is in accordance with the rules 6(b), 6(c) and 6(d).
- c. All clearances shall be processed by the club/team within seven (7) days of the application for clearance.. Clearances shall only be carried out via the online form and shall be authorised by the appropriate club official. A clearance will be automatically confirmed, providing there are no outstanding obligations to the previous team / club, after seven (7) days and shall be presented at the next Domestic Committee meeting for ratification.
- d. Should a club find a clearance has been granted in error, they may lodge a dispute to the Domestic Committee. The player will be allowed to play for the club they have transferred to (without penalty) whilst this dispute is heard.
- e. A parent or guardian of the player (up to and including under 16's) must initialise the application for clearance before the Registrar will consider it.

- f. If a player is cleared to another club / team, the player must qualify for finals in accordance with 8(a).
- g. In the case of a disputed clearance, the player has the right to lodge a written appeal to the Domestic Committee stating the grounds of appeal.
- h. Playing an uncleared player. Infringement penalty see 12(a).
- i. A clearance will be granted if a player stands down from the Relevant Domestic competition for one year (two seasons) and provided, in the opinion of the Domestic Committee, there is no outstanding financial obligations or other sufficient reasons for continued refusal.
- j. A player may play in only one team per season (per competition or age group) unless cleared to another team in accordance with 7(a):- Infringement penalty see 12(a).
- k. Junior Players shall not drop from a higher grade to a lower grade or between teams in the same age group, once the grading rounds have ended unless they seek and receive the permission of the Registrar and Chairperson of the Domestic Committee. This information is to be presented at the subsequent Domestic Committee meeting for ratification. Infringement Penalty: 12(c).

Junior Representative Players (RP) cannot be cleared or transferred to a team that consist of four (4) or more RP's (unless these RP's have naturally evolved from within the club) regardless of age group. If a RP is cleared to a Club, this player will be 'tagged' and ineligible to play for any team with 4 or more RP's for a period of two (2) years from the date of approval of the clearance / transfer. In extenuating circumstances an application for exemption may be made to the Domestic Committee. **DEFINITIONS:**

1. A Representative Player (RP) is "any player who currently plays or has played in any; BV or BVCC; league or competition (i.e. Victorian Junior Basketball League (VJBL) within the previous 12 months."
  2. Naturally evolved is a "player who commenced playing domestic basketball at this club (regardless if they are a RP) or a player who has transferred into the club and played for a minimum of two (2) years".
  3. The Under 18/20 Men's Division 1, Young Women's Division 1, & Under 16 Girls Division 1 are exempt to the above rule.
- l. In any one season, a player registered in a team in one grade becomes ineligible to play in that grade after playing more than three (3) games for a team or teams in a higher grade: Infringement penalty see 12(c).
  - m. Development Teams
    - i. Werribee representative squad teams may be accepted into the competition as a development team if permitted by the Domestic Committee. In this instance, Players may be allowed to play for more than 1 team in a competition, which would override offending rules and regulations.
    - ii. Players must be nominated prior to the commencement of each season and once nominated must remain fixed for the duration of the season. The Coach may apply for an exception to this rule to the Domestic Committee.
    - iii. Players must still participate each week with their regular domestic team.
    - iv. When scheduled games clash between a player's domestic team and development team, the player must play for their domestic team.
    - v. A Development Team is not eligible to play finals.
  - n. Players will not be permitted to obtain clearances to move between clubs after Round 4 of the current playing season.

## 8.0 FINALS ELIGIBILITY

- a. For a Junior player to be eligible to play in the Finals, he / she must have played in at least half plus one of the scheduled games for the team concerned. A Junior player is deemed to have played if they have been ticked off on the scoresheet by the opposition scorer as being present and involved in the game by half time.
- b. Senior Players must have played in one third (1/3) of the scheduled games for their particular team. A Senior player is deemed to have played if a foul or score is recorded on the score sheet alongside his / her name, or he / she signs the reverse of the score sheet alongside his / her number, provided they have taken the court during the game for the game to be counted.
- c. For the purposes of eligibility to play in Finals, byes and forfeits received count towards a Players season game count, provided the player has been recorded as playing as per rule 8(a) or 8(b)
- d. Consideration will be given by the Domestic Committee if a player is injured throughout the season, special circumstances, trying out for, training for, or playing for a State or National Representative Team. Proof will be required to be presented to the Domestic Committee.
- e. Adding Players' names to finals score sheet that have not qualified will activate 12(f).

## 9.0 COMPETITION MATCHES

Matches will be conducted in order of precedence:-

- WBA Rules and Regulations (By-laws),
- Basketball Victoria (BV) By-Laws,
- Basketball Australia By-Laws and
- International Basketball Federation By-Laws (F.I.B.A.).

The following modifications, which shall apply to all matches:

- a. Starting a game and walkovers:
  - i. A team may commence a game with four (4) Players.
  - ii. Where one team presents itself for a game and the opposition forfeit, a fine double (2x) that of the Team Playing Fee [2(b)] will apply to the offending team. This fine must be paid within the timeframes set out in Rule 9(a)(iv) or that team will otherwise lose all game points for all games played since the forfeit while the fine remains unpaid: see 12(d). Failure to pay the fine within the timeframes set out in Rule 9(a)(iv) also renders the team concerned liable to be declared ineligible for competition until the fine is paid.
  - iii. If a team provides 24 hours notice to the Registrar that they cannot avoid a walkover, the fine will be reduced to that of the Team-Playing Fee [2(b)], however all of the other conditions of 9(a)(ii) shall still apply.
  - iv. Junior clubs shall be invoiced for the walkovers on their monthly account by Centre Management. Senior teams must pay the walkover fee within a week or before the next scheduled game, whichever is earlier of the two.
- b. Where a team has only three (3) Players, and with the consent of the opposition, a team may fill the remaining fourth (4<sup>th</sup>) position with a player (of the same gender) from the same age group (Juniors) or competition, irrespective of grade to prevent a walkover. Once another player arrives, the player filling in must be substituted. The result of the game will stand. A note must be made on the reverse of the scoresheet and signed by both Coaches authorising the game to commence. For the purpose of this Rule 6(b) shall not apply.



- c. Each team must supply a representative to act as a Scorer or Timekeeper for their matches. Games will not start until two (2) officials are on the score table. However, the game can commence in exceptional circumstances at the discretion of the Referee Supervisor.
- d. The combined individual player totals on the score sheet will be deemed to be the final score regardless of what is recorded elsewhere. It is recommended, that the officials check with each other at intervals during the game to avoid any discrepancies.
- e. Substitutions during the course of regular season games should be made through the score table, however during regular competition games, substitution requests can be made directly to the referee during a dead ball period (following a whistle). During finals games all substitutions must be made through the score table only.
- f. Only Players whose names are entered on the score sheet may take the court to play. Players not entered on the score sheet by the time the score sheet is signed off at half time are not permitted to play in the second half. All Players names must be entered beside their number, any numbers that have a score or foul recorded, but no name, shall be deemed to be unregistered Players and all penalties for unregistered Players shall apply. The referee's should not start the second half if the player's names do not appear on the score sheet.
- g. Team Coaches must be named on the score sheet.
- h. No Senior player may play for more than one team in the same competition in the same round. They are eligible to play in separate competitions (i.e. Monday night, Wednesday night, Myths and Legends, mixed or short) that shall be nominated by the WBA at the beginning of each season:-Infringement penalty see 12(c).
- i. Junior or Senior Representative Players must play in the highest grade possible for any competitions for their club or team, unless they seek and receive permission from the Domestic Committee to the contrary.
- j. All grades will have a Three (3) Second in the Key Rule applied with the exception of Under 8's, Under 10's and Under 12's Competitions, will have the Three (3) Second Rule replaced with a Five (5) Second Rule. All other aspects of that particular ruling will apply.
- k. For the Under 8 Mixed, Under 10's and Under 12 's Competitions, the Free Throw Line will be deemed to be halfway between the Standard Free Throw Line and the bottom of the Jump Ball Circle. Wherever possible this will be marked.
- l. The alternating possession rule will not apply for the Under 8 Mixed Competition and Under 10 competition. The original jump ball rule will apply.

## **10.0 TIMING REGULATIONS**

- a. Timing rules will be established and published two (2) weeks prior to the commencement of the season. Timing rules may alter due to, however not limited to, court availability, competition size and time of year.
- b. Where a team by its own action prevents a game being played, the offending team shall be deemed to have forfeited the match. Penalty as per 9(a)(iii) will apply.
- c. If a team is late taking the court to commence a game, a point's penalty of two (2) points per minute or part there-of will be imposed, until ten (10) minutes have expired. If a team is 10 minutes late taking the court to commence a game, the match is forfeited. The team that the match is forfeited to is deemed to have won 20 to 0. The Referees must add late points to the score sheet before it is signed off at half time.

## 11.0 PREMIERSHIP POINTS

Premiership points awarded for:-

Bye	3 points
Win	3 points
Draw	2 points
Loss	1 point
Forfeit	0 points

- a. If for Administrative reasons a game is called off, both teams, no matter what the score is at the time the game is called off, will receive a Bye, which is equal to three (3) premiership points.
- b. A double walkover will result in 0 points for both teams.
- c. Standing's on the Premiership Ladder will be decided on Premiership Points, if the Points are equal, then the percentages will separate the teams concerned.
- d. The percentage is calculated by dividing the Points For by the Points Against in all competitions.

## 12.0 PREMIERSHIP POINT PENALTIES FOR INFRINGEMENTS

Points penalties for infringements against playing Rules & Regulations are as follows:

- |        |  |   |
|--------|--|---|
| a.     | Team playing a player without duly approved transfer   | Forfeiture by the team of all games the infringing player competes in   |
| b.     | Team playing a disqualified player or player from a disqualified team  | Forfeiture by the team of all games the infringing player competes in   |
| c.     | Team playing an unregistered or ineligible player (including ineligible within the meaning of Rules & Regulations 7(k & l inclusive) | Forfeiture by the team of all games the infringing player competes in   |
| d.     | Non payment of fine by due date pursuant to Rules & Regulations 9(a)(ii) and 9(a)(iii)   | Zero (0) premiership points from date of forfeit until fine is paid   |
| e.     | Non payment of registration fees by third round (except account teams)   | Loss of two (2) premiership points for each week until fees are paid  |
| f.     | Teams playing an unqualified player in Finals  | Forfeit the game and also be removed from Final series  |
| g (i)  | Teams infringing on rule 7(k) will be penalised accordingly:-  | First Offence: Forfeiture by the team of the games the infringing player competed in. The Club will be notified that the Player is in breach of Rule 6(k) and advised of the penalties if the Player infringes again. |
| g (ii) |  | Second Offence: Club will be issued with a warning letter outlining that all club teams will be deducted two (2) premiership points if a further breach occurs  |

g (iii)

Third Offence: Club will be issued with a letter outlining that all club teams will be deducted two (2) premiership points, fined \$250 payable before the commencement of the next round of competition and the team will be expelled from the competition.

Players will be permitted to transfer to other teams/clubs, although will not carry over the number of games played for the purpose of finals. Rule 7(n) shall not apply in this instance.

### 13.0 FINALS

- a. The four leading teams at the completion of rostered games for a season shall comprise the final four, which play final rounds as follows:

Format 1

**First and Second Semi Finals:** First versus second and third versus fourth respectively

**Preliminary Finals:** Loser of First Semi Final versus winner of Second Semi Final

**Grand Final:** Winner of First Semi Final versus the winner of Preliminary Final

Format 2

**First and Second Semi Finals:** First versus Fourth and Second versus Third respectively

**Grand Final:** The two winners of the semi-finals play off.

- b. The format of the finals will be published following the release of the season's fixture and shall be set by the Domestic Committee and the Registrar.

### 14.0 UNIFORMS

The members of each team shall be dressed in regulation uniform of the same basic colour and style, which shall consist of:

- a. Numbered singlets.

The following numbers only are permissible:

- 4 to 15 inclusive;
- 20 to 25 inclusive;
- 30 to 35 inclusive;
- 40 to 45 inclusive;
- 50 to 55 inclusive.

Players wearing incorrect numbers will be penalised as per point 14(h).

'Taped' numbers are not permissible. Numbers and advertising shall be consistent with the rules and guidelines as prescribed by Basketball Victoria.

- b. Shorts without pockets

- i. Team members are to wear shorts of uniform colour and style.
- ii. Referees under no circumstance are to allow a player with pockets to take the Court.

- iii. Turned out Pockets are unacceptable. The length of uniform shorts must be above the knee.
- c. Bicycle shorts, Compression Shorts or similar items (if worn) must be of the same colour as the uniform shorts and uniform shorts must be worn over the bicycle shorts. The length of under garments must be above the knee. Tights or Track pants are not permitted unless the Domestic Committee grants an exemption.
- d. Tee shirts are permitted to be worn provided that they are of single colour (with no collar or buttons) and that the colour is the same colour as the base colour of the singlets. For no reason will the tee shirt colour be different to that of the base colour of the singlets. Long sleeved T-Shirts (with the exception of Under 8 Players), Compression garments or similar garments are not permitted (Compression garments can only be worn if an application is made to and approved by the Executive), Players who wear the wrong colour tee shirt will not be permitted to take the court.
- e. Players must wear appropriate sporting footwear.
- f. Each team shall specify clearly on the team registration form the details of the playing uniform of the team.
- g. Prior to commencement of a game, if, in the Referee's opinion, team colours are too similar, the team required to wear alternative singlets may be decided by the toss of a coin.
- h. Any team who plays a player in incorrect uniform will be penalised. Five (5) points for Juniors and Ten (10) points for Seniors for each player out of uniform. Penalty for uniform indiscretion will be awarded automatically at half time by the Referees in charge of the match concerned.
  - i. Referees are to notify the Coach / Captain of each competing team prior to entering on the sheet.
  - ii. Unless a player arrives after half time and is out of uniform, then these points are to be added by the Referee when the player enters the game or as soon as possible after they enter the game. If a Referee is unsure, the Referee Supervisor will adjudicate.
- i. Singlets must be tucked in at all times.
- j. The Referees Supervisor will have the final say on any disputed decision. This rule does not apply to new teams entering WBA competitions until completion of the third rostered round. If a dispute occurs in regard to uniform and an Executive Member is not present, then the Referee Supervisor will have the authority to make a decision as is deemed necessary at that particular time based on the merit of that individual case.

## **15.0 GLOVES & FINGERNAILS**

Players may wear gloves provided the Referee considers them suitable for play. Otherwise fingernails shall be as short so that when the hand is turned with the palm facing you, no part of the fingernail will extend beyond the flesh part of the fingers.

The Referee Supervisor will be able to advise as to whether or not the fingernails are short enough. Players refusing to cut fingernails may not take the court. Taped fingernails are not acceptable.

## **16.0 JEWELLERY**

No Jewellery of any nature will be permitted to be worn by any Player or Referee. This includes earrings (with the exception of plastic studs), watches, rings (with the exception of flat wedding bands), necklaces and bracelets or any other form of jewellery. Players refusing to remove jewellery will not be permitted to take the Court. Taped over jewellery is not permitted.

## **17.0 PROTESTS**

Any team who desires to lodge a protest in respect of any game must endorse the score sheet in the presence of the Referee, signifying their intention to protest. The official protest must be lodged in writing to Centre Management within 72 hours of the completion of the game.

An Executive Hearing will be convened and all relevant parties will be notified of the Hearing, whether or not they will be required to attend and, after the Hearing, if they are not present they will receive in writing, the outcome of the Hearing.

## **18.0 INTENTIONALLY HANGING FROM THE RING**

Any player who intentionally hangs from the basketball ring, net, backboard or supports shall be disqualified from the match and will be reported to the Centre Management for further action.

If damage occurs to the equipment whilst the player is hanging from it, that player will be liable for the cost of repairing or replacing the damaged equipment.

The team that player plays for will forfeit the match are liable for cost of repairs and may also be fined.

An automatic two-week suspension from all competitions as a player concerned may be invoked. The WBA Executive Committee will enforce any suspension.

## **19.0 SHORTS COMPETITION**

All Players must be below 6 ft. (183 cm) in height. The baskets will be lowered to 9ft. All other Rules and Regulations of the Werribee Basketball Association shall apply.

## **20.0 MYTHS AND LEGENDS – MEN'S COMPETITION**

All Players must have turned 35 years of age and shall supply proof of age (i.e. drivers licence). All other Rules and Regulations of the Werribee Basketball Association shall apply.

## **21.0 MYTHS AND LEGENDS – WOMEN'S COMPETITION**

All Players must have turned 30 years of age and shall supply proof of age (i.e. drivers licence). All other Rules and Regulations of the Werribee Basketball Association shall apply.

## **22.0 SENIOR DOMESTIC MIXED COMPETITION**

- a. Teams must be represented by at least two (2) female and two (2) male Players to commence a match. The fifth player may be either male or female. Under exceptional circumstances a team may commence with a ratio of 3:1 with the approval of the Referee Supervisor.
- b. The mix of male and female Players on court after the commencement of the match must consist of no more than three Players of the one sex. (i.e. If your team has only two females present during the match and one is fouled out of the match a male player may not replace the fouled out female. The team must continue to play with only one female player on court and up to three male Players are permitted on court or vice versa).
- c. If prior to commencement of a game, a team cannot field the required Players, normal late start penalties will apply - see 9(a)(ii) and 9(a)(iii).
- d. Keyway Violations
  - i. Male Players only (from both teams) will be allowed in the keyway at the eastern end (scoreboard end) of the court for the duration of the game.
  - ii. Female Players only (from both teams) will be allowed in the keyway at the western end (canteen end) of the court for the duration of the game.

- iii. An infraction of this rule will be called a violation and the ball awarded at the sideline for a throw in from out of bounds. Intentional violations of the keyway restrictions are to be called as Technical Fouls and the penalty for such a foul shall be administered.
- iv. Referees are instructed to judge each accident violation as it happens and apply a 'no call' to all situations where no advantage would be gained by calling the violation for the team in control of the ball. A 'no call' should be applied where the team without the ball would gain an advantage if the violation were called.
- e. **10 Point Rule.** No player is permitted to score more than 10 points, when all Players from a team present and entered on the score sheet have scored 10 points, then all Players are permitted to score a further 4 points per player. If all Players score 4 points (after the original 10 points) all Players are permitted to score a further 4 points per player. Scoring may continue in this manner until the completion of the match.
- f. If a player, after scoring 10 points, is fouled and the opposing team has exceeded the team foul limit resulting in bonus shots, these shots shall be attempted by the player for which the bonus has been awarded, and if successful the score shall count. This rule shall also apply if an Intentional Foul is called.
- g. All other basketball rules apply
- h. PLEASE NOTE. This competition is socially orientated and as such should be played in an appropriate manner. Teams should show appropriate good will and sportsmanship.

### **23.0 JUNIOR DOMESTIC UNDER 8 MIXED COMPETITION**

- a. Coaches of both teams will be allowed to move around the court to encourage and instruct Players on the court. They are not to obstruct the opposition Players or Coach or go in front of the opposition bench.
- b. Only one Referee will officiate the game due to the Coaches being able to instruct the Players. Referees are encouraged to give basic instruction to plays and apply the rules of the game with the intent of participation and 'having fun' for all participants.
- c. The rings shall be lowered to 9 ft. for all games.
- d. A Five (5) Seconds in the key will replace the three (3) seconds in the key rule.
- e. 2 x 17 minute halves will be played, with an 8-minute half time, where all Players have free throws with both teams having the same number of shots. These free throws will count toward the overall team score.
- f. The Free Throw Line will be half way between the Standard Free Throw Line and the jump ball circle.
- g. After a basket has been scored, the new defensive team must only play defence in the opposition's front court (their back court). Players must not line up along the centre line, and not press up after a basket has been scored. The idea of the rule is to allow teams to inbound the ball and become comfortable in dribbling the ball up the court. Coaches should encourage Players to dribble the ball up the court and limit the number of passes. If both teams agree not to play the rule then it shall not be enforced. The two teams must decide this before the game starts and both Coaches must inform the Referees.
- h. All other Rules will be enforced including the 20 Point Ruling.

### **24.0 Twenty POINT RULING FOR JUNIOR DOMESTIC COMPETITIONS**

A team leading by 20 points is required to play defence only in the opposition's front court (their back court).

All defence can be played (i.e. man on man, zone).

If defence is played in the offences back court (the winning team's front court) a violation will be called and the ball awarded to the opposition in their front court (winning teams back court).

If both teams agree not to play the rule then it shall not be enforced. The two teams must decide this before the game starts and both Coaches must inform the Referee

The twenty-point ruling will not apply during grading games or finals.

## **25.0 SCORESHEETS**

The scoresheet must be filled in correctly. It must include the Players name and number, the Coach's name and the team's name. If this is not done the score sheet is deemed incorrect and no points will be awarded for the game.

All Junior Players MUST sign the back of the score sheet with their first name, surname and number at the conclusion of the game. Signatures must be legible and consistent throughout the season. Senior Players may be required to sign the scoresheet as per Rule7.

New Players MUST sign the sheet including their names, address, a contact telephone number and in the case of Junior Registrations the Players date of birth

Team captains must be named on the scoresheet indicated by (c) next to his / her name. This applies at all Senior games and all Juniors U14 and older.

## **26.0 BALL SIZE**

The size of the ball used in matches shall be:

- Under 8 mixed Size 5
- Under 10, 12, 14 boys and all women's matches Size 6
- Under 16 boys and above Size 7

## **27.0 REFEREE SUPERVISORS**

Referee Supervisors are responsible for rostering referees to scheduled games and shall be the point of communication for teams during games for issues surrounding the conduct of games (i.e. uniform discrepancies', rule queries, referee performance issues etc.).

Referee Supervisors are there to advise Referees on these Rules and Regulations. They do not have the authority to change a Referee's decision made within the FIBA rules.

If a Junior team is concerned on Referee performance, they are to request a letter through their respective club be sent to the Domestic Committee and the Referee Committee.

If a Senior team/player has a concern, they are to formally submit a letter / email to the Referee Committee directly.

## **28.0 HEAT POLICY**

All WBA competitions shall abide by the Basketball Victoria Climate Policy. Details can be found at the following web address:

[http://www.basketballvictoria.com.au/fileadmin/user\\_upload/PDF\\_ADMIN/BV\\_Participant\\_protection\\_-\\_with\\_amendments\\_22Nov2009.pdf](http://www.basketballvictoria.com.au/fileadmin/user_upload/PDF_ADMIN/BV_Participant_protection_-_with_amendments_22Nov2009.pdf)

## **29.0 DOMESTIC COMMITTEE**

The Werribee Basketball Association Domestic Committee shall comprise of a Representative from each Junior club with two or more teams in the competition.

A club representative must attend the monthly meeting, held on the last Tuesday of the month or as otherwise determined by the committee.

Penalty for non-attendance: loss of four (4) premiership points per club team.

Senior Teams are invited to send a delegate to Domestic Committee meetings.

## **30.0 INJURIES**

If a player is injured during the course of the game, the following procedures should be followed:

- a. On the reverse side of the score sheet, write the injured player's name, number and contact phone number, and provide a brief description of the injury, the approximate time the injury was sustained and any other player involved.
- b. Report the injury to Centre Management for inclusion on the Injury Register.
- c. Immediately, following being injured, consult your Local Doctor.
- d. It is your responsibility to claim any injury expenses. The Claim Form (obtainable from Centre Management or the BV website) must be received by the Insurance Agent within 30 days of the injury. Failure to do so may jeopardise your claim. You can send in your Claim Form before you receive any Medical Expenses. Once the Insurer has received your claim you will receive a Claim Number and further advice as to how to claim.

## **31.0 TRIBUNAL**

All members of the WBA including Coaches, spectators, and officials will be subject to the Basketball Victoria Tribunal By-laws. Any person reported in relation to a WBA competition, program, event or activity, will be required to attend a tribunal convened by the WBA Tribunal Secretary.