

Warragul & District Amateur Basketball Association (WDABA)

Senior Domestic Playing Conditions



*March 2017
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THE FOLLOWING RULES APPLY TO ALL SENIOR DOMESTIC COMPETITION HELD UNDER THE ADMINISTRATION OF WARRAGUL & DISTRICT AMATEUR BASKETBALL ASSOCIATION.

1. Competition

- 1.1. Warragul and District Amateur Basketball Association Senior Domestic Competition is conducted on a TEAM basis with games played Monday night from 6.20pm at the Warragul Leisure Centre (Burke Street Warragul), St Pauls Anglican Grammar Warragul (150 Bowen Street, Warragul) and Bunyip Stadium Bunyip.

2. Grades

- 2.1. Grades of competition are normally A, B, C & D or as advertised prior to each season.

3. Team Entry

- 3.1. Each Team is to register by completing the required online Team Entry Form via the WDABA website and by paying the prescribed registration fee online and including the BV Insurance by the due date (Registration Fees to be determined by the WDABA prior to each season).
- 3.2. No team entering the WDABA Domestic competition can have the name Warragul in it unless an exemption is granted by the WDABA. Additionally, no independent team may use any part of a name of a registered club within their team name in the WDABA Senior Domestic Competition.

4. Registration of Players

In order to play in the competition ALL players

- 4.1. Participating in the Senior Competition players must have a minimum age of 15 years. Prior to the start of the season, players having not reached the age of 15 can apply to the WDABA with written parental consent to play.
- 4.2. Players are only allowed to play for one team in each competition (men's or women's) on a single night.

5. Conduct

- 5.1. If, in the opinion of the Committee, any player, Team or Official conducts themselves in a manner that is considered detrimental to the Competition or WDABA, such Player(s), teams or officials may be charged and sent to the BV tribunal.
- 5.2. Warragul and District Amateur Basketball Association has the right, where it sees fit, to refuse entry and or remove any team from the competition if the conduct of the team or officials is deemed to be outside of the WDABA & Basketball Victoria code of conduct.

- 5.3. Players who are adversely affected by alcohol or drugs will not be permitted to play or, if the game has commenced, they can be asked to leave the court if the referee believes their performance has been affected by alcohol or drugs.
- 5.4. Shall a team fail to complete the duration of the game (conclusion of the final period), the game referee's and/or Referee/Court Supervisor shall use their discretion as to whether the team will be reported for their conduct.
- 5.5. Once disqualified, a Player and/or Spectator must leave the stadium and is not permitted to return or enter any other WDABA venue for the remainder of that session (night).

6. Incident Reports

- 6.1. Each WDABA game venue holds an Incident Report Form that can be used to report significant matters felt to be of importance to the integrity of the Game of Basketball.
- 6.2. The complainant should, where practical, discuss the matter with the Referee Supervisor or other appropriate WDABA Official.
- 6.3. The complainant must complete the Incident Report in full. Upon completion the copy is to be handed to the Court Supervisor.
- 6.4. The incident report will be lodged in the office for processing on the next working day by the WDABA Administration Manager.

7. Playing Times and Rules

- 7.1. Playing times for the games will be two 20 minute halves with a 2 minute warm up.
- 7.2. The clock will stop for all whistles in the last 1 minutes of the second half. If the score is less than 6 points difference NO time outs in the last 3 minutes of the second half, unless the whistle stops the clock and the score is within 6 points.
- 7.3. Should teams not be ready at the scheduled start time of the game, referees will be permitted to start the clock. Each minute players do not assemble on court for the commencement; the offending team will be penalised one (1) point per ~~minute~~
- 7.4. Time outs are not permitted to commence or run into the last 2 minutes of the first half.
- 7.5. Each team is allowed two (2) time-outs per half.
- 7.6. Half time breaks are two (2) minutes.
- 7.7. Players shall be allowed to score and to sub into the game off the score bench
- 7.8. Should an injury occur the clock will not stop.

8. Finals Times and Rules

Except as provided by the WDABA Board, the four (4) leading teams shall comprise the final four.

Ties for position will be decided on percentage of results for the overall season.

In order to be eligible to play in finals a player must have played the equivalent of half the amount of regular season games plus one. For example if there are 15 rounds, 3 byes in the season a player must of played 7 games to qualify for finals. Byes do not count for finals qualification. If you do not meet the required amount of games please notify the Association.

Players who have not played the required number of games as a result of an injury can apply to the WDABA Board for special consideration by providing a medical certificate. Credit will then be given for any games that fall within the dates listed on the medical certificate.

The WDABA Board may also give credit where special circumstances apply. As above, the team must apply to the WDABA Board via email on competition@warragulbasketball.org.au and provide suitable documentation to support their request. All request must be in 2 weeks prior to finals.

For the finals WDABA will provide an official for each bench. In all instances the official shall control the clock. Each team will still be required to supply a scorer under the normal match rules.

9. Scoring

Each team must supply a COMPETENT scorer (12 years and older) for any game in which they are engaged.

Players may choose to score if no non-playing scorer is available and subs may be made from the Score bench during the game. If a team has only five players and no scorer, then one player must be a scorer throughout the game unless the team elects to take a 10 point penalty. The penalty must be applied before the commencement of the second half. No penalty applies for subs from the score bench.

The team will forfeit the game if the player details entered at a game are not accurate. Any reasonable attempt to correctly enter the details will be accepted without penalty.

10. Fill in Players

10.1. Fill in players can be used to make up the fourth player but must be registered with the WDABA and can be sourced from any grade other than your own. A maximum of 2 games permitted for each fill in player. To play a third game would require that player to pay a registration fee as determined by the WDABA Competitions Manager. Fill in players must report to the court supervisor prior to playing

11. Game Points

11.1. A team winning a non-finals game shall be awarded three (3) premiership points and the losing team one (1) premiership point. Where the game results in a tie each team will be awarded two (2) points. A team is also awarded three (3) points for a Bye.

12. Forfeit Policy and Fees

- 12.1. Less than 48 hours' notice a \$70 fine will be imposed on any team with payment in full to be made to the Court Supervisor before playing the next allocated game.
- 12.2. All monies to be paid on the following weeks team sheet. If not, team will forfeit points for that game and that game will not start until debt is paid. Following week will see your debt handed over to debt collectors. All forfeits emailed to: competition@warragulbasketball.org.au (time of email will be taken as time of notification)
- 12.3. A team forfeits a game when they fail to turn up (locally ten minutes after start time) or the actions of the team prevent the game from being played or it refuses to play after being instructed to do so by the referee. Where this occurs the game will be awarded to the opponents and the score will be listed as 20 – 0. The forfeiting team will not receive any premiership points and the winning team will receive 3 premiership points.
- 12.4. A team loses by default when, during the game, the team has fewer than two players on the court able to play. If the winning team is ahead, the score stands. If the defaulting team was ahead the opponents then win 20-0. The defaulting team receives 1 premiership point; winning team 3 premiership points.
- 12.5. Players in a game where the team forfeits will not be credited with that game for finals eligibility.
- 12.6. Where the decision to cancel the game occurs after the completion of the first half the scores at the time of cancellation will stand as the final score. Where it occurs prior to the completion of the first half, the game is not deemed to have been played and both Teams are awarded a bye. This applies to court conditions such as water on the court but does not apply to any players or team officials disqualified or through player injury (where the player cannot be moved) or fouling out
- 12.7. Teams repeatedly giving forfeits may, at the discretion of the WDABA Association, be suspended and replaced in the competition immediately.

13. Grading

- 13.1. The WDABA Association, may at their discretion, at the end of the season (post finals) the top two teams in each grade will be promoted up one grade and the bottom two relegated. The WDABA Board may vary this where team numbers warrant a different approach.
- 13.2. The grading season will last 3 rounds. Teams may be moved prior to round 3 where the committee believes an immediate change is required.
- 13.3. New players after Round 3 will require approval from the WDABA Competitions manager prior to registering for all grades below A grade.
- 13.4. The WDABA Board reserves the right to transfer any side to any grade at any time, in order to ensure a more even competition

14. Uniforms

- 14.1. All players must be in correct uniform by round 3 with matching tops & shorts.
- 14.2. Any new teams must get approval for team colours.
- 14.3. No T-shirts to be worn under tops.

- 14.4. Uniforms must consist of tops of the same colour, numbered back and front as prescribed by the rules, and uniformly coloured shorts. Trim, where present, must be the same throughout the team, regulation sandshoes or gym boots must be worn (non marking soles).
- 14.5. A team shall forfeit ten points for every player who is not in correct uniform after round 3.
- 14.6. The WDABA Board has the power to order any player or team to renew uniforms should they not be to the standard required. Uniforms which have faded or discoloured to such an extent that they cause confusion to the referees, will be referred to the Court supervisor who will inform the WDABA Association. The Association will then set a time limit for the uniforms to be replaced, during which time there will be no penalty for the uniform in question.
- 14.7. Numbers must be within the following ranges 1 to 99 and must be of the correct size and the same colour throughout the team. Different styles of number will not be penalised. Double zero (00) and 69 are not legal numbers. No hand drawn numbers permitted on tops.
- 14.8. Shorts or sports briefs must be of acceptable standard and must be the same colour throughout the team. Different styles and manufacturers will not be penalised except where it is considered that the logo is too large to be acceptable e.g. VFL and Adidas, unless uniform throughout the team. Shorts or briefs shall be free of such encumbrances as zips, buttons, buckles, pockets, belts, cords etc. Such items may cause injury to other players and are therefore unacceptable. Such garments as cycle shorts, cut off tracksuit pants, board shorts, bathers, leotards and tracksuit pants and the like are not acceptable and shall be penalised. Boxer shorts and the like hanging below the shorts are not acceptable and will be penalised
- 14.9. Scarves, gloves, wrist tapes and jewellery cannot be worn on court. Wedding rings, studs and rings that cannot be removed must be taped.
- 14.10. Fingernails should not protrude beyond the visible line of the finger. If so they must be taped. Soft Velcro sealed netball gloves may be worn over long fingernails.

15. Care of Venues

- 15.1. Any team, player, official or other person responsible for causing DAMAGE to a venue may be required to pay the reasonable cost of reinstatement or a contribution towards such cost, as determined by the Committee.

16. Sin Bin Policy

- 16.1. Any player, coach or team official who incurs a Technical Foul as a result of verbal abuse/dissent towards an official or who disputes a decision of a Referee, will be sent to the Sin-Bin for a period of five (5) minutes playing time (Sin Bin). The five minutes does not include the break between quarters or halves.
- 16.2. For players that incur a first technical foul they may sit on the team bench.
- 16.3. For a coach or team official that incur a first technical foul they must remove themselves from the team bench at least 25 metres away and cannot communicate with the team during this period.

- 16.4. A second Technical Foul for a similar offence will lead to the player, coaching staff or team official being ejected from the game and subject to possible Tribunal action.
- 16.5. Note game Referees are required to;
- I. Instantly penalise any obvious form of dissent, such as disputing calls, critical comments towards Referees or their calls and bad language with a Technical Foul.
ZERO TOLERANCE
 - II. A second similar offence results in the player being disqualified from the game. (A 'similar' offence involves more criticism. Dissent etc. resulting in a second Technical Foul).
- 16.6. Where a referee does not see or hear an incident but it is observed by the Referees Supervisor(s) on duty, they may notify the Referee of the indiscretion and the referee may then be obliged to enact the Sin Bin rule.
- 16.7. The player, coach or team official who is sent to the Sin-Bin is allowed to be substituted.
- 16.8. Any senior player that receives a Technical Foul for dissent/abuse of an official will receive an automatic one week suspension. They will miss their next competition game whether that be the next round, finals, or the first week of the next season.
- 16.9. If the player plays while deemed to be suspended, then their team will lose that Match by Forfeit, be fined \$70 (payable before next game) and the player will miss the next match that he/she should be playing. If the player/team play the suspended player in the match, the player will be referred to the Tribunal, the Team will be fined \$200 (payable before next game) as a second offence. Any subsequent ignorance of the WDABA and the team will be expelled from the competition and all players unable to play or be transferred to another team for that season.

17. General

- 17.1. In any matter not specifically covered by these by-laws, the WDABA Administration Manager will make the necessary ruling. All players competing in the Senior Competition organised by WDABA do so at their own risk. WDABA accepts no claims for loss or damage to personal property.

18. Team Delegate

- 18.1. It is the delegate's responsibility to make sure that their contact number and email address is current. The delegate will be the person responsible for all matters related to team entry and team conduct and will be the person to whom all matters are directed. The delegate will be responsible for responding to any matter raised by the Senior Domestic Competitions Committee.

19. Protests and Complaints

- 19.1. All protests and complaints about any matter relating to the WDABA domestic competition must be emailed to the WDABA Administration Manager within 48 hours of the incident. Forms are located at the venues and available on the website. Any member of the WDABA Board who is connected in any way with either team shall not take part in the proceedings or has a conflict of interest.

20. Policies

20.1. Extreme Heat Policy

When the court temperature reaches 35C, must implement the following timing rules:

- i. Based on a 40 minute schedule played in halves, the game time must be reduced by 2 minutes per half with 2 team time outs per half.
- ii. The clock must stop for each timeout and the referee must call an additional compulsory timeout close to the half way mark in each half. Each team must call a timeout before the compulsory timeout and after the compulsory timeout.
- iii. If a game is played in quarters, the referee must call an additional compulsory timeout in each quarter if no timeout has been called by half way through the quarter.
- iv. The clock must stop for every whistle in the last minute of the first half and the last 3 minutes of the second half (this may be modified for local conditions in domestic basketball).

When the court temperature reaches 40C games must be abandoned. Subject to any rule or ruling by a competition organiser:

- i. If a game is abandoned before it commences or before or at half time it is counted as a draw;
- ii. If a game is abandoned after half time, the game score stands as a final result.

20.2. Blood Rule

- i. Any player who is bleeding will be substituted immediately.
- ii. If the referee does not notice that a player is bleeding, then the scorers shall sound the horn and notify the referee immediately.
- iii. Player clothing is to be free of blood before taking the court again.

20.3. Photo Policy

The following policy has been adopted by Basketball Victoria and operates across all associations and Leagues in Victoria.

Basketball Victoria recognises that there are many legitimate reasons why still and video photography at sports is very common and does not wish to unnecessarily restrict or curb that photography.

It is perfectly normal and acceptable for parents to want to film their children's sports to keep as a memento of their growing up. This is becoming increasingly so with the technology being widely owned.

It is also becoming increasingly popular for coaches to video their teams' games to assist them in training. Less common, but also becoming more so, is for the purposes of scouting another team that will be playing the videoing team shortly. Videos can also assist in referee training.

Having a video record of a game is also useful if there is a reportable incident during the game. The video can be used in evidence. At more senior levels, the competition organisers have made it compulsory for games to be taped for precisely this reason. In addition, the knowledge that a game is being taped may act as a deterrent to bad behaviour because players will know they may be captured on tape, even if a referee does not see the misdeed. So there is a safety angle to the issue as well.

On the other hand, photographs and videos can also be used for nefarious purposes. Basketball Victoria is concerned to ensure that it and its affiliated associations take reasonable steps to ascertain that photographic depiction of basketball activities is being used for legitimate and harmless purposes.

This means that competition organisers have to be ever vigilant in protecting participants, particularly children.

Accordingly, the following policy will apply until further notice:

Associations and leagues should usually allow parents and close relatives to take photographs and video tape games or training provided the parent or relative is known to the association.

As a courtesy, the coach or manager of the opposition team should also be notified of the intention to photograph or video the game.

Coaches who wish to video their own team's games or training for training purposes should also normally be allowed to do so. Again, the opposition should be informed. Parents of the coach's own team should be advised by the coach if it is intended to regularly video games or training and the reason for it.

Referee coaches wishing to video games for training or evaluation purposes should advise the teams of their intentions prior to the game.