

# **WILLETTON BASKETBALL ASSOCIATION (INC)**

## **Junior By-laws**

**Updated: 9 June 2022**

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## Foreword

We urge all participants to read the Willetton Basketball Association (Inc.) Junior By-laws.

The Willetton Basketball Association Competitions Advisory Committee reserves the right to amend or introduce By-laws mid-Season, should they feel it is necessary.

If you require clarification of any rule, please direct your enquiry in writing to [competitions@willetontigers.com.au](mailto:competitions@willetontigers.com.au).

## Change History

5.4	CAC	9/6/2021	<p>Transfers, removed –</p> <p>3.2.2 - The Junior Committee shall decide if the Representative Player can transfer to the selected Team, or any other Team determined by the Junior Committee.</p> <p>3.3.3 - Under no circumstances should a Club that a Player seeks to transfer into offer a place for that player until the transfer request has been considered by the Player's existing Domestic Club and the Junior Committee Club Representatives of both Clubs have conferred regarding the transfer application.</p>
5.5	CAC	11/8/2021	<p><b>4.1.3 Out of Uniform</b></p> <ul style="list-style-type: none"> <li>• Wearing undergarments, sleeves and skins that are not of a tight fitting compression material and are not black, white, beige or the same primary colour as the uniform singlet being worn for the game.</li> <li>• Not wearing a CAC approved, Domestic Club shirt with a number located on the front and back that has been modified in any way.</li> </ul> <p>4.3.4 A player may wear shoes of any colour combination, the left and the right shoes are not required to match</p> <p>4.3.5 Medical wrist band: Medical information wrist bands may be worn by players as long as they are;</p> <ul style="list-style-type: none"> <li>• In no way dangerous to other player, and</li> <li>• Covered using medical strapping, or covered using an athletic sweatband</li> </ul> <p>16.6.4 Mercy rule Any Team who is leading by above mentioned amount of points or more points must retreat to the half court line after <b>every dead ball</b> until the opposition has brought the basketball into the offensive frontcourt</p> <ul style="list-style-type: none"> <li>• Scoreboards shall be used for all grades in <b>10s</b> and over</li> </ul>

**Junior By-laws**

5.6	CAC	15/3/2022	<ul style="list-style-type: none"> <li>• Add/Edit - Definitions</li> <li>• EDIT - A Player knowingly playing as an Illegal Player, or a Coach knowingly playing an illegal Player, <b>may be subject to forfeit fines equal to double the senior game fee.</b></li> <li>• Premiership ladder adjustment to reflect the Playhq ladder system.</li> <li>• ADD - 19.1.7 All individuals cope differently in different circumstances. It is up to the individual player (or the players family) to decide if the playing conditions are suitable to the players abilities and health; this includes injury, illness, weather conditions etc WBA provides the opportunity for competitions to proceed, but the duty of care and decision to play remains with the individual. WBA supports the decision of any player that chooses not to play under conditions that they may not feel is suitable to them personally.</li> <li>• Change ring height from low and high to 8ft5" and 10ft</li> </ul>
5.6	CAC	9/6/2022	<p>Edited 14.2.1 If a Team does not have four (4) Players who have <b>legally taken the court</b> within within ten (10) minutes of the scheduled starting time <b>or the game is held up by a team due to circumstances that involve that team</b>, they shall <b>lose by forfeit</b>.</p>

# 1 Interpretation of Rules

## 1.1 Definitions

- 1.1.1 **Board**  
The Board of the Willetton Basketball Association.
- 1.1.2 **CM**  
Competitions Manager
- 1.1.3 **CSO**  
Competition Support Officer.
- 1.1.4 **CAC**  
Competiton Advisory Committee.
- 1.1.5 **RDO**  
Referee Development Officer
- 1.1.6 **Domestic Club**  
One (1) or more Teams identified by name or uniform.
- 1.1.7 **JCWG**  
The Willetton Basketball Association Junior Committee Working Group
- 1.1.8 **New Players**  
Players who have not played in a Junior Competition conducted by the Willetton Basketball Association (Inc.) for the past six (6) months, or the entire previous Season, whichever occurs first.
- 1.1.9 **Officials and Staff Members of the Association**  
Association CEO, Head Coaches, Board Members, Talent and Coaching Manager, CM CSO, RDO, Referee Supervisors, Referee Educators, Duty Manager,, Members of any Willetton Basketball Association Committee, Referees,, Stadium Administrator, and Stadium Manager.
- 1.1.10 **Referee Supervisor**  
The Referee Supervisor will act as the Match Commissioner as per the FIBA rules.
- 1.1.11 **Representative Player**  
Any Player who played in the the most recently completed season/competition for, in a:
- The **top two divisions** of any Western Australian Basketball League (WABL age group);
  - State Basketball League (NBL1 or WNBL1) Team;
  - State Basketball Team (Country WA and Metro WA);
  - Southern Cross Challenge; or
  - Equivalent to any of the above.
- 1.1.12 **Team**  
A group of Players, which may constitute an entire Domestic Club or part thereof.
- 1.1.13 **WBA**  
The Willetton Basketball Association (Inc.) is responsible for running basketball at

the Willetton Basketball Stadium. The WBA organises and maintains a Junior Competition through the CAC and the JCWG.

#### 1.1.14 **Electronic Scoring Device**

The “Electronic scoring device” is the laptop or tablet that records the scores and fouls of the game.

The electronic score board controller is the device to put the scores and fouls up onto the score board.

#### 1.1.15 **Domestic Club Official**

President/Chairperson or Vice President/Chairperson of a Club

## 1.2 **Rule**

1.2.1 FIBA Official Basketball Rules and Official Interpretations shall apply unless otherwise provided in these By-laws.

1.2.2 As our competition is not fully timed, there shall be minor adjustments made to the FIBA rules which cannot be enforced fairly without stopping the game clock.

## 1.3 **General Provisions**

1.3.1 Day to day interpretation of the rules shall be the responsibility of the Duty Manager and Referee Supervisor.

1.3.2 The Willetton Basketball Association CAC has the discretion to waive the application of the By-laws in exceptional circumstances. In considering whether exceptional circumstances exist the Willetton Basketball Association CAC must consider:

- The hardship, expense, or inconvenience to any Player, Domestic Club, or a Competition if the By-laws are not waived;
- Any benefit or cost to a competition if the By-laws are waived; and
- Consistency in applying the By-laws.

1.3.3 Any decision by the CAC to waive the application of a By-law in exceptional circumstances shall apply to the current Season only, unless it is agreed to amend the By-laws for future Seasons.

# 2 **Registrations**

## 2.1 **Definitions**

2.1.1 A Player may only ever be registered in one particular Domestic Club and one particular Team, at any one time.

2.1.2 A player is considered registered in a particular Team with a Domestic Club upon:

- Being nominated into a Team that has been approved; or
- Legally playing a game for a particular Domestic Club.

- 2.1.3 A Player is considered registered in the grade, in which their registered Team is competing.
- 2.1.4 A Player can legally play more than four (4) games in any higher grade with JC approval.
- 2.1.5 At the end of a Season, Players are not considered registered in any particular Team.
- 2.1.6 When a Player becomes a New Player, they are no longer registered with any particular Domestic Club.
- 2.1.7 A player may not register to a Domestic Club if they or any other member of their family are unfinancial with the association or any Domestic Club.

## 2.2 Exceptions

- 2.2.1 The first three (3) games playing in 18A do not count as 'playing up' in the context of by-law 2.1.4.

# 3 Transfers

## 3.1 Definitions

- 3.1.1 Transfers are used to change the Domestic Club, in which a Player is registered.

## 3.2 Rule

- 3.2.1 A Player may change the Domestic Club, in which they are registered by acquiring a Transfer. This Transfer must adhere to all clauses outlined in these By-laws.
- 3.2.2 Protests in relation to Transfers must follow the procedure outlined in section **8 Reports and Protests**
- 3.2.3 All transfers are subject to a \$50 transfer fee

## 3.3 Procedure

- 3.3.1 A Player or their parent/guardian must initially contact the JCWG Club Representative of the Domestic Club they seek to Transfer from. The Junior Committee Club Representative must attempt to resolve any differences with the Player's existing Domestic Club.
- 3.3.2 If a Transfer is still sought, after speaking with the JCWG Club Representative of the Club they wish to transfer from, the Player or the Player's Parent/Guardian shall contact the CSO who shall advise them of the current Transfer procedure.
- 3.3.3 No transfer will be approved where the player has been approached, coerced and/or persuaded in any way, by any official or representative of Willetton Basketball Association or any member Club. Where it is proved that this has occurred, the offending Club/person may be reported for unsportsmanlike behaviour to the Willetton Tribunal Committee and/or may be subject to fines.

- 3.3.4 No transfer will be approved if any fees are owed or property has not been returned by the Player to the existing Domestic Club.
- 3.3.5 No transfer will be approved if it is submitted to the JCWG after the Transfers Cut-off Date has past.
- 3.3.6 Where both JCWG Club Representatives agree to the transfer of a Player the CSO shall action the transfer and the new Club shall advise the player's parent/guardian.
- 3.3.7 The Competiton Advisory Committee may override any existing rule and approve a clearance where it feels exceptional circumstances apply through an appeal process.

### 3.4 Exceptions

- 3.4.1 Transfer fees are waived for any transfer required as a result of the representative player cap.

## 4 Uniforms

### 4.1 Definitions

4.1.1 A player **legally takes the court**:

- If they are legally substituted into the game; or
- When the ball becomes live to commence a period and they are a player on the court.

4.1.2 A Player is considered **inappropriately dressed** if:

- They are wearing headgear or hair accessories that have the potential to cause injury to other players (e.g. loose material capable of being caught accidentally during play);
- Players **must** remove or tape jewellery to avoid being inappropriately dressed.
- They are wearing inappropriate clothing, which includes but is not limited to, tracksuit pants and jumpers;
- Their playing singlet is untucked; or
- They have long nails.
- They are wearing an undershirt that extends outside of the playing singlet that is not compression
- Hair braids and plaits swing freely and are not tied up in a bun where length is permitting.

4.1.3 A Player is considered **out of uniform** from the moment they **legally take the court** and they are:

- Not wearing Willetton Basketball Association (Inc.) shorts;
- Not wearing a CAC approved, Domestic Club shirt with a number located on the front and back that has been modified in any way.
- Not in a shirt of the same style and colour as the rest of their Team;
- Wearing the same number as another player who has already legally taken the court; or
- Wearing a stadium shirt.



- Wearing undergarments, sleeves and skins that are not of a tight fitting compression material and are not black, white, beige or the same primary colour as the uniform singlet being worn for the game.

## 4.2 Rule

- 4.2.1 Any Player who is considered **inappropriately dressed** shall not be permitted to take the court.
- 4.2.2 Any Player who is considered **out of uniform** shall be penalized by awarding five (5) points to the opposition for each Player out of uniform to the maximum of 20 points.
- 4.2.3 Players may not tape jewellery or nails to avoid being inappropriately dressed.

## 4.3 Exceptions

4.3.1 No uniform penalty shall be applied for:

- The first three (3) weeks of each Season;
- Players who obtain confirmation from the Duty Manager (before taking the court), that there are no Willetton Basketball Association shorts available for purchase;
- Teams wearing a set of stadium shirts in the event of a colour clash; or
- Players wearing an alternative shirt due to their normal playing top being ripped or soiled with blood during the same game.
  - 4.3.2 Piercings must be taped or removed
  - 4.3.3 Headbands with a maximum width of five (5) cm made of non-abrasive cloth, pliable plastic or rubber may be worn.
  - 4.3.4 A player may wear shoes of any colour combination, the left and the right shoes are not required to match.
  - 4.3.5 Medical wrist band: Medical information wrist bands may be worn by players as long as they are;
    - In no way dangerous to other player, and
    - Covered using medical strapping, or covered using an athletic sweatband

## 4.4 Other Provisions

- 4.4.1 The penalty may be applied at any time during the game or within ten (10) minutes following the conclusion of the game.
- 4.4.2 Stadium Shirts shall be provided by the Duty Manager, on request. Any Stadium Shirts not returned shall have the cost of the shirts lost, or an entire set of shirts charged to the offending Team/Club.
- 4.4.3 In the event of a colour clash:

- Teams with reversible shirts must reverse their shirts;
- In the event that both Teams have reversible shirts, Team A must reverse their shirts in all situations where the Teams cannot agree amongst themselves;
- In the event that neither Team has a reversible shirt, Team A is required to wear a set of stadium shirts in all situations where the Teams cannot agree amongst themselves.

## 5 Illegal Players

### 5.1 Definitions

5.1.1 A Player shall be considered an **Illegal Player in a Minor Round** if:

- They fail to meet the following age requirements:
  - To play U8s a player must be at least six (6), and at most seven (7), on 30 June in the year the season ends;
  - To play U10s a player must be at least seven (7), and at most nine (9), on 30 June in the year the season ends;
  - To play U12s a player must be at least nine (9), and at most eleven (11), on 30 June in the year the season ends;
  - To play U14s a player must be at least eleven (11), and at most thirteen (13), on 30 June in the year the season ends;
  - To play U16s a player must be at least twelve (12), and at most fifteen (15), on 30 June in the year the season ends;
  - To play U18s a player must be at least fourteen (14), and at most seventeen (17), on 30 June in the year the season ends;
- They play in a game without their full name (first and surname) being entered into the electronic scoring device or scoresheet;
- They play under a false or an assumed name;
- They play in a lower grade than the grade in which they are registered;
- They play in a different Team to their registered Team, in the same grade in which they are registered;
- They play for a different Domestic Club than the Domestic Club in which they are registered;
- They are a Representative Player and participate in a game without the permission of the JCWG;
- They are a Representative Player and participate in a competition that is C grade or lower. This includes 'filling-in'.
- They are a girl playing in a boys' grade, or a boy playing in a girls' grade;
- They play whilst under suspension by any affiliated Association.
- If a player continues to play more than four (4) games in any higher grade without JCWG approval

A Player shall be considered an **Illegal Player in a Finals Series** if:

- They would be deemed an Illegal Player in a Minor Round;
- They are registered in a Domestic Club, which is un-financial with the WBA at the time of the Finals Series game; or

- They fail to meet any of the Finals Series Eligibility Criteria.

## 5.2 Rule

### 5.2.1 If a Team:

- fields an Illegal Player; or
- fields more than four (4) representative players in any one game, in the following grades G18A and below and B18A and below; or
- has more than four (4) permanent representative players registered to the team in the following grades G18A and below and B18A and below.

they shall lose the game by forfeit and be subject to Forfeit Fines.

- 5.2.2 Players may play in a game, regardless of when they arrive during a game, provided they have their name entered into the electronic scoring device before legally taking the court.
- 5.2.3 A Player knowingly playing as an Illegal Player, or a Coach knowingly playing an illegal Player, may be subject to forfeit fines equal to double the senior game fee.
- 5.2.4 Any protests in relation to the Eligibility of a Player must follow the procedure outlined in section **8 Reports and Protests**.

## 5.3 Exceptions

- 5.3.1 A Player may play in Boys U18s if they are turning thirteen (13) in the year the season ends, provided they have permission from the JCWG before taking the court.
- 5.3.2 A Player may play in Girls U18s if they are turning thirteen (13) in the year the season ends, provided they have permission from the JC before taking the court.
- 5.3.3 **No Representative Players are permitted in C grade competitions** *although please note the JC can approve Representative Players continuing in C Grade in exceptional circumstances.*
- 5.3.4 A Representative Player does not require permission from the JCWG to play in any 12A, 14A, 16A or 18A competition. Clubs are required to notify the JCWG within seven (7) days from the date any new Representative Player joins the competition.
- 5.3.5 A Player who becomes a representative player after being registered in a C grade competition or lower, may play the remainder of the Season in that competition.

# 6 Finals Series Eligibility

## 6.1 Definitions

- 6.1.1 A game shall be considered a **washout** if there was no result.
- 6.1.2 A qualifying game is any game (including Forfeits) that is not part of a Finals Series.
- 6.1.3 Byes are not considered as qualifying games.
- 6.1.4 Only qualifying games may be credited to Players for Finals eligibility in a particular grade.
- 6.1.5 A qualifying game may be credited to a Player for Finals eligibility in a particular grade, provided:

- They are not an Illegal Player;
- They are legally substituted into the game.
- They have their full name and playing number entered into the electronic scoring device.

6.1.6 In the event of injury a Player does not need to be present provided that:

- They provide the CSO with a medical certificate; and
- The CSO receives and acknowledges seeing the medical certificate at least one (1) day prior to the last Minor Round for that grade.

6.1.7 In the event of a game **lost by forfeit**, the qualifying game shall not be credited to any Players for Finals eligibility.

6.1.8 In the event of a game **won by forfeit** the following Players may be credited with the qualifying game for Finals eligibility:

- All Players who are registered for the Team at the time of the forfeit; and
- All Players who are present and have their full name entered into the electronic scoring device prior to the forfeit.

## 6.2 Rule

6.2.1 To participate in the Finals Series of a competition, a Player must be credited with at least six (6) qualifying games for a particular competition.

Once a Player has qualified for a particular grade's Finals Series (or would have qualified for a Finals Series in Under 10s if they played finals), they are eligible to participate in any higher grade's Finals Series provided that a maximum of six (6) Players participate in the game (i.e. they are listed in the electronic scoring device or scoresheet for that Team).

6.2.2 Once a Player has participated in a particular grade's Finals Series, they are not permitted to participate in any lower grade's Finals Series.

6.2.3 In the event of a player legally changing teams as the result of a transfer or team withdrawal, any qualifying games credited to that player prior to the transfer/withdrawal shall remain credited to that player in their new team or grade.

6.2.4 Any protests in relation to the Eligibility of a Player Participating in a Finals Series must follow the procedure outlined in section **8 Reports and Protests**.

# 7 Responsibilities

## 7.1 Rule

7.1.1 All Teams shall provide a competent scorer/timer for the duration of the game. The scorer from the second team listed shall complete the Electronic scoring device in all situations where the scorers cannot decide amongst themselves. Scorers/timers are to have no other influence on the game other than fulfilling their scoring duties.

7.1.2 It shall be assumed that the Coach (or in the event of no Coach, the Team) is satisfied that the names entered on the electronic scoring device are correct.

7.1.3 Only the Coach or Assistant Coach is permitted to remain standing during the game, but not both at the same time.

- 7.1.4 It is the Coach's responsibility to ensure any other people in their Team bench area remain seated.
- 7.1.5 If any information in the electronic scoring device is disputed, it is the responsibility of the Coach to follow the procedure outlined in section **8 Reports and Protests**.
- 7.1.6 All Volunteers, including Coaches and Managers must meet all legislative and Willetton Basketball Association (Inc.) requirements in relation to Working with Children Checks and Police Volunteer Checks.
- 7.1.7 It is the Coach's responsibility to return all Stadium Shirts at the conclusion of the game. Any Stadium Shirts not returned shall be charged to the Team.
- 7.1.8 Teams will be required to pay any invoices by the due date specified on the invoice.
- 7.1.9 Teams are responsible for ensuring that any Player 'filling-in' is appropriate for the Grade.
- 7.1.10 All teams must have an adult present at each game to be responsible for the Team's actions.
- 7.1.11 It is the responsibility of the team to ensure fixtures are checked regularly, due to unforeseen circumstances changes may need to be made, contact with teams will be made to the best of WBA's ability with the team information provided.

## 8 Reports and Protests

### 8.1 General Provisions

- 8.1.1 The CAC adopts and enforces the Willetton Basketball Association Tribunal and Appeals Procedures.
- 8.1.2 All persons entering Willetton Basketball Stadium or affiliated stadiums may be subject to report by any **Official or Staff Member of the Association**.

### 8.2 Protest of Game Result, Player Eligibility, Transfer Rulings and Forfeit Fines

- 8.2.1 The Coach **and** Club Official of the protesting Team must complete the following within twenty-four (24) hours following the end of the game in question, notification of the transfer ruling being protested, or at least one entire day before the due date on the forfeit fine invoice being protested:

- Notify the CSO in writing that they are protesting;
- Outline the relevant by-laws and reason for the protest; and
- Pay a \$50 security to the Duty Manager.

- 8.2.2 If the protest is upheld, the security shall be refunded.

## 9 Abandoned Games

### 9.1 Definitions

- 9.1.1 The time that the game stops being played, as opposed to when the decision is finally made, shall be used when deciding whether the game has reached half time.

### 9.2 Rule

- 9.2.1 If the game has reached half time before being abandoned, the result shall stand.
- 9.2.2 If the game has not reached half time before being abandoned, there shall be no result, and the game shall be considered a **washout**.

## 10 Premiership Ladders

### 10.1 Definitions

- 10.1.1 In Minor Rounds, the result of a drawn game shall stand. There is no overtime in Minor rounds.
- 10.1.2 Competition Points: 2 – win, 1 – Draw, 0 - Loss.
- 10.1.3 Average Points and Overall Percentage are calculated as follows:

- $Average\ Points = \frac{Competition\ Points}{Number\ of\ Games\ Played} \times 100$
- $Overall\ Percentage = \frac{Points\ For}{Points\ Against} \times 100$

### 10.2 Rule

- 10.2.1 Premiership Ladders shall be calculated based on Average Points.
- 10.2.2 If the Average Points for multiple Teams is equal, then Overall Percentage shall be used to split the tie.
- 10.2.3 A team joining (or being re-graded) to a competition mid-season will have no win-loss record for the purposes of the premiership ladder.

## 11 Finals Series

### 11.1 Rule

- 11.1.1 Finals shall be played as follows:

<b>Semi Final 1 (SF1)</b>	1 <sup>st</sup> vs 4 <sup>th</sup>
<b>Semi Final 2 (SF2)</b>	2 <sup>nd</sup> vs 3 <sup>rd</sup>
<b>Grand Final</b>	Winner of SF1 vs Winner of SF2

## 12 Equipment

### 12.1 Rule

- 12.1.1 Any Player abusing stadium property (which includes hanging off the rings) may be expelled from the stadium at the discretion of any **Official or Staff Member of the Association**.
- 12.1.2 Only stadium basketballs shall be used for games.
- 12.1.3 Private basketballs may be used for warming up, however the Association reserves the right to confiscate any basketballs if their use interrupts games.
- 12.1.4 Basketball sizes for respective age groups:

<b>U8s, U10s, U12s</b>	Size 5
<b>U14s</b>	Size 6
<b>U16s, U18s (Girls)</b>	Size 6
<b>U16s, U18s (Boys)</b>	Size 7

## 13 Late Start

### 13.1 Rule

- 13.1.1 A game shall not start unless each Team has at least four (4) Players present and ready to play.
- 13.1.2 Failure to start the game on time shall result a two (2) point penalty being awarded to the opposition for each minute, or part thereof, that the game is delayed.
- 13.1.3 Teams can elect not to begin playing, but will be subject to the late start penalty and forfeit rules as defined in these By-laws.

## 14 Forfeits

### 14.1 Notification

- 14.1.1 For **sufficient notice** to be given the following must be adhered to:

<b>Monday games</b>	Notification received by 9:30am on Monday
<b>Saturday games</b>	Notification received by 5:00pm on Friday
<b>Public Holidays</b>	Contact must be made with the non-forfeiting <b>JCWG</b> Club Representative by 9:30am of the game day
<b>All Other Games</b>	Notification received twenty-four (24) hours before the game

- 14.1.2 Notification for all games other than Public Holidays must be made by telephone to the Stadium Staff. If contact was not made by phone an email should be sent to [admin@willettontigers.com.au](mailto:admin@willettontigers.com.au)
- 14.1.3 **Definitions**
- 14.1.4 **Notified Forfeits:** Where **sufficient notice** has been given and confirmation received.
- 14.1.5 **Un-notified Forfeits:** Where **sufficient notice** has not been given.

14.1.6 **Illegal Player Forfeits:** Where a Team has fielded an Illegal Player.

14.1.7 A player **legally takes the court:**

- If they are legally substituted into the game; or
- When the ball becomes live to commence a period and they are a player on the court.

14.1.8 A team may be fined the amount equal to a senior game fee if they do not provide 24 hours notice and the opposition is unable to be notified prior to the game.

14.1.9 Any Team forfeiting three (3) times in any one (1) Season, may be removed at the discretion of the CAC and will be fined the amount equal to a senior game fee on the third forfeit.

## 14.2 Rule

14.2.1 If a Team does not have four (4) Players who have **legally taken the court** within within ten (10) minutes of the scheduled starting time or the game is held up by a team due to circumstances that involve that team, they shall **lose by forfeit**.

14.2.2 If a Team plays while having an Association Invoice overdue they shall **lose by forfeit**.

14.2.3 If one Team forfeits the final score shall be 20 – 0.

14.2.4 If both Teams forfeiting the results shall be recorded as a 0 – 0 loss to each Team.

14.2.5 Any Team forfeiting three (3) times in any one (1) Season, may be removed at the discretion of the CAC.

## 14.3 Exceptions

14.3.1 If a Team has formally protested against an Association Invoice the invoice will not be considered overdue. If the protest is dismissed, the invoice will be considered overdue immediately.

# 15 Timing of Games

## 15.1 Rule

15.1.1 Minor Round games shall be timed as follows:

<b>First Half</b>	Twenty (20) minutes running clock
<b>Second Half</b>	Twenty (20) minutes running clock

15.1.2 Finals Series games shall be timed as follows:

<b>First Half</b>	Twenty (20) minutes running clock
<b>Second Half</b>	Seventeen (17) minutes running clock plus a further three (3) minutes stopped clock

15.1.3 Extra periods shall only be played in Finals Series games.

15.1.4 Extra periods are three (3) minutes stopped clock.

15.1.5 Two time outs are permitted each half, and one time out in any extra period.



- 15.1.6 No time outs are permitted in the final three (3) minutes of the second half in a Minor Round game.

## 16 Special Rules

### 16.1 Under 8s

- 16.1.1 The first half shall be a skill development session conducted by the Association's coaches in conjunction with the Team coaches.
- 16.1.2 The second half shall be a modified game (approximately two twelve (12) minute halves) following the Under 10s rules. The game will be officiated by the Association coaches who conducted the skills session.
- 16.1.3 The primary focus is to introduce Under 8s to basketball, develop their skills without playing a forty (40) minute game, and to provide assistance to the Team coaches wherever possible.
- 16.1.4 No uniform penalty shall be applied. Black WBA shorts must be worn during all games.

### 16.2 Under 10As

- 16.2.1 No Finals Series will be played.
- 16.2.2 No uniform penalty shall be applied. Black WBA shorts must be worn during all games.
- 16.2.3 No late start penalty shall be applied
- 16.2.4 Raised-Boards shall be used.
- 16.2.5 Free throws shall be taken from the second peg line (1.8m from the free throw line towards the basket).
- 16.2.6 Successful three point shots shall count as two (2) points.
- 16.2.7 Coaches are permitted to walk from the endline up to their side of the scorebench.
- 16.2.8 Teams are allowed to use Players from opposing Domestic Clubs and/or any Under 10 competition to avoid a forfeit.

### 16.3 Under 10Bs

- 16.3.1 No Finals Series will be played.
- 16.3.2 No uniform penalty shall be applied. Black WBA shorts must be worn during all games.
- 16.3.3 No late start penalty shall be applied
- 16.3.4 Raised-Boards shall be used.
- 16.3.5 Free throws shall be taken from the second peg line (1.8m from the free throw line towards the basket).
- 16.3.6 Successful three point shots shall count as two (2) points.
- 16.3.7 Coaches are permitted to walk from the endline up to their side of the scorebench.

- 16.3.8 Teams are allowed to use Players from opposing Domestic Clubs and/or any Under 10 competition to avoid a forfeit.

## 16.4 Under 10Cs

- 16.4.1 No Finals Series will be played.
- 16.4.2 No uniform penalty shall be applied. Black WBA shorts must be worn during all games.
- 16.4.3 No late start penalty shall be applied
- 16.4.4 Mini-Boards shall be used.
- 16.4.5 Free throws shall be taken from the second peg line (1.8m from the free throw line towards the basket).
- 16.4.6 Successful three point shots shall count as two (2) points.
- 16.4.7 Coaches are permitted to walk from the endline up to their side of the scorebench.
- 16.4.8 Teams are allowed to use Players from opposing Domestic Clubs and/or any Under 10 competition to avoid a forfeit.

## 16.5 Joint Grades

- 16.5.1 In joint grades the rules applied shall be those of the higher grade unless otherwise outlined in this section.

## 16.6 Other Grades

- 16.6.1 U12C and lower grades shall take their free throws from the second peg line (1.8m from the free throw line towards the basket).
- 16.6.2 No Zone Defence is permitted up to and including the U14s.

Zone defence is defined by BWA below:

*Any defence played in the offensive frontcourt, which does not incorporate normal man-to-man defensive principals, shall be considered a zone. For this purpose, trapping defences that rotate back to man on man defensive principles shall be acceptable. Trapping defences and double team defences in the offensive backcourt shall be acceptable, but must rotate back to man-to-man defence in the offensive frontcourt.*

The penalty for playing a zone defence is a technical foul being charged and entered in the electronic scoring device or scoresheet against the coach ('B').

Only the Court Supervisor may determine whether a prohibited defence is being played. If it is believed that a prohibited defence is being played, please ask for the Court Supervisor. If it is an illegal defence, the Court Supervisor shall instruct the Referees to charge a technical foul against the Coach to be entered in the electronic scoring device or scoresheet as ('B').

Clarification on the No Zone Defence rules can be found in the *Zone Buster Manual* on the WBA website under Junior Bylaws and BWA website.

16.6.3 A Team is in a team foul penalty situation when it has committed seven (7) team fouls in a half. That is, if the team foul penalty is applicable, free throws shall be shot on the eighth team foul.

16.6.4 This rule shall be referred to as the **Mercy Rule**.

8's and 10's - 10 points

12's – 20 points

14's, 16's 18's - 30 points

Any Team who is leading by above mentioned amount of points or more points must retreat to the half court line after every dead ball until the opposition has brought the basketball into the offensive frontcourt. This shall remain in effect until the lead is reduced to one point below the specified number for the appropriate age group. Failure to do so may result in a technical foul being charged and entered in the electronic scoring device or scoresheet against the Coach ('B').

It is the Coach's responsibility to ensure their Team adheres to this rule.

16.6.5 Any **Official or Staff Member of the Association** has the authority to ask a person over the age of eighteen (18) to leave the stadium.

16.6.6 U12s and U14s will use the closer (6.25m) three-point line when available.

16.6.7 U16s and above will use the further (6.75m) three-point line.

## 17 Grading of Teams

### 17.1 Rule

17.1.1 U8s and U10s may be regraded twice a Season by the JCWG at approximately one-third, and two-thirds through the Season.

## 18 Fees

### 18.1 Rule

18.1.1 The Board shall determine game and other fees.

18.1.2 When last updated the following fees were charged:

- Season Fee                      Paid by Teams to WBA (collected by Domestic Clubs on behalf of WBA).
- Domestic Club Fee              Paid by players to the Domestic Club (to cover Nomination fees and Domestic Club expenses). Different for each Domestic Club
- Nomination Fee                 Paid by the Domestic Clubs to WBA.

## 19 Safety Precautions

### 19.1 General Provisions

- 19.1.1 Parents/Guardians of Players suffering from an illness or medical condition are to accept responsibility for the Player and are asked to make the Coaches and Managers aware of that condition. This information must be confidential.
- 19.1.2 It shall be the joint responsibility of the Coaches and Referees to ensure that any Player who is bleeding or has an open wound is substituted. The Player may return to the court only after bleeding has stopped and the affected area or open wound has been completely, and securely, covered. If the bleeding cannot be stopped, the Player is not to return to the court. Any clothing soiled with blood is to be removed before a Player is allowed back on the court. The referee's decision shall be final in determining whether a Player may return to the court.
- 19.1.3 Injured Players should not be moved until someone with first-aid training has attended to them or their parent/guardian decides to do so.
- 19.1.4 The Willetton Basketball Association (Inc.) strongly supports the use of mouthguards in all grades of our Junior Competition. This support is in line with the strategies and initiatives of SportSafe and Basketball WA in promoting better attitudes towards safety in sports, and, in particular, basketball.
- 19.1.5 No modifications to the court will be made.
- 19.1.6 The Duty Manager shall enforce the Hot Weather Policy.
- 19.1.7 All individuals cope differently in different circumstances. It is up to the individual player (or the players family) to decide if the playing conditions are suitable to the players abilities and health; this includes injury, illness, weather conditions etc WBA provides the opportunity for competitions to proceed, but the duty of care and decision to play remains with the individual. WBA supports the decision of any player that chooses not to play under conditions that they may not feel is suitable to them personally.

## 20 Rules Summary

GRADE	U8s	U10C	U10B	U10A	U12Cs	U12B and U12A	U14s	U16s	U18s
Age requirements (on 30 June in year season ends)	6 or 7	7, 8 or 9			9, 10 or 11	11, 12 or 13	12, 13, 14 or 15	14, 15, 16 or 17	
Ball Size	5								
"Zone" Defence	Illegal								
3 point shot	All Field goals are 2 points				All Field goals are 3 points				
Free-throws	Free throws shall be taken from the second peg line (1.8m from the free throw line towards the basket).								
Ring Height	8 ft 5"								
Coaches	Coaches may walk up to their side of the scorebench								
Scoreboards	On								
Uniform penalty	No penalty								
Special Rules	Mercy Rule – 8s and 10s - 10 points								
	Mercy Rule – 12s - 20 points 14s, 16s and 18s – 30 points								
Forfeits	Players can be taken from anywhere as long as not registered in 12s and above, or too old. Boys cannot play in girls' grades and vice versa				Normal Forfeit rules apply				
	There is NO late start penalty								

## Change History

Version	Revision Date	Revised By	Description
1.0	01/02/2009	Rosemary Nixon and Stuart MacDougall with JC approval	Comprehensive changes to structure. Major Rule Changes: Mercy Rule, Grading of Teams, Forfeits, Training Games, Game Times
2.0	01/06/2010	Rosemary Nixon and Stuart MacDougall with JC approval	Consistent formatting applied. Registrations, Nominations and Transfers process amended. Loans removed. U10A rules. Joint grade rule. Fees, Uniform in a Finals Series. Simplify and reduce By-laws.
3.0	13/07/2010	JC and Rosemary Nixon	U10 Rules standardised 3 pointers in U12B and U12A Grading Games removed U10s regraded twice a Semester 'Filling in' in a Finals Series Tables used for increased readability
3.1	31/08/2010	JC	Minimum age U16s and U18s Representative players – JC approval
3.2	01/07/2011	JC	Illegal Player exception – rep players mid-semester
3.3	01/02/2012	JC	Games Fees, U12A and U12B 3-pointers are no longer recognised. (16.6.2)
3.4	25/07/2012	DCC	Forfeit Fines, Committee references
4.0	31/1/2013	DCC	Removed items not relevant for Players/Teams to a separate document, extended 3 point line, timing of Finals games.
4.1	1/10/2013	DCC	Allow games to be played with 4 players, remove training games, six games required to qualify for finals, adjust by-laws to account for season fee, forfeit fines. Relaxation of undergarment rules.
4.2	29/10/2014	DCC	Adjust illegal player bylaws (age requirements and representative players). Adjust Transfers procedures. Special Rule changes to U8 and U10.
4.3	25/6/2015	DCC	Responsible adult by law, each team will require a responsible adult to attend each game to be responsible for the teams actions. (7.1.10)
4.3	22/9/2015	DCC	Definitions, Representative player. A player in the top two divisions of WABL.  Illegal Player, representative player in C division.
4.3	23/9/2015	DCC	10B's once the ball has been inbounded the defence shall then be permitted to play full court defence (16.3.9)
4.4	23/2/2016	JCC and DCC	<u>16, Special Rules.</u> WBA black shorts must be worn by all 8's and 10's players during games
4.5	26/4/2016	JCC/DCC	Rules summary - page 21, ALL 10 A and B grades play with high rings.

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4.6	16/9/2016	JCC/DCC	<p>1.2.8 Representative players ; State -(Country WA and Metro WA);</p> <p>2.1.4 Definitions; a Player can legally play more than four (4) games in any higher grade with JC approval.</p> <p>5.1: Illegal player definition – if a player continues to play in a higher grade without JC approval</p> <p>6.1.5 A player may acquire a finals qualifying game if –  <i>“They are legally substituted into the game”</i></p> <p>16.6.9 Removed : The “no-charge” rule will not be applied in any grades.</p>
4.7	23/9/2017	DCC	<p>To be introduced 17/18 summer</p> <p>1.2.8 Any Player who played/selected in the most recently completed season/competition for, in a:</p> <ul style="list-style-type: none"> <li>• Southern Cross Challenge; or</li> </ul>
4.7	23/9/2017	DCC	<p>Notification for all games other than Public Holidays must be made by telephone to the Stadium Staff. <b>If contact was not made by phone an email should be sent to <a href="mailto:admin@willettontigers.com.au">admin@willettontigers.com.au</a>.</b></p>
4.7	23/9/2017	DCC	<p>Electronic Scoring device definition (1.1.11)</p>
4.7	23/9/2017	DCC	<p>The scorer from the <u>second team listed</u> shall complete the Electronic scoring device in all situations where the scorers cannot decide amongst themselves. (7.1.1)</p>
4.7	23/9/2017	DCC	<p>It is the responsibility of the team to ensure fixtures are checked regularly, due to unforeseen circumstances changes may need to be made, contact with teams will be made to the best of WBA’s ability with the team information provided. (7.1.11)</p>
4.7	10/11/17	DCC	<p>16.6.9 The new FIBA “Faking a Foul” rule implemented in October 2017 will not be applied.</p>

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4.8	30/4/18	DCC	<p>Removed - 16.6.9 The new FIBA "Faking a Foul" rule implemented in October 2017 will not be applied.</p> <p>14.1.8 A team may be fined the amount equal to a senior game fee if they do not provide 24 hours notice and the opposition is unable to be notified prior to the game.</p> <p>14.1.9 Any Team forfeiting three (3) times in any one (1) Season, may be removed at the discretion of the DCC and will be fined the amount equal to a senior game fee on the third forfeit.</p> <p>3 Dribbles for U8 <u>removed</u> from summary and 8's Rules, added – "This is left to the discretion of the WBA coach"</p> <p>2.1.7 (New) – A player may not register to a Domestic Club if they or any member of their family are unfinancial with the Association or any Domestic Club.</p> <p>3.2 (New) – All transfers are subject to a \$50 transfer fee.</p> <p>3.4 (New) - Exceptions. 3.4.1 Transfer fees are waived for any transfer required as a result of the representative player cap.</p> <p>5.3.2 A Player may play in Girls U18s if they are turning <b>thirteen (13)</b> in the year the season ends, provided they have permission from the JC before taking the court.</p> <p>3.2.2 Removed - No Representative Player shall be permitted to Transfer into a Domestic Club to play in a Team that already has two (2) or more Representative Players.</p> <p>3.2.3 (Adjusted now 3.2.2) The Junior Committee shall decide if the Representative Player can transfer to the selected Team, or any other Team determined by the Junior Committee.</p>
4.9	1/10/18	DCC	<p>1.2.1- If a Team:</p> <ul style="list-style-type: none"> <li>• <b>fields an Illegal Player; or</b></li> <li>• fields more than four (4) representative players in any one game, in the following grades G18A and below and B18A and below; or</li> <li>• has more than four (4) permanent representative players registered to the team in the following grades G18A and below and B18A and below.</li> </ul>
5	17/10/18	DCC	<p>Removed - 4.1.3 The only numbers permitted are from four (4) to fifteen (15), twenty (20) to twenty-five (25), thirty (30) to thirty-five (35), forty (40) to forty-five (45) and fifty (50) to fifty-five (55), inclusive;</p>
5.1	15/11/18	DCC	<p>Moved from 4.1.2 inappropriately dressed to 4.1.3 out of uniform;</p> <p><i>They are wearing a compression garment that extends below the shorts that is not predominantly black</i></p>



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5.2	16/9/2019	DCC	<p>6.1.2 A qualifying game is any game (including Forfeits) that is not part of a Finals Series, with the exception of washouts.          “with the exception of washouts” has been removed</p> <p>1.1.8 Representative Player          Any Player who played/selected in the the most recently completed season/competition.          - “selected” has been removed</p> <p>1.1.12 Added Domestic Club Official</p> <ul style="list-style-type: none"> <li>• President or Vice President of club</li> <li>• Added to 8.2.1 Protests of game result</li> </ul> <p>4.1.3 Edited - They are wearing a compression garment that extends below the shorts that is not predominantly black, ADDED white or team colour</p> <p>16.2.7, 16.3.10 and 16.4.10 Removed - In all out of bounds situations in the offensive frontcourt, all players on the court must vacate the keyway. Movement into the keyway is permitted once the ball is handed in</p> <p>16.3.9 Removed</p> <p>The defence shall retreat to half court after a basket is scored and in all out of bounds situations in the offensive backcourt. Once the ball has been inbounded the defence shall then be permitted to play full court defence.</p> <p>19.4.9 Removed</p> <p>The defence shall retreat to the keyway in all out of bounds situations in the offensive backcourt. Once retreated, half court defense is permitted.</p> <p>16.4.4 Changes to the mercy rule with the application of the below listed points per age group.</p> <p style="padding-left: 40px;">8’s and 10’s - 10 points          12’s – 20 points          14’s, 16’s 18’s - 30 points</p> <p>16.6.2 Remove – Successful 3 points shots shall count as 2 (two) points in all grades U12 and below  <i>(No change to under 8’s and 10’s - 16.2.8, 16.3.9 and 16.4.8)</i></p> <p>16.6.2 Added - Clarification on the No Zone Defence rules can be found in the <i>Zone Buster Manual</i> on the WBA website under Junior Bylaws and BWA website.</p> <p>10B and 10C, consistent wording of the rule- <i>A maximum of (5) bounces is permitted except on an open court fast break</i></p>
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5.3	27/6/2020	DCC	<p>1.1.12 Added Domestic Club Official</p> <ul style="list-style-type: none"> <li>• President or Vice President of club</li> <li>• Added to 8.2.1 Protests of game result</li> </ul> <p>4.1.3 Edited - They are wearing a compression garment that extends below the shorts that is not predominantly black, ADDED white or team colour</p> <p>16.3.10 and 16.4.10 Removed - In all out of bounds situations in the offensive frontcourt, all players on the court must vacate the keyway. Movement into the keyway is permitted once the ball is handed in</p> <p>16.3.9 Removed</p> <p>The defence shall retreat to half court after a basket is scored and in all out of bounds situations in the offensive backcourt. Once the ball has been inbounded the defence shall then be permitted to play full court defence.</p> <p>19.4.9 Removed</p> <p>The defence shall retreat to the keyway in all out of bounds situations in the offensive backcourt. Once retreated, half court defense is permitted.</p> <p>16.4.4 Changes to the mercy rule with the application of the below listed points per age group.</p> <p style="padding-left: 40px;">8's and 10's - 10 points</p> <p style="padding-left: 40px;">12's – 20 points</p> <p style="padding-left: 40px;">14's, 16's 18's - 30 points</p> <p>16.6.2 Remove – Successful 3 points shots shall count as 2 (two) points in all grades U12 and below (No change to under 8's and 10's - 16.2.8, 16.3.9 and 16.4.8)</p> <p>16.6.2 Added - Clarification on the No Zone Defence rules can be found in the <i>Zone Buster Manual</i> on the WBA website under Junior Bylaws and BWA website.</p> <p>10B and 10C, consistent wording of the rule- <i>A maximum of (5) bounces is permitted except on an open court fast break.</i></p>
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5.3	10/2/2021	CAC	<p><u>Added</u></p> <p><b>Uniforms,</b></p> <p>4.1.2 A player is considered inappropriately dressed if:</p> <ul style="list-style-type: none"><li>• Hair braids and plaits are not to swing freely and must be tied up in a bun where length is permitting.</li></ul> <p>4.2.2 Any Player who is considered <b>out of uniform</b> shall be penalized by awarding five (5) points to the opposition for each Player out of uniform <b>to the maximum of 20 points</b></p> <p><u>Remove</u></p> <p>4.3.1 No uniform penalty shall be applied for:</p> <ul style="list-style-type: none"><li>• Any New Player's first game. New Players do not include Players who are 'filling in' from a lower grade</li></ul> <p><u>Added</u></p> <p>4.1.2 A Player is considered <b>inappropriately dressed</b> if:</p> <ul style="list-style-type: none"><li>• Players <b>must</b> remove or tape jewellery to avoid being inappropriately dressed.</li></ul> <p><u>Remove</u></p> <ul style="list-style-type: none"><li>• Their Domestic Club identifies them as an un-financial player after the third round of competition.</li></ul> <p><u>Added</u></p> <p><b>14.1.4 Notified Forfeits:</b> Where <b>sufficient notice</b> has been given and confirmation received.</p> <p><u>Remove</u></p> <p>16.3.7 and 16.4.7 - A maximum of five (5) bounces is permitted except on an open court fast break</p>
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