

# **WILLETTON BASKETBALL ASSOCIATION (INC)**

**Senior By-laws**

**Updated: 13 August 2015**

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## Foreword

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

The Willetton Basketball Association DCC 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

Version	Revision Date	Revised By	Description
1.0	31/01/2013	DCC	Original
1.1	01/10/2013	DCC	Only play for one team in a grade's finals series.

# 1 Interpretation of Rules

## 1.1 Definitions

### 1.1.1 Board

The Board of the Willetton Basketball Association.

### 1.1.2 CSO

Competition Support Officer.

### 1.1.3 DCC

The Willetton Basketball Association Domestic Competitions Committee.

### 1.1.4 Officials and Staff Members of the Association

Association Head Coaches, Board Members, Coaching Development Officer, CSO, Court Supervisor, Duty Manager, General Manager, Members of any Willetton Basketball Association Committee, Referees, Referees' Coordinator, Stadium Administrator, and Stadium Manager.

### 1.1.5 WBA

The Willetton Basketball Association (Inc.) is responsible for running basketball at the Willetton Basketball Stadium. The WBA organises and maintains a Senior Competition through the DCC.

## 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 Court Supervisor.

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

1.3.3 Any decision by the DCC 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 Uniforms

## 2.1 Definitions

2.1.1 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.

2.1.2 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);
- They are wearing jewellery;
- 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.

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

- 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.

## 2.2 Rule

- 2.2.1 Any Player who is considered **inappropriately dressed** shall not be permitted to play.
- 2.2.2 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.
- 2.2.3 Players may not tape jewellery or nails to avoid being inappropriately dressed.
- 2.2.4 Undergarments that extend below the shorts may be worn provided they are predominantly Black.
- 2.2.5 Undershirts can be worn provided they are skin-tight.

## 2.3 Other Provisions

- 2.3.1 The penalty may be applied at any time during the game or within ten (10) minutes following the conclusion of the game.
- 2.3.2 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.
- 2.3.3 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.

## 3 Illegal Players

### 3.1 Definitions

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

- 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 are playing in a grade of the incorrect gender
- They play whilst under suspension by any affiliated Association.

3.1.2 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 have already played in a finals series for another Team in the same grade.
- They fail to meet any of the Finals Series Eligibility Criteria.

### 3.2 Rule

3.2.1 If a Team fields an Illegal Player they shall lose the game by forfeit and be subject to Forfeit Fines.

3.2.2 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.

3.2.3 A Player knowingly playing as an Illegal Player, or a Coach knowingly playing an illegal Player, may be reported for unsportsmanlike behaviour to the Willetton Tribunal Committee.

3.2.4 Any protests in relation to the Eligibility of a Player must follow the procedure outlined in section **6 Reports and Protests**.

## 4 Finals Series Eligibility

### 4.1 Definitions

4.1.1 A game shall be considered a **washout** if there was no result.

4.1.2 A qualifying game is any game (including Forfeits) that is not part of a Finals Series, with the exception of washouts.

4.1.3 Byes are not considered as qualifying games.

4.1.4 Only qualifying games may be credited to Players for Finals eligibility in a particular grade.

4.1.5 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 present at the game;

- They have their full name and playing number entered into the electronic scoring device.
- 4.1.6 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.
- 4.1.7 In the event of a game **lost by forfeit**, the qualifying game shall not be credited to any Players for Finals eligibility.
- 4.1.8 In the event of a game **won by forfeit** the following Players shall 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.

## 4.2 Rule

- 4.2.1 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.
- 4.2.2 Any protests in relation to the Eligibility of a Player Participating in a Finals Series must follow the procedure outlined in section **6 Reports and Protests**.

# 5 Responsibilities

## 5.1 Rule

- 5.1.1 All Teams shall provide a competent scorer/timer for the duration of the game. The scorer from Team A shall complete the electronic scoring device in all situations where the scorers cannot decide amongst themselves. Scorers/timers is to have no other influence on the game other than fulfilling their scoring duties.
- 5.1.2 If neither team has provided a scorer teams will be required to play four-on-four. In no circumstances will a referee who is needed on the court be used as a scorer.
- 5.1.3 If any information in the electronic scoring device is disputed, it is the responsibility of the Team to follow the procedure outlined in section **6 Reports and Protests**.
- 5.1.4 It is the Team's responsibility to return all Stadium Shirts at the conclusion of the game. Any Stadium Shirts not returned shall be charged to the Team.
- 5.1.5 Teams will be required to pay any invoices by the due date specified on the invoice.
- 5.1.6 It is the responsibility of the Team contact to ensure all players under the age of sixteen (16) have their parents' permission to play in the Senior competition.

# 6 Reports and Protests

## 6.1 General Provisions

- 6.1.1 The DCC adopts and enforces the Willetton Basketball Association Tribunal and Appeals Procedures.

- 6.1.2 All persons entering Willetton Basketball Stadium may be subject to report by any **Official or Staff Member of the Association**.
- 6.1.3 All patrons should be aware the Association has security cameras on all courts and surroundings in the case of disputes.

## 6.2 Protest of Game Result, Player Eligibility and Forfeit Fines

- 6.2.1 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.
- 6.2.2 If the protest is upheld, the security shall be refunded.

## 7 Abandoned Games

### 7.1 Definitions

- 7.1.1 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.

### 7.2 Rule

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

## 8 Premiership Ladders

### 8.1 Definitions

- 8.1.1 In Minor Rounds, the result of a drawn game shall stand. There is no overtime in Minor rounds.
- 8.1.2 A draw shall be considered half a win.
- 8.1.3 Win Ratio and Overall Percentage are calculated as follows:

- $Win\ Ratio = \frac{Number\ of\ Games\ Won}{Number\ of\ Games\ Played} \times 100$
- $Overall\ Percentage = \frac{Points\ For}{Points\ Against} \times 100$

### 8.2 Rule

- 8.2.1 Premiership Ladders shall be calculated based on Win Ratio.
- 8.2.2 If the Win Ratio for multiple Teams is equal, then Overall Percentage shall be used to split the tie.

## 9 Finals Series

### 9.1 Rule

9.1.1 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

## 10 Equipment

### 10.1 Rule

10.1.1 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**.

10.1.2 Only stadium basketballs shall be used for games.

10.1.3 Private basketballs may be used for warming up, however the Association reserves the right to confiscate any basketballs if their use interrupts games.

10.1.4 Basketball sizes for respective age groups:

<b>All Women's Grades</b>	Size 6
<b>All Men's Grades</b>	Size 7

## 11 Late Start

### 11.1 Rule

11.1.1 A game shall not start unless each Team has at least four (4) Players present and ready to play.

11.1.2 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.

11.1.3 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.

## 12 Forfeits

### 12.1 Notification

12.1.1 For **sufficient notice** to be given the Duty Manager must be notified by 5pm on game day. **Fines incurred are \$55 for notice given before 5pm on game day, \$110 for notice given after 5pm on game day for forfeiting team.**

### 12.2 Definitions

12.2.1 **Notified Forfeits:** Where **sufficient notice** has been given.

12.2.2 **Un-notified Forfeits:** Where **sufficient notice** has not been given.

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



12.2.4 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.

## 12.3 Rule

- 12.3.1 If a Team does not have four (4) Players who have **legally taken the court** within ten (10) minutes of the scheduled starting time, they shall **lose by forfeit**.
- 12.3.2 If a Team plays while having an Association Invoice overdue they shall **lose by forfeit**.
- 12.3.3 If one Team forfeits the final score shall be 20 – 0.
- 12.3.4 If both Teams forfeiting the results shall be recorded as a 0 – 0 loss to each Team.
- 12.3.5 **Notified Forfeits** shall incur a fine equal to the game fee for the forfeiting Team.
- 12.3.6 **Un-notified Forfeits** shall incur a fine equal to twice the game fee for the forfeiting Team.
- 12.3.7 Any Team forfeiting three (3) times in any one (1) Season, may be removed at the discretion of the DCC.

## 12.4 Exceptions

- 12.4.1 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.

## 13 Timing of Games

## 13.1 Rule

- 13.1.1 Minor Round games shall be timed as follows:

<b>First Time</b>	Twenty (20) minutes running clock
<b>Half Time Break</b>	Five (5) minutes
<b>Second Half</b>	Twenty (20) minutes running clock
<b>Break between Games</b>	Five (5) minutes

- 13.1.2 Finals Series games shall be timed as follows:

<b>First Time</b>	Twenty (20) minutes running clock
<b>Half Time Break</b>	Five (5) minutes
<b>Second Half</b>	Seventeen (17) minutes running clock plus a further three (3) minutes stopped clock
<b>Break between Games</b>	Five (5) minutes

- 13.1.3 Extra periods shall only be played in Finals Series games.
- 13.1.4 Extra periods are three (3) minutes stopped clock.
- 13.1.5 Two time outs are permitted each half, and one time out in any extra period.

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

## 14 Special Rules

- 14.1.1 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.
- 14.1.2 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.
- 14.1.3 Any player found under the influence of alcohol will not be permitted to play and will be instructed to leave the stadium.
- 14.1.4 Our referees are covered by a code of conduct at all times. Any person abusing a referee will be instructed to leave the stadium and possibly banned from playing in any team in Willetton's competitions.
- 14.1.5 The "no-charge" rule will not be applied in any grades.

## 15 Fees

### 15.1 Rule

- 15.1.1 The Board shall determine game and other fees.
- 15.1.2 When last updated the following fees were charged:
- Game Fee                      Paid each game (or in advance)
  - Nomination Fee              Paid to nominate a Team.
  - Registration Fee              To be paid by the end of the third week of the Season.

## 16 Safety Precautions

### 16.1 General Provisions

- 16.1.1 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.
- 16.1.2 Injured Players should not be moved until someone with first-aid training has attended to them or their parent/guardian decides to do so.
- 16.1.3 The Willetton Basketball Association (Inc.) strongly supports the use of mouthguards in all grades of our Senior 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.
- 16.1.4 No modifications to the court will be made.
- 16.1.5 The Duty Manager shall enforce the Hot Weather Policy.