



Werribee Basketball Association Inc.

ABN 13 743 366 751

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Rules and By Laws

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RULES AND BY LAWS OF COMPETITIONS

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 Competitions" are revoked.

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

- Competitions of the WBA;
 - i. Junior Domestic Competition
 - U8-U23 Boys and Girls, All Abilities
 - ii. Senior Domestic Competition
 - Men, Women, Wheelchair, Over 35, Mixed;

These rules shall be followed at all times and can only be revised by the WBA Executive and/or appointed Sub-Committee's, and must be endorsed by the WBA Executive Committee before taking effect.

DOMESTIC COMPETITIONS

1.0 RULES

- a. The rules of Basketball as issued by FIBA and Basketball Australia shall be followed in all competitions managed by the WBA. The only exceptions to this will be as noted in the By-Laws of the Association.
- b. Any situation not covered in 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".
- c. Junior Club/Senior Team delegates can request an exemption to the Competition By-Laws under extenuating or special circumstances.
- d. All exemptions must be in writing and sent to the Competition and Program Manager, to be forwarded to the WBA Executive Committee for consideration.
- e. 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.
- f. "Competition and Program Manager" refers to the WBA appointed person employed to manage all Basketball Competitions.
- g. "Referee Team Leader (RTL)" refers to the WBA appointed staff to oversee game operations and rostering of Referees.

2.0 FEES

- a. The Executive shall determine the Team registration fees. Junior Domestic Clubs will be invoiced at the start of each season. Senior Domestic teams will pay the registration fee as part of the online team registration process.
- b. Competition and Program Manager shall determine Team Sheet Fees in consultation with the Executive. Junior Domestic Clubs will be invoiced at the start of each season. Senior Domestic teams will pay the team sheet fee prior to the playing of each round match.
- c. Competition and Program Manager shall determine a team Commitment Fee for Senior Domestic Teams only, in consultation with the Executive.
 - i. The fee is payable to the WBA once only, when a team enters the competition. It is non-refundable and non-transferable when a team leaves the competition.
 - ii. The team will pay the commitment fee as part of the online team registration process.

- d. Junior Domestic clubs and Senior Domestic teams must pay all invoices by the due date into the nominated account. If any clubs or teams have difficulty in paying, a request can be made to the Executive via the WBA Treasurer for special consideration such as extended payment terms.
- e. Should a club or team leave the competition mid-season, they will forfeit all monies and will be sent invoices for any outstanding monies due.

3.0 REGISTRATIONS

- a. 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).
- b. Junior Domestic Clubs will be required to nominate the expected number of teams 8 weeks prior to the commencement of the season. Once the registration period is closed, clubs are required to populate player information.
- c. 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.
- d. Junior players wishing to be registered must do so prior to playing by completing the relevant registration procedure as defined by their Club; this may include entering information into the online database.
- e. All Junior Coaches and Team Managers must:
 - i. Be registered by completing the relevant registration procedure as defined by the Association; this may include entering information into the online database.
 - ii. Hold a current Working With Children Check unless exempt.
- f. Senior players will register using the link, Team code and password as sent to the Team Delegate upon completion of the online Team registration form.
- g. Fill in players must enter name courtside and then register online prior to second game.
 - i. Junior Players, on request, must provide proof of age to their Domestic Club.
 - ii. In all Senior age restricted competitions, all players must provide proof of age to the Competition and Program Manager upon request.
- h. All Senior Domestic Players must be 15 years of age or older. Players under 18 must complete the WBA indemnity form.
- i. 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).
- j. **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).
- k. If a team gives three (3) walkovers in a season it may be ineligible from playing finals for that season at the discretion of the Competition and Program Manager in consultation with the Domestic Chairperson; and if a team gives four (4) walkovers in one season it will be immediately removed from the competition. The Competition and Program Manager 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.
- l. 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. 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;
 - ii. Officer Bearers.
 - iii. Nominated Domestic Delegate.
 - iv. Club Contact Details.
 - v. Number of teams (names, age groups and genders).
- b. Uniform Description (provide an example) and must have an alternate uniform strip/colour {in case of colour clashes}.

5.0 GRADING

- a. Clubs and/or Senior teams are required to nominate their desired grade on the official registration form, however, the Grading Working Group) along with the Competition and Program Manager and Domestic Chairperson, reserve the right to review and change designated grading at their discretion. Teams are bound by this decision.
- b. Senior teams may appeal against the decision to the Competition and Program Manager and Domestic Chairperson in writing. The Competition and Program Manager and Domestic Chairperson will determine each appeal on its individual merit and their decision is final.
- c. The Competition and Program Manager and Domestic Chairperson will form a Grading Working Group prior to the beginning of each season. This Working Group will abide by the Grading Guidelines as set out in Appendix A.

6.0 PLAYER & GAME QUALIFICATIONS

- a. A player must be under the given age on 31st December of the year that the competition season finishes.
- b. All clubs, teams and players must be financial and in good standing with all WBA affiliated clubs, teams and/or programs, in order to participate in any WBA competition or program. The Competition and Program manager has the right to revoke or not accept player or team registrations.
 - i. 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 Competition and Program Manager (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 round providing it is in a higher age group and with the same club. Higher age group must be only one age group above natural age. Players may only play in one game per timeslot. 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 Junior Domestic 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.
- h. All players are to play in a competition that is aligned to their identified gender

7.0 TRANSFERS & 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 Club Registrar and Competition and Program Manager. Clearances will not be granted to any current registered players 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.
- d. Should a club or team find a clearance has been granted in error, they may lodge a dispute to the Competition and Program Manager and Domestic Chairperson. The player will be allowed to play for the club they have transferred to (without penalty) whilst this dispute is heard.
- e. If a player is cleared to another club / team, the player must qualify for finals in accordance with By-Law 8.
- f. 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.
- g. Playing an uncleared player, may result in an Infringement penalty see 12(a).
- h. 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 clearing Club, there is no outstanding financial obligations or other sufficient reasons for continued refusal.
- i. 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).
- j. 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).
- k. Players that have registered for the current season will not be permitted to obtain a clearance to move between clubs after Round three (3) of that 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/electronic scoring by the opposition scorer as being present and taking the court.
- b. Senior Players must have played in one third (1/3) of the scheduled games for their particular team.
 - i. A senior player is deemed to have played if they have been ticked off on the scoresheet/electronic scoring by the opposition scorer as being present and taking the court.
- 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) in the game immediately prior to or after that round.

- d. Consideration will be given by the Competition and Program Manager and the Domestic Chairperson in regards to finals eligibility if a player is sick or injured throughout the season, special circumstances, trying out for, training for, or playing for a State or National Representative basketball Team/Program. Proof will be required to be presented to the Competition and Program Manager and Domestic Chairperson.
- e. Adding Players' names to finals score sheet/electronic scoresheet that have not qualified will activate infringement penalty 12(f).

9.0 COMPETITION MATCHES

- a. Matches will be conducted in order of precedence:-
 - i. WBA Rules and Regulations (By-laws),
 - ii. Basketball Victoria (BV) By-Laws,
 - iii. Basketball Australia By-Laws and
 - iv. International Basketball Federation By-Laws (F.I.B.A.).

The following modifications, which shall apply to all matches:

- b. 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 Sheet 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 Competition and Program Manager that they cannot avoid a walkover, the fine will be reduced to that of the Team-Sheet 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 as part of the end of season team sheet true-up. Senior teams must pay the walkover fee within a week or before the next scheduled game, whichever is earlier of the two.
- c. Where a team has only three (3) Players, a team may fill the remaining fourth (4th) position with a player (of the same gender) from the same age group (juniors) or competition, from the same grade or lower and of the same Club 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/electronic scoring system and signed by both Coaches authorising the game to commence. For the purpose of this Rule 6(b) shall not apply.
- d. Each team must supply a competent/trained 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 RTL.
 - i. Scorer/Timekeeper must be 13 years of age or older.
 - ii. Any scorer/timekeeper older than 13 years of age, but not yet 15 years of age, must be supervised on the score bench by an adult at all times.
- e. 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.
 - i. Substitutions and Time Outs during games should be made through the score table; however, substitution and Time Out requests can be made directly to the referee during a dead ball period (following a whistle) at the Referees discretion.

- f. **Stadium Scoring:** Only players who are present on the playing area can be marked off as being active players on Stadium Scoring prior to the game commencing.
 Players registered to the team can be marked as active by the scorer at any point during the game.
 Players not registered to the team cannot be added after half time.
Scoresheets: Full player names must be legibly written beside the player number, failure to do so will result in that game not counting toward finals qualifications. Scorers are to tick the "Player in" column when a player steps onto the court.
- g. Junior Team Coaches must be named on the score sheet/electronic scoring. Senior teams must nominate a Court Captain/Coach to the officials prior to the commencement of the game.
- 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,) that shall be nominated by the WBA at the beginning of each season:-Infringement penalty see 12(c). Byes are considered games for this purpose.
- i. 1st and 2nd team Junior Representative Players are encouraged to 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.
- i. 3rd team or lower Junior Representative Players are encouraged to play in the appropriate grade matching their ability for their club or team at the discretion of the Competition and Program Manager and Player and Coach Development Manager.
- 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 , 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 apply to all Competitions with the exception of the Under 8 Competition, where the original jump ball rule will apply.

10.0 TIMING REGULATIONS

- a. Timing rules may alter due to; however are not limited to, court availability, competition size and time of year. If changes occur, timing rules will be established and published two (2) weeks prior to the commencement of the season.
- 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

- a. Premiership points awarded for: -
- | | |
|---------------------------|----------|
| Bye or Walkover Received | 3 points |
| Win | 3 points |
| Draw | 2 points |
| Loss | 1 point |
| Forfeit or Walkover Given | 0 points |

- b. If for Administrative reasons or unforeseen circumstances outside of the WBA's control, a regular season game is called off, both teams, no matter what the score is at the time the game is called off, will receive a Bye (Shown as a washout in Sports TG), which is equal to three (3) premiership points.
- c. A double walkover will result in 0 points for both teams.
- d. 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.
- e. 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 | 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 |

13.0 FINALS

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

Format

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. If for Administrative reasons or unforeseen circumstances outside of the WBA's control, a finals game is cancelled and/or called off, the procedure set out in Appendix B will implemented.

14.0 UNIFORMS

- a. The members of each team shall be dressed in regulation uniform , which shall consist of:
 - i. Shirts of the same dominant colour front and back.
 - ii. Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts.
- b. Each team member shall wear a shirt numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt.
- c. The numbers shall be clearly visible and:
 - i. Those on the back shall be at least twenty (20) cm high.
 - ii. Those on the front shall be at least ten (10) cm high.

- iii. The numbers shall be at least two (2) cm wide.
 - iv. Players can wear 00, 0-99
 - v. Players on the same team shall not wear the same number.
 - vi. Any advertising or logo shall be at least five (5) cm away from the numbers.
 - vii. Players wearing incorrect numbers will be penalised as per point 14(h).
 - viii. 'Taped' numbers are not permissible.
 - ix. Singlets must be tucked in at all times.
- d. Playing Shorts
- i. Team members are to wear shorts of uniform colour and style, and must not have pockets.
 - ii. Referees under no circumstances are to allow a player with pockets to take the Court. Turned out Pockets are unacceptable.
- e. Compression Garments:
- The following are permitted:**
- i. Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
 - ii. Undergarments that extend below the shorts of the same dominant colour as the shorts or white, black or skin tone.
 - iii. Undergarments that extend below the shorts of the same dominant colour as the shorts, white, black or skin tone.
 - iv. Compression sleeves of the same dominant colour as the shirts, white, black or skin tone.
 - v. Tights or Track pants are not permitted unless approved by Competition and Program Manager.
 - vi. 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 are not permitted unless approved by the Competition and Program Manager.
 - vii. Players who wear the wrong colour tee shirt will not be permitted to take the court.
- f. Players must wear appropriate sporting footwear.
- g. Players may wear long sleeve tops, full length pants, and/or head scarf if required to do so for religious reasons. The guidelines for compression garments above must be followed regarding fabric type and colour to ensure safety of all parties.
- h. Each team shall specify clearly on the team registration form the details of the playing uniform of the team.
- i. Prior to commencement of a game, if, in the Referee's opinion, team colours are too similar, the team required to wear alternative singlets will be the team named first on the score sheet/electronic scoring (The home team).
- j. 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 the penalty points on the sheet/electronic scoring.

- ii. If 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 RTL will adjudicate.
 - iii. The RTL 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 the RTL will have the authority to make a decision as is deemed necessary at that particular time based on the merit of that individual case.
- k. Coaches Dress Code
- i. Coaches must wear appropriate enclosed footwear (thongs are not permitted).
 - ii. Coaches must wear official Club apparel where possible (singlets are not permitted).
 - iii. Coaches are not permitted to wear Werribee Devils apparel while coaching Domestic games.

15.0 GLOVES, FINGERNAILS & WRISTBANDS

a. Gloves:

Gloves may be worn by players as long as they;

- i. Are appropriate for basketball,
- ii. Do not give additional reach, or grip,
- iii. Do not in any other way give an unfair advantage to the wearer,
- iv. Are in no way dangerous to other players.

*** The use of gloves to avoid cutting fingernails is allowable under the current rules of the game, as long as they conform to the above requirements.**

b. Fingernails:

If an official establishes that a player has fingernails that could cause abrasions, they must enforce the player to;

- i. Closely cut their fingernails to eliminate the threat of causing abrasions (usually not protruding above the finger).
- ii. Cover the protruding fingernails with a suitably protective device such as medical strapping tape. (The tape must be applied in such a manner that no sharp edges or corners are created by the taping).
- iii. The player may not participate until such time that the referee is satisfied that the nails are appropriately covered.
- iv. Where the protective device (e.g. strapping tape) falls off during the game the referee must stop play at the next opportunity and direct the player to remedy the cover. If this occurs more than twice then the referee should instruct the player that (s)he can no longer participate in the game, unless the fingernails are closely cut to eliminate the threat of causing abrasions to others.

c. The referee should prohibit the player from participating in the game in the following circumstances;

- i. Suitable protective measures are not available;
- ii. Where a referee is not convinced that such a protective measure will adequately overcome the risk of abrasive injury to others.
- iii. The player refuses to cover the offending fingernails.

d. Wrist Bands:

- i. The various rubber, leather and silicon etc. wrist bands (power bands) are regarded as objects which may cause injury to other players.
- ii. Consequently players must remove the bands prior to playing or have them covered with adhesive tape, or towelling sweat band, eliminating any possibility of another player getting their finger(s) caught under them.
- iii. The player may not participate until such time that the referee is satisfied that the band(s) are appropriately covered.

*** Where the protective device (e.g. tape) falls off during the game the referee must stop play at the next opportunity and direct the player to remedy the cover. If this occurs more than twice then the referee should instruct the player that (s)he can no longer participate in the game, unless they remove the band.**

16.0 JEWELLERY, HAIR & HAIR ACCESSORIES

- a. Referees should monitor all players appearance prior to the commencement of the game, in particular look out for rings, bracelets, necklaces, earrings and obvious body piercing jewellery.
- b. If an official establishes that a player has jewellery and / or body pierced jewellery the following FIBA Interpretation shall be applied.
- c. Players who wear Jewellery which is visible and could cause injury to themselves or to other players shall be instructed as follows;
 - i. Any player wearing an object that might cause injury (such as those objects listed above) must be politely told of the existence of the rule (referees should not presume that a player is aware of the rule) and be asked to remove the object prior to taking the court.
 - ii. If a player claims that a particular item cannot be removed, the referee should instruct the player that (s)he must cover the object with a suitably protective device such as medical tape. The player may not participate until such time that the referee is satisfied that the object is appropriately covered.
 - iii. Where the protective device (e.g. tape) falls off during the game the referee must stop play at the next opportunity and direct the player to remedy the cover. If this occurs more than twice then the referee should instruct the player that (s)he can no longer participate in the game, unless they remove the jewellery.
- d. The referee should prohibit the player from participating in the game in the following circumstances:
 - i. A referee is not convinced that such a protective measure will adequately overcome the risk of injury;
 - ii. Suitable protective measures are not available;
 - iii. The player refuses to remove or cover the offending object.
- e. Hair Accessories:
 - i. Players **are permitted** to take the court wearing “bobby pins” and/or “one touch” or “snap” clips to hold their hair back. These items pose no threat of injury to any player on the court (see attached photo in Appendix C).
 - ii. Players will not be permitted to wear barrettes, bandanas, headbands made of metal, or clips larger than a bobby pin or snap clip – especially those that are present for decorative purposes only. These items do pose a threat of injury, due to their increased size (see attached photo in Appendix D).
 - iii. If items in a player’s hair are made from a non-abrasive, pliable material, they may be permitted to be worn, as (by rule) they pose no threat of injury.
 - iv. This includes head scarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips.
 - v. Referees and competition administrators **cannot** prevent a player taking the court if the religious clothing that he/she is wearing poses no threat of danger to another player. Common sense must be used in these situations. Any person preventing a player from taking the court due to the clothing that they are wearing for religious purposes may leave themselves open to legal action.

- e. **Braids:**
- i. If a player (male or female) has their hair braided, and it swings free from their head when the head is moved, it may cause harm to another player if struck by the braid.
 - ii. Due to injury that may be caused, players are not permitted on the court with free braids in their hair.
 - iii. Players are not permitted to cover their braids with a bandana. This guideline includes plaited ponytails.
 - iv. Players with plaited ponytails must be instructed by the referees to either roll the plait into a bun, or remove the plait and play with a loose ponytail. This is again due to the injury that may be caused if struck by the plait.
 - v. Long hair must be worn in a manner that does not hide the playing number.

17.0 OTHER EQUIPMENT

- a. All equipment used by players must be appropriate for the game. Any equipment that is designed to increase a player's height or reach or in any other way give an unfair advantage is not permitted.

Players shall not wear equipment (objects) that may cause injury to other players.

The following equipment is not permitted:

- i. Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
- ii. Objects that could cut or cause abrasions (fingernails must be closely cut).
- iii. Headgear, hair accessories and jewellery.
- iv. Protective Helmets:
 - No player is permitted to play with headgear which according to FIBA includes protective helmets.
 - FIBA ruled that if a player is required to wear a protective helmet for their own health and safety, then their health is at too much of a risk to play the sport of basketball. Also there is the associated effect on the opposition players as they feel their endeavours and style of play may have to be curtailed when playing against someone wearing a helmet for self-protection.
 - An appropriate exemption may be made in circumstances where a player provides medical evidence to wear a helmet for their self-protection because of an intellectual disability.

The following equipment is permitted:

- v. Knee braces if they are properly covered.
 - vi. Protector for an injured nose, even if made of a hard material.
 - vii. Any colour mouth guard.
 - viii. Spectacles/eye glasses/sports goggles, if they do not pose a danger to other players.
 - ix. Headbands, maximum five (5) cm in width, made of non-abrasive, cloth, pliable plastic or rubber.
- b. **Medical Jewellery:** Medical information wrist bands may be worn by players as long as they are in no way dangerous to other players, and covered using medical strapping tape or an athletic sweat band. If the protective device (e.g. tape) falls off during the game the referee must stop play at the next opportunity and direct the player to remedy the cover. If this occurs more than twice then the referee should instruct the player that (s)he can no longer participate in the game. Note: Referees must not instruct the player to remove the medical jewellery.
- c. Any other equipment not specifically mentioned in this article must be approved by the Competition and Program Manager in consultation with the Domestic Chairperson.

18.0 PROTESTS

- a. 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 the Competition and Program Manager within 72 hours of the completion of the game.
- b. All protests will be ruled upon by the Competition and Program Manager in consultation with the Domestic Chairperson. If a satisfactory outcome cannot be achieved, the Junior Domestic Club/Senior Team has the right to appeal the decision to the WBA executive, whose decision shall be final.

19.0 ILLEGALLY HANGING FROM THE RING (excluding FIBA rule 36.3.1)

- a. 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 Facility Management (WLS) for further action.
- b. If damage occurs to the equipment whilst the player is hanging from it, that player will be liable as per WLS conditions of entry and policies.
- c. If the game is unable to continue due to damage to the basketball ring or backboard, the team that player plays for will forfeit the match and may also be fined.
- d. An automatic two-week suspension from all competitions for the player concerned may be invoked. The Competition and Program Manager will enforce any suspension.

20.0 ALTERNATE COMPETITIONS

- a. Competition Administration from time to time will develop 'Alternate Competitions' which may have modified rules. These modifications will be communicated to Teams entering the Competitions, Clubs and Referees.

21.0 JUNIOR DOMESTIC UNDER 8 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 players and apply the rules of the game with the intent of participation and 'having fun' for all participants.
- c. The rings shall be lowered for all games.
- d. A Five (5) Seconds in the key will replace the three (3) seconds in the key rule.
- e. 2 x 16 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.

22.0 TWENTY POINT RULING FOR JUNIOR DOMESTIC COMPETITIONS

- a. A team leading by 20 points is required to play defence only in the opposition's front court (their back court).
- b. Any defence can be played (i.e. man on man, zone).
- c. 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).
- d. The twenty point ruling will be enforced by the referees, however;
- e. If the losing Coach during the game requests not to play the rule then it shall not be enforced. This must be communicated to the game referees as soon as possible.
- f. The twenty-point ruling will not apply during grading games or finals.

23.0 SIN BIN POLICY

- a. Any player receiving a TECHNICAL or UNSPORTSMANLIKE foul will result in the player being Sin Binned.
- b. The Sin Binned player will be out of the game for the next 5 minutes.
- c. The player may sit on the team bench during this time.
- d. This is timed by the referee using the scoreboard and the player may return once the 5 minutes has elapsed on the scoreboard.
- e. A Sin Binned player may be replaced by a substitute if one exists.
- f. A second similar offence by the same player will result in the player being disqualified from the game.
- g. Referees are encouraged to warn, in a courteous manner, players of any behavior or language which may lead to Technical or Unsportsmanlike Foul
- h. The Sin Bin ruling will not be applied for **unsportsmanlike** fouls ONLY in all Premier men's and women's competitions.

24.0 ELECTRONIC SCORING/SCORESHEETS

- a. The electronic scoring system/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 electronic scoring/score sheet is deemed incorrect and no points will be awarded for the game.
- b. All Players must have their name marked off on the scoresheet/electronic scoring in the "Played" column to verify they participated in the game in order to qualify for finals.

25.0 BALL SIZE

- a. The size of the ball used in matches shall be:
 - i. Under 8 Size 5
 - ii. Under 10, 12, 14 boys and all women's matches Size 6
 - iii. Under 16 boys and above Size 7

26.0 WBA STAFF & REFEREE TEAM LEADERS

- a. Referee Team Leaders (RTL) 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.).
- b. RTL's 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.

- c. If a Junior team is concerned on Referee performance or Competition concerns, they are to request a letter through their respective club be sent to the Competition and Program Manager.
- d. If a Senior team/player has a concern, they are to contact the Competition and Program Manager via the team delegate.

27.0 HEAT POLICY

- a. All WBA competitions shall abide by the Basketball Victoria Climate Policy.
 - i. When the court temperature reaches 30 degrees Celsius, competition organisers must consider implementing and where the court temperature reaches 35 degrees Celsius, must implement the following timing rules:
 - ii. If a game is played in halves, the game time must be reduced by 2 minutes per half with 2 team timeouts per half. 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. In the event the coaches do not call a timeout as required, the referees will intervene and call a timeout and attribute them to the respective teams.
 - 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. When the court temperature reaches 40 degrees Celsius, games must be abandoned. Subject to any rule or ruling by a competition organiser,
 - v. If a game is called off in accordance with the heat policy, both teams no matter what the score is at the time the game is called off, will receive and Bye (shown as a washout in Sports TG), which is equal to three (3) premiership points.

28.0 DOMESTIC COMMITTEE

- a. The Werribee Basketball Association Domestic Committee shall comprise of a Representative from each Junior club with two or more teams in the competition.
- b. A nominated club delegate or current Club Committee member must attend the monthly meeting, as per the schedule set by the Domestic Chairperson.
- c. A nominated Club Delegate is the person approved by the club and sent to the Competition and Program Manager as per By-Law 3.0.
- d. Clubs may bring one (1) observer.
 - i. An observer may not vote nor participate in discussion unless approved by Domestic Chairperson.
- e. Clubs may be represented by no more than two (2) members as per above.
- f. For all voting decisions a quorum of 50% + 1 nominated delegates must be in attendance.
- g. Senior Teams are invited to send a delegate to Domestic Committee meetings.
- h. VBRA/TOC must abide by the above.
- i. The Domestic Chairperson or Competition and Program Manager at their discretion may invite other guests when required.

29.0 INJURIES

- a. If a player is injured during the course of the game, the following procedures should be followed:
 - i. On the reverse side of the score sheet OR note in the appropriate box in the electronic scoring system, 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.
 - ii. Report the injury to Centre Management for inclusion on the Injury Register.
 - iii. Immediately, following being injured, consult your Local Doctor if required.
 - iv. It is the injured parties' responsibility to claim any injury expenses. The Claim Form can be obtained from the Competition and Program Manager or the BV website. It is the responsibility of the claimant to follow all policy and procedure as per the insurers guidelines.
- b. Injuries occurring in external competition venues must be reported to the Competition and Program Manager and Club/Team delegate.

30.0 TRIBUNAL

- a. All members of the WBA including Coaches, spectators, and officials will be subject to the Basketball Victoria Tribunal By-laws and relevant Basketball Victoria Policies and Bylaws. Any person reported in relation to a WBA competition, program, event or activity, will be required to attend an independent Basketball Victoria tribunal convened by the WBA Tribunal Secretary.
- b. All matters before the tribunal cannot be discussed at Domestic Committee meetings before proceedings have taken place.
- c. All participants are also required to abide by the stadium entry rules, and separate actions and penalties may be applied by stadium management if these rules are breached.

31.0 COMMUNICATION WITH WBA COMPETITION OFFICE & STAFF

- a. Only the nominated Junior Domestic Club/Senior Team Delegate and/or current Club Committee member can contact the WBA office and/or Staff for all matters pertaining to the competition.

32.0 ADDITIONS TO BY-LAWS

- a. The WBA reserves the right to add and/or remove appendices to these By-Laws when required.
 - i. Club/Team Delegates will be informed of any amendments to these By-Laws.

33.0 IGNORANCE OF BY-LAWS

- a. Ignorance of WBA Competition By-Laws is not grounds for defence or appeal.

APPENDICES

Appendix A – Grading Policy

- a. Grades will be based on a letter – A being the top level, B second level and so on. This will allow the splitting of grades i.e. A to A and AR. The WBA will have the final decision on the number of grades.
- b. Clubs submit teams to the WBA at the start of each season and place teams in Grades applicable to the skill level and experience of team. Previous season grade should be a guide for team placement.
 - i. Questionable team entries, i.e. team has four (4) representative players, requesting to play C grade, will be moved at the discretion of the WBA for grading.
 - ii. Clubs are to consider the best interests of the entire competition when placing teams.
- c. All teams are graded for the first 3 Rounds of each season to provide a fair competition with the exception of Under 8.
- d. Ideally the number of teams per grade should be no less than 7 and no more than 9, however exceptions may apply.
- e. The grades shown in the first 3 Rounds are NOT the final grades e.g.: Round 03 – a B grade team plays in an A grade match but may not end up in A grade.
- f. Any queries about grading are managed by WBA C&PM via approved Club/Senior Team Delegate.
- g. Generally, Round 1 will remain as submitted as the fixture is automated.
- h. Each Age Group will have a 'Leader'. Leaders and Observers to watch parts of each game (minimum of 5 minutes) for a particular age group and makes notes if required.
- i. After Round 1, all results are recorded in a spreadsheet and the working group will start linking sides together, e.g.: If 2 sides have a close game they would be put in a group together, if either of those teams have another close game, we will add their opponent to that group.
- j. Each week of grading, the spreadsheet is submitted to the WBA for creating the fixture online.
- k. For games that aren't close, winners of a lower grade will be matched against losers of the next grade up.
- l. The aim by the end of Round 3 is not to have many undefeated teams (with the exception of A grade) & to hopefully have no winless teams (with the exception of the lowest grade).
- m. Early results should indicate who are A grade sides & who the lowest grade sides are.
- n. Once it is evident who is definitely an A grade side, games can be fixture to have most of them amongst themselves whilst the weaker A grade sides cross over against the better B grade sides.
- o. The same applies for the lowest grade, the lowest grade sides can play each other while the better sides in the lowest grade will get placed against lower sides from the grade above.
- p. After Round 2, the Leaders and Observers will meet to discuss which teams are in which grade and generally will have a good indication of the core of each grade.
- q. Fringe teams of that core grade will be fixtured to play against each other e.g. our two weakest B sides will play the 2 strongest C sides to confirm they are in the correct grade.
- r. The strength of the A grade will determine the makeup of the grades below.
- s. Senior teams will be graded during the first 3 rounds of competition. Senior Grading will be done at the discretion of the Competition and Program Manager in consultation with the Domestic Chairperson.

- t. Senior grading will be based on, but not limited to the following factors:
 - i. Previous seasons results
 - ii. Results during the first 3 rounds of grading
 - iii. Strength of team
 - iv. Balance and needs of the competition
 - v. Team numbers per grade
 - vi. Order of team registrations received

- u. For both Junior and Senior grading purposes, at the end of Round 3 the final grades will be established. All Results and Ladders will be reset to zero (0). All attempts are made to avoid having byes; however court space will be the final determination.

Appendix B – Finals game cancellation

- a. Finals game cancellation procedure is currently being confirmed and will be added to these By-Laws prior to the Winter 18 Finals games.

Appendix C – Permitted hair accessories



Appendix D – Non-permitted hair accessories

