

# Wanneroo Basketball Association Inc.

ABN 86 371 367 364 AIN A08200142

**No Zone Policy** 

Updated: November 2020

# Wanneroo Basketball Association – No Zone Policy

# **Overview**

The following is a No Zone Policy to be used in WBA competitions as per the below guidelines. This policy aligns to the Basketball Australia No Zone policy implemented Nationwide.

#### **Policy Position**

To be implemented in all grades up to and including Under 14.

# 1. Definition

- 1.1. Any defence played inside the 3-point line which does not incorporate normal man to man defensive principles shall be considered a zone.
- 1.2. Violations of the "no zone" rule will generally fall within one of the following categories:
  - 1.2.1. One or more players were not in acceptable man to man defensive position in relation to the player they are guarding and the player with the ball.
  - 1.2.2. A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques (for example, bumping the cutter, following the cutter or switching)
  - 1.2.3. Following a trapping or help and recover situation, the team made no attempt to reestablish man to man defensive positioning.
  - 1.2.4. The team zone pressed and did not assume man to man defensive positioning once the ball had been advanced into the quarter court.

# 2. WBA Approach and Penalties

- 2.1. If you believe the opposition is playing a zone defence, a Team/Club Official may approach the Games Manager and ask them to check for a potential zone defence is being played.
- 2.2. If the Games Manager determines a zone is being played, they will speak to the offending coach and implement the following steps in order:
  - 2.2.1. Ask them to adjust their defence.
  - 2.2.2. Give the coach an official warning.
  - 2.2.3. Instruct the referee to issue a technical foul on the coach.
  - 2.2.4. Any further breaches will result in a second technical foul being issued to the coach.
  - 2.2.5. This will result in the coach being disqualified from the game.

