



COMPETITION RULES

JUNIOR & SENIOR DOMESTIC COMPETITIONS

Wanneroo Basketball Association Inc.

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Record of Amendments

By Laws adopted	1 st May 2003
Competition Rules (formerly “By Laws”) Amendments	31 st May 2020
Competition Rules Amendments	5 th May 2021
Competition Rules Amendments	7 th September 2022
Competition Rules Amendments	6 th October 2022
Competition Rules Amendments	5 th April 2023
Competition Rules Amendments	2 nd October 2023
Competition Rules Amendments	2 nd October 2024
Competition Rules Amendments	16 th April 2025
Competition Rules Amendments	17 th September 2025

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COMPETITION RULES FOR JUNIOR & SENIOR DOMESTIC COMPETITIONS

The following Competition Rules of Wanneroo Basketball Association Inc. ("the WBA") (which are to be read in conjunction with FIBA rules and Basketball WA's interpretation) become effective from the commencement of the competition, program or event and apply to all teams competing in any competition, program or event conducted by the WBA.

The WBA reserves the right to adjudicate in the best interest of basketball, on any matters not specifically covered by these Competition Rules or in the case of conflict, between rulings. The WBA also reserves the right to vary or set aside the application of these Competition Rules, in the best interest of basketball.

1. Definitions

In these Competition Rules, unless the context otherwise requires the following words and expressions have the following meanings:

"Association" means the Wanneroo Basketball Association Inc.

"BA" means Basketball Australia or the Australian Basketball Federation Inc or each of them collectively.

"Board" means the Board of the Wanneroo Basketball Association Inc.

"Business Day" means every day which is not a Saturday, a Sunday, or a public holiday within the meaning of the Public and Bank Holidays Act (WA) 1972.

"BWA" means Basketball WA.

"CEO" means the Chief Executive Officer appointed by the Board to manage the affairs of the Association as directed by the Board.

"Club", in accordance with clause 2.1 of the Constitution, means an Incorporated entity affiliated with the Wanneroo Basketball Association Inc. that nominates more than four (4) teams into the WBA Junior Competition.

"Coach" means either a Coach or Assistant Coach of a Team associated with the WBA.

"CPM" means the Competition & Programs Manager appointed by the Board to manage basketball related operations of the Association as directed by the CEO.

"Competition Governance Group" refers to the committee comprised of select Board Members, CEO, WBA Management and CPM in accordance of section 26 of the WBA constitution.

"Competition Rules" may also be referred to as By Laws, in accordance with clause 28 of the Constitution, means these rules as they apply to either the Senior Domestic Competition, Junior Domestic Competition or together, as amended from time to time.

"Constitution" means the Constitution of the Wanneroo Basketball Association Inc.

"Domestic Competition" means the competition managed by the WBA and as set out in these Competition Rules.

"Domestic Game" means any game of basketball which is under the direct jurisdiction of the Association but excludes a game of basketball under the direct jurisdiction of the BWA.

"Fee" or "Fees" or "Membership Subscription Fees" means each of the fees set out by the WBA.

"Fine" means a fine prescribed by the WBA in accordance with the **Schedule of Fines - Appendix 1**.

“Financial Year” means each period of twelve (12) months commencing on the 1st of October and terminating on the next succeeding 30th September.

“Game Official” means any person acting as, or collectively, including WBA Management, Competition & Program Manager, Games Manager, Referee Supervisor/Instructor, Competition & Officials Coordinator, Referee, or Bench Official.

“Grading Committee” means the WBA staff and key stake holders appointed by the Chief Executive Officer.

“Junior Competition” means the Junior Domestic Competition managed by the WBA.

“Junior Player” means a Player who is under the age of 18 as at 31st December of any given year and is a member of a Junior Affiliated Club.

“Match Fee” means any fee or charge, which is required to be paid by each player on a team prior to the commencement of a fixtured match in accordance with the **Schedule of Fines - Appendix 1**.

“Member” means a member as defined in accordance with clause 7.1 of the Constitution.

“Senior Competition” means the Senior Domestic Competition managed by the WBA.

“Senior Player” means a Player who is a member of a Senior Affiliated Team.

“Team” means either a Senior Affiliated Team or Junior Affiliated Member Team.

“Team Manager” means a Team Manager of a team associated with a Club.

“Tribunal Chairperson” means the Tribunal Chairperson appointed each year by the CEO.

“Tribunal Panel” means collectively the appointed members of the Tribunal Panel.

“WABL” means the Western Australian Basketball League.

“WBA” means Wanneroo Basketball Association

“WBA Management” means senior management appointed by the CEO to manage the operations of the Association.

2. General Provisions

2.1. These Competition Rules are established pursuant to **Clause 28** of the Constitution.

2.2. Pursuant to **Clause 28** of the Constitution the Competition Rules may be amended by the WBA as it sees fit in accordance with the following provisions:

2.2.1. WBA Management shall provide at least seven (7) business days' notice to each Club and members of any amendments to the Competition Rules. WBA Management must give due consideration to any views or correspondence of each Club concerning the amendments.

2.2.2 Any amendments to the Competition Rules will be effective from the date the WBA Management notifies each Club in writing that the Competition Rules have been amended unless stated otherwise.

2.2.3 WBA Management reserves the right to amend or introduce Competition Rules mid-season, subject to the provisions of **by-law 2.2.1** above.

- 2.3 The Games Manager appointed for any Senior Competition or Junior Competition fixture shall be empowered to interpret the Competition Rules and adjudicate on any matter in the event that the Competition Rules do not adequately resolve the matter on hand.
- 2.3.1 If, in the judgment of the Games Manager, any misconduct by Players, Coaches, managers, spectators, parents and Game Officials is disorderly, offensive or aggressive, or in any way a breach of the WBA, BWA or the relevant facility conditions of entry, Codes of Conduct/Behaviour, the offending party may be requested to leave the stadium by the Games Manager.
- 2.3.2 The Games Manager may report the conduct to WBA Management or Competition Governance Group, (either through an Incident Report or through a formal Tribunal Report) if the Games Manager feels that further action is appropriate, or if the person does not immediately follow a request from the Games Manager to leave the stadium.
- 2.3.3 The standard penalty for a person that does not leave the stadium at the request of the Games Manager will be a two (2) week suspension, in addition to any other penalty that may be applicable.

3 Playing Rules to Apply

- 3.1. Except as provided for in these Competition Rules, all games shall be played in accordance with all FIBA guidelines and rules, and BWA playing rules in force from time to time, save for the variations agreed to by the WBA Board, as the case may be, and distributed to all Clubs and Referee stakeholders.
- 3.1.1. Where there are differences between FIBA rules and the WBA Competition Rules, the WBA Competition Rules are to take precedence.
- 3.2. The Competition Governance Group has the discretion to waive the application of the Competition Rules in exceptional circumstances. In considering whether exceptional circumstances exist the Competition Governance Group must consider:
- 3.2.1. The hardship, expense, or inconvenience to any Player, Domestic Club, WBA, or a Competition if the Competition Rules are not waived.
- 3.2.2. Any benefit or cost to a competition if the Competition Rules are waived; and
- 3.3. Any decision by the Competition Governance Group to waive the application of Competition Rules in exceptional circumstances shall apply to the current Season only, unless it is agreed to amend the Competition Rules for future Seasons.
- 3.4. Other Game Provisions
- 3.4.1. Abandoned Games Authority
- 3.4.1.1. For the purpose of game abandonment, the Games Manager shall have the authority to decide as to whether or not playing conditions are such to warrant abandonment.
- 3.5. Ejected Coach or Player
- 3.5.1. A Player or Coach, upon being notified by a Game Official that they have been ejected from the game, must leave the playing area where you are no longer able to view the court, immediately until the completion of the game.
- 3.5.2. If the Player or Coach is under the age of 18 years and not accompanied by an adult, then they will be asked to remain seated on their team bench under the supervision of the coach or team manager until the completion of the game. If there are extenuating circumstances, the games manager can use their discretion if removal is required.
- 3.6 Items not Provided for:
- 3.6.1. WBA Management and/or Competition Governance Group reserves the right to adjudicate in the best interest of basketball, on any matters not specifically covered by these Competition Rules.

4. Clubs

- 4.1. Club Membership will be extended to any incorporated entity that enters four (4) or more teams (including a minimum of one (1) female team) into the WBA Junior competition upon application to the WBA Board.
- 4.2. To be accepted as a Club in the WBA competition all incorporated entity's must be registered in accordance with the Australian Incorporations Act 2015.
- 4.3. Prospective Clubs will be required to provide WBA Management with the following for approval where necessary:
 - 4.3.1. Minutes of the first Annual General Meeting (AGM)
 - 4.3.2. Names of elected Office Bearers
 - 4.3.3. Club Name and Logo including colours
 - 4.3.4. Club contact details
 - 4.3.5. Number of teams
 - 4.3.6. Uniform description
- 4.4. Clubs are required to Coordinate the entries of all teams playing under the Club name and enter their details into the appropriate competition software.
- 4.5. Clubs are required to manage all aspects of club operations including but not limited to:
 - 4.5.1. Recruitment of players and coaches.
 - 4.5.2. Provision of approved uniforms.
 - 4.5.3. Provision of suitable training venues (if appropriate).
 - 4.5.4. Enter teams in the appropriate level of competition offered by WBA (i.e., from the Under 8 age levels).
 - 4.5.5. Ensuring players are allocated to teams in grades that are of the appropriate level of skill for each individual player and in the best interest of the competition.
 - 4.5.6. Data entry of members details into appropriate competition software programs.
 - 4.5.7. Adhere to appropriate financial management requirements including payment of appropriate fees in a timely manner, as prescribed by the WBA.
- 4.6. The WBA will schedule a minimum of 5 meetings annually between Club Presidents and WBA Representatives.
 - 4.6.1. Meetings will be scheduled approximately every two (2) months to align with the early, mid and late stages of each WBA domestic season
- 4.7. All clubs are responsible for ensuring that its relevant officials, volunteers and members are compliant with the relevant legislation including Working With Children checks and are registered in the WBA database.

5. Acceptance of Entry

- 5.1. The WBA reserves the right to reject any applications in respect of individuals, teams or Clubs or impose such limitations on numbers of teams or other conditions as it sees fit.
- 5.2. Applications by Clubs and independent teams entering the Senior Domestic Competition are to be lodged via the appropriate online competition software by the due date.
- 5.3. Applications for the Junior Domestic Competition must be made via a Junior Affiliate Member Club. Team registrations by independent teams are prohibited in the Junior Domestic Competition.
- 5.4. Details of the teams, age groups, grades and gender must be lodged by the Junior Domestic Clubs via the online competition software by the due date.

6. Team/Club Eligibility to Play

- 6.1. Should a team/club have registered for the current season with payments outstanding, the WBA reserves the right to withdraw the team/club from the competition and hold any registration money paid until all outstanding payments due have been made. The WBA reserves the right to reinstate such registration once full payment has been made.
- 6.2. All payments due must be made to the WBA by 5.00pm on the day of closing of registrations for the new season.
- 6.3. Working examples are as follows:
 - 6.3.1. For Senior Teams
 - 6.3.1.1. To register for a new season the following payments must be made in full prior to registration:
 - 6.3.1.1.1. Team nomination fee paid at time of nomination.
 - 6.3.1.1.2. Previous season's forfeit payments incurred. **(refer to the Schedule of Fines - Appendix 1).**
 - 6.3.1.1.3. Any other amounts outstanding and due from season(s) prior.
- 6.4. If full payment has not been made a team is considered unfinancial and ineligible to register.
- 6.5. Receipt of the Team Entry and payment of the required fees does not guarantee acceptance of entry into WBA Competition.
- 6.6. Teams may be refused entry due to:
 - 6.6.1. Unpaid fines
 - 6.6.2. Proven unreliability in previous seasons
 - 6.6.3. Previous withdrawal from fixtured competition
 - 6.6.4. Non-payment of prescribed fees
 - 6.6.5. A WBA Board or Management decision taken in the best interests of basketball for the WBA.
 - 6.6.6. Failure to comply with competition rules; and/or suspension.
 - 6.6.7. Unacceptable behaviour of players and/or parent and spectators.
 - 6.6.8. Competition capacity
 - 6.6.8.1. In the event competition capacity is reached, the WBA reserves the right to preference teams with the highest number of registered participants prior to the publication of fixtures.
- 6.7. Late entry will only be accepted at the discretion of the WBA Management.
- 6.8. A team may be disqualified from competition at the discretion of the Competition Governance Group and upon approval of the WBA Board, when the team and/or parents and spectators:
 - 6.8.1. Gives three (3) forfeits in a season.
 - 6.8.2. Refuses to pay fines incurred.
 - 6.8.3. Breaches acceptable standards of behaviour, as specified in the Codes of Conduct (please refer to the Codes of Conduct on the WBA website) as determined by a formally convened Tribunal or WBA Management.
- 6.9. The WBA reserves the right to allow eligible Association teams to participate in the Junior Domestic Competition until such time as they become an affiliated club under the incorporations act.

7. Fixturing

- 7.1. WBA Management will determine the fixtures for all divisions.
- 7.2. Fixtures will be structured at the discretion of WBA Management.
- 7.3. The CPM will notify Club Presidents once fixtures have been finalised.

- 7.4. The Winter season will be the first fixture for the season.
- 7.5. There will be three (3) regular Senior Domestic Competition fixtures during the calendar year, namely:
 - 7.5.1. Winter fixture.
 - 7.5.2. Spring fixture; and
 - 7.5.3. Summer fixture.
- 7.6. There will be two (2) regular Junior Domestic Competition fixtures during the WBA financial year (October – September), namely:
 - 7.6.1. Winter season; and
 - 7.6.2. Summer season.
- 7.7. Should a team withdraw from a competition prior to the completion of the season, WBA Management or the Competition Governance Group shall determine the fairest way to adjust the competition so that Teams who have played or are yet to play the absent Team are not disadvantaged.

8. Senior Competition Administration

8.1. Team Nominations

- 8.1.1. Nominations for Teams must be lodged via the online competition software by the closing date as specified by the WBA and be accompanied with the appropriate fees.
- 8.1.2. Any nomination received after the specified closing date is not guaranteed a place in the fixture.
- 8.1.3. Teams entered must register an individual Team Contact, who will be the point of contact between the team and the WBA.
 - 8.1.3.1. The contact person must specify an email address and a mobile telephone number and is responsible for keeping this information current.
- 8.1.4. The WBA will endeavour to place all teams in the appropriate grades as per team nominations, however, the WBA reserves the right to allocate teams to a grade deemed most suitable for the competition.
- 8.1.5. Any Team nomination which is subsequently withdrawn prior to the publication of the fixture will forfeit \$100 of the Team Nomination Fee with the remainder (less any online service fees) being refunded.
- 8.1.6. Any Team that withdraws from a competition during the season will forfeit ALL fees already paid.
- 8.1.7. Where applications for a team or teams are not accepted, the team will have the prescribed fees returned, cancelled, or credited to the team's account.

8.2. Player/Coach Registrations

- 8.2.1. All players/coaches must be registered on the appropriate competition software.
- 8.2.2. Any player/coach not registered on the appropriate competition software will be deemed an ineligible player/coach.
- 8.2.3. Any player found to have been playing under a name other than their own will result in the match being deemed a forfeit and the opposition team declared the winner.
- 8.2.4. The Games Manager on duty has the right to ask any player for identification or proof that they are the person identified on the scoresheet.
- 8.2.5. Players in Senior Domestic Competition may register in more than one (1) team in each season, as long as both teams are not in the same grade.
 - 8.2.5.1. A senior player may only play in one team in the same grade/division in the senior competition.
 - 8.2.5.2. Any player found to be playing in more than one (1) team in the same grade/division will be deemed an ineligible player.

- 8.2.6. Teams found to have played an ineligible player will be issued a forfeit fine and the game deemed a forfeit.
- 8.2.7. Players registered to play in more than one grade/fixture or age group on the same day/night of competition should not expect special fixturing to be undertaken to allow them to play in each competition round.

8.3. Match Fees

- 8.3.1. Playing basketball incurs a fee, which may be levied either on the individual or the team, with the amount and payment structure being at the discretion of the WBA.
- 8.3.2. Payment of the match fee is to be made to the WBA Door Staff or relevant game payment software as prescribed by the WBA prior to the published start time of the match.
- 8.3.3. Proof of match fee must be provided to Games Manager prior to the player taking the court.

9. Junior Competition Administration

- 9.1 Where directed by the WBA, Clubs will be required to utilise membership management software which integrates with the online competition management software utilised by WBA.
- 9.2. Team Nominations
 - 9.2.1. Team nominations must be entered into the relevant competition software by the closing date as specified each season.
 - 9.2.2. Any nomination received after the specified closing date is not guaranteed a place in the fixture.
 - 9.2.3. Teams entered by Clubs must provide the Coach's name and contact details in the relevant competition software prior to the commencement of the season.
 - 9.2.4. Where a Club intends to withdraw a nominated team from the competition, the Club Registrar or appointed representative must inform the Association immediately
 - 9.2.4.1. Clubs will have 48 hours from the notification of the initial season fixture to withdraw a team from the competition. **(refer to by-Law 7.3)**
 - 9.2.4.1.1. A fine for not informing the Association may apply. **(refer to the Schedule of Fines - Appendix 1).**
 - 9.2.5. The WBA will endeavour to place all teams in the appropriate grades as per team nominations; however, the WBA reserves the right to allocate teams to a grade deemed most suitable for the competition.
 - 9.2.6. The WBA reserves the right to nominate Association teams into the Junior Domestic Competition.

10. Clearance for Junior Players

- 10.1. A clearance is required for a junior player to change from one club to another club.
- 10.2. No clearances will be granted after the 5th round of each season.
 - 10.2.1 Exemptions may be granted at the discretion of the Competition Governance Group for reasons including but not limited to a team withdrawing from the competition.
- 10.3. The receiving club is required to apply for a clearance online from the player's originating club using the relevant online member management system.
- 10.4. Electronic approval or non-approval is required within seven (7) days from the Club/Team receiving the clearance request.
- 10.5. Where Clubs do not respond to the clearance request within the prescribed seven (7) day period, a clearance will automatically be granted by the WBA upon request by the receiving club.
- 10.6. A player who plays with a new club before a clearance is submitted for approval is classed

as an ineligible player and the game will be deemed a forfeit.

- 10.7. A club may refuse a clearance for a player who is non-financial with that club through outstanding monies owed or non-return of Club property only.
- 10.8. A player who is refused a clearance has the right to appeal to the WBA Competition Governance Group.

11. Club Administration

11.1. Junior Affiliated Member Clubs

- 11.1.1. Clubs must be considered financial to compete in any of the Association's competitions. As prescribed in the Constitution, each Club agrees to abide by all Policies and Procedures, Codes of Conduct and Competition Rules of the Association and the rulings and decisions of the Competition Governance Group, WBA Management and WBA Board.

12. Uniforms

- 12.1. Each Club/Team must wear its approved uniform by the fourth playing fixture of any season.
 - 12.1.1. Prior to the fourth playing fixture and the requirement to wear the approved uniform all players must be compliant with all other uniform rules as set out in the competition by laws.
 - 12.1.2. By the commencement of the fourth round any team that breaches this Competition Rule will result in the penalty outlined in **by-law 33.1** being assessed for each Player out of uniform.
 - 12.1.3. Where there are uniform violations by both teams in a respective match, the penalties will offset, and any differences will be applied if applicable.
- 12.2. As per FIBA regulations, all players are required to tuck in their jersey.
- 12.3. Players on Senior Domestic Teams must all wear uniforms that are identical in colour, relative logo size (not logo brand), pattern, design and style.
 - 12.3.1. All players must be in identical **shorts** colour, relative logo size (not logo brand), pattern, design and style.
- 12.4. All Junior Domestic Teams shall warm up and compete in their approved uniform. One of the two (2) uniforms for each Team shall be predominantly light colour and the other uniform shall be predominantly a dark colour. The light-coloured uniform will be known as the away uniform and the dark uniform as the home uniform.
- 12.5. Any exemptions to the Uniform Competition Rules are at the discretion of WBA Management.
- 12.6. Uniform Clash
 - 12.6.1. Where there is a clash in uniform colours in any fixture, the home team will wear its alternative uniform. There will be no penalty applied in this instance.
 - 12.6.2. Bibs are not permitted to be used under any circumstances.
 - 12.6.3. After the conclusion of round three teams are not permitted to turn their playing uniform inside out.
 - 12.6.4. In the event a fill in player is required and a number clash cannot be avoided, any player entered in the competition software as a fill in can turn their uniform inside out.
 - 12.6.4.1. Turning uniforms inside out will result in a uniform penalty per player as per **by-law 33.1**.
- 12.7. Uniform Change
 - 12.7.1. If a Junior Domestic Club wishes to alter its approved uniform, it must apply for approval of the amended uniform to the WBA Management or Competition Governance Group. The new design must be approved by the Association prior to

use. Any such request shall be provided in writing to WBA Management Competition Governance Group with an attached colour photograph or colour drawing (using the actual colours) of the new design.

12.8. Uniform Numbers

12.8.1. Playing numbers used on uniforms must be as per FIBA regulations.

12.9. Club Logos

12.9.1. All uniforms must comply with FIBA rules.

12.10. Uniform Violations

12.10.1. A Player is considered out of uniform and will not be permitted to participate in any game, if:

12.10.1.1. They are wearing head gear or hair accessories that are capable of being caught accidentally during play; **(refer to appendix 2)**

12.10.1.2. They are wearing jewellery

12.10.1.3. They have long nails.

12.10.1.4. They are wearing shorts that incorporate pockets or are considered to be surf wear, cargo shorts, tailored shorts or compression shorts (i.e. bike shorts, tights or leggings).

12.10.1.5. They are wearing a jersey that is not identical in colour, design or style.

12.11. Under Garments Permitted as per FIBA bylaws **(refer to appendix 2)**

12.11.1. A Player is permitted to wear undergarments (excluding T-shirts) in the Junior Domestic Competition as per the following colours:

12.11.1.1. White.

12.11.1.2. Black.

12.11.1.3. Predominant colour of team uniform.

12.12. Shoes

12.12.1. The WBA permits players to wear shoes of any colour combination.

12.12.2. As per FIBA rules, no flashing lights, reflective material or other adornments are permitted.

12.13. The WBA permit a player to wear a T-shirt under their playing uniform in the Senior Domestic Competition only as per the following guidelines:

12.13.1. Predominant colour of team uniform.

12.13.2. White

12.13.3. Black

13. Player Upgrading/Downgrading

13.1. Clubs may choose to upgrade/downgrade a Player from within their club, to another division within the same age group, after the commencement of the relevant season, provided that:

13.1.1. Clubs notify the WBA to request the move a minimum of twenty-four (24) hours before the next match.

13.1.2. Players may not be reallocated to another team within the same division after the completion of grading.

13.1.3. The move must not cause a breach of any other WBA Competition Rule (e.g., WABL player rules)

13.2. Where a Player is being upgraded, this can occur at any point during the season, however, from that point on, that Player may only play in that higher division for the rest of the season. Finals eligibility criteria still applies (i.e., min number of games required to have been played within the higher-grade competition during the season)

13.3. Injury Exception

13.3.1. Where a player suffers a long-term injury (with appropriate medical evidence) but is able to return during the same season, a club may upgrade a player for the period of the injury, and that player may be able to return to their original team. This player will also be finals eligible in the lower grade that they return to.

13.3.1.1. A long-term injury is defined by the WBA as any injury that results in the player missing four (4) or more concurrent weeks of the domestic season.

13.4. Where a Player is to be downgraded (or moved laterally within a division), this may only occur during the grading period set by the WBA, however, from that point on, that Player must only play in that lower division for the rest of the season.

13.5. Forfeit Avoidance Exception

13.5.1 Forfeit exceptions may apply to the above points in exceptional circumstances only - See **by-law 25.2.1**.

13.6. Internal movement between teams is allowable subject to adherence to other WBA Competition Rules.

13.7. The Competition Governance Group will retain full discretion as to whether to allow any player movement to proceed.

13.8. Where a player breaches one of these clauses, it will cause any game the player has played in to be deemed a forfeit.

14. Restrictions on WABL Players

14.1. All WABL players must play in the Junior Domestic Winter Competition (unless an exemption has been granted under the approved criteria).

14.2. WABL players are not required to play in the Junior Domestic Summer Competition. If they do, they will carry their allocated points.

14.3. The WBA allocate the following points system in relation to WABL Players:

14.3.1. 1st Team players = 4 points, and MUST play A-grade

14.3.2. 2nd Team Players = 2 points, and MUST play A-grade

14.3.3. 3rd Team Players = 2 points, and MUST play in at least B-grade

14.3.4. 4th Team or lower Players = 1 point, and MUST play in at least B-grade

14.4. Junior Domestic teams must not exceed a total of **16 points** and must adhere to the following player restrictions per team:

14.4.1. Maximum of four (4) 1st and 2nd team players

14.4.1.1. With a maximum of two (2) 1st team players

14.4.2. Maximum of three (3) 3rd Team Players

14.4.3. There are no restrictions on the number of 4th Team or lower players, provided teams do not exceed a total of sixteen (16) points.

14.5. Playing a team over the WABL 16-point allocation will be deemed to be playing ineligible players with the penalty being forfeiture of any games played.

14.6. Clubs are to notify the WBA at team registration:

14.6.1. Any WABL Association and Team that each player is currently registered in; and/or

14.6.2. Any WABL Association and Team that each player participated in during the previous 12-month period.

14.7. Any non-Wolves WABL players (e.g., from other Associations) will incur the same allocation as Wolves players as per **by-law 14.3**.

14.8. WABL players are allocated points once WABL teams are finalised prior to BWA WABL grading (not State Championships) each year.

14.8.1. Players will carry allocated points until the next BWA WABL Grading Tournament.

- 14.9. Players are considered to be a confirmed WABL player for Grading, upon registration and payment of prescribed fees.
- 14.9.1. Any player withdrawing after registering and paying fees for WABL Grading will still incur WABL points until the next BWA WABL Grading.
- 14.10. A Player who becomes a WABL player after BWA WABL Grading will not be allocated any points for that year.
- 14.11. If a player is selected to play WABL Grading but permanently withdraws prior to registration and payment of prescribed fees, they will not incur any WABL points.
- 14.12. "Train-On" Players are not allocated any WABL points unless they are elevated to a permanent position prior to grading.
- 14.13. Teams with more than sixteen (16) points will be required to split up or reassign players to bring the Team to within sixteen (16) points.
- 14.13.1. Failure to comply with these provisions within seven (7) days of receiving notification of the breach from the WBA will see the team withdrawn from the domestic season or players reallocated to teams at the discretion of WBA.

15. Age Limits

- 15.1. Age limits for competitions shall be as specified by the WBA as per **by-law 16.1 – 16.6**.
- 15.2. For competitions restricted by age, the age eligibility date/time shall be midnight on 31 December of the year in which the competition commences.
- 15.3. Clubs are responsible for ensuring that all players are placed in the correct age groups and club registrars must sight proof of date of birth for all new players joining their Clubs.
- 15.4. Any Club may be called upon by the WBA to supply proof of age and identity of players at any time.
- 15.4.1. Failure to provide a proof of age and identity within seven (7) days of request will result in the player being removed from the competition due to player safety, insurance and duty of care
- 15.5. In the interest of player safety:
- 15.5.1. To participate in the Junior Domestic Competition, a player must turn six (6) years of age, unless playing in a competition specifically designed for participants six (6) years and younger.
- 15.5.2. To participate in the Senior Domestic Competition, a player must have turned fifteen (15) years of age prior to registration and playing a game. Games Managers have the right to request and sight proof of date of birth at any time.

16. Correct Age Groups

- 16.1. To play Under 8's, a Player must be turning at least six (6) and at most seven (7) by the 31st December of that calendar year.
- 16.1.1. A top age Under 8 may play up into Under 10s inexperienced after playing in Under 8s for one (1) season. The player is only approved for the current season.
- 16.2. To play Under 10's, a Player must be turning at least eight (8) and at most nine (9) in the year of by the 31st December of that calendar year.
- 16.2.1. Any Under 10 player that is selected as a WABL player upon receipt of fees, will be permitted to play up into the Under 12 division and **MUST** abide by all clauses in **Appendix 13**.
- 16.2.1.1. Any Under 10 player that chooses to remain in the Under 10 competition must play in the Experienced division.
- 16.3. To play Under 12's, a Player must be turning at least ten (10) and at most eleven (11) in the year of by the 31st December of that calendar year.
- 16.4. To play Under 14's, a Player must be turning at least twelve (12) and at most thirteen (13) by the 31st December of that calendar year.

- 16.5. To play Under 16's, a Player must be turning at least fourteen (14) and at most fifteen (15) by the 31st December of that calendar year.
- 16.6. To play Under 18's, a Player must be turning at least sixteen (16) and at most seventeen (17) by the 31st December of that calendar year.

17. Grades

- 17.1. Within each age group, the competition is divided into grades. Teams will be nominated to specific grades by their Clubs at the time of team entry. WBA Management will evaluate all team entries and allocate teams to grades in consultation with the Grading Committee and as per **clause 18**.
- 17.2. Grades range from A, B, C and D, etc. with the most skilled teams placed in A Grade and the least skilled at the lower end of the range of grades for that season.

18. Grading U10s – U18s

- 18.1. Nominations of Teams must be lodged via the appropriate online competition software by the closing date as specified by the WBA. Clubs will register teams into Grading Pools for a Grading Period of no more than four (4) but not less than three (3) weeks.
- 18.2. Re-grading of the competition will occur after the Grading Rounds and will be at the discretion of the WBA Management or Competition Governance Group.
 - 18.2.1. After the Grading Rounds all scores and competition results will be reset to zero ladder points.
 - 18.2.1.1. After the initial Grading Rounds, the WBA reserves the right to grade/re-grade team entries to ensure fair competition. Ladder position of regraded teams will be at the discretion of the WBA.
- 18.3. A-grade competition will consist of a minimum of six (6) teams where applicable.
- 18.4. After the Grading Rounds have been completed, no further re-grading requests will be accepted from clubs.

19. Match Timing - Juniors

- 19.1. The game will consist of two (2) halves each of twenty (20) minutes with the clock running.
- 19.2. Where possible, the warmup period will be a minimum of three (3) minutes and the half-time break will be two (2) minutes.
- 19.3. If, after ten (10) minutes has elapsed from the scheduled start of the game, a team fails to take the court, the other team wins by Forfeit (a 20-0 forfeit)
- 19.4. No shot clock is used for Domestic Competition (unless advised separately by the WBA)
- 19.5. Teams will have two (2) timeouts per half unless otherwise specified. No timeouts permitted in the last three (3) minutes of each half (except for finals matches).
- 19.6. No overtime is played for any regular season game.
- 19.7. Semi Finals and Grand Finals will be sixty (60) minute schedules (2 x 20 minutes),
 - 19.7.1. The clock will stop on all whistles in the last three (3) minutes of the 2nd half.
 - 19.7.2. The clock will stop on all made baskets in the final two (2) minutes of play of both the 2nd half and any overtime periods.
 - 19.7.3. Overtime will be three (3) minutes, and the clock will stop for all whistles during each overtime period
- 19.8. As many overtime periods will be played as required to ensure a result.
 - 19.8.1. One (1) timeout allowed per team per overtime period.

20. Match Timing - Seniors

- 20.1. The game will consist of two (2) halves each of twenty (20) minutes, with the clock running.
- 20.2. Where possible, the warmup period will be a minimum of three (3) minutes and the half-time break will be two (2) minutes.
- 20.3. No shot clock is used for senior domestic competition (unless advised separately by the WBA)
- 20.4. Teams will have two (2) time outs per half unless otherwise specified. No timeouts permitted in the last three (3) minutes of each half (except for finals matches).
- 20.5. No overtime is played for any regular season game.
- 20.6. Semi Finals and Grand Finals will be sixty (60) minute schedules (2 x 20 minutes)
 - 20.6.1. The clock will stop on all whistles in the last three (3) minutes of the 2nd half.
 - 20.6.2. The clock will stop on all made baskets in the final two (2) minutes of play of both the 2nd half and any overtime periods.
 - 20.6.3. Overtime will be three (3) minutes, and the clock will stop for all whistles during each overtime period.
- 20.7. As many overtime periods will be played as required to ensure a result in finals matches.
 - 20.7.1. One (1) timeout allowed per team per overtime period.

21. Commencement of Play

- 21.1. The Games Manager shall announce (or use a device to make the warning clear) to the Teams that the game is about to commence. Players should proceed to the middle of the court in their playing uniform. Game Officials and Referees should maintain their positions having completed all of the pre-game checks.
- 21.2. Each team must have a minimum of four (4) players on court at the commencement of play.
- 21.3. Teams are required to take the court at the published time for their match. All pre-match administration, e.g., payment of match fee, provision of alternate uniforms, etc. should be completed before the published start time for the match.
- 21.4. The match officials will start the match clock at the published time. Both teams must be ready to commence playing when the match clock starts.
- 21.5. A team that is not ready to commence playing when the match clock is started shall be penalised for a "late start". If both teams are unable to commence playing, a penalty shall be recorded against both teams.
 - 21.5.1. The penalty for a late start is two (2) points for every minute lapsed.
 - 21.5.2. If a team is unable to commence play at the ten (10) minute mark of the first half, the match will be declared a forfeit as per **by-law 25.1.8**.
- 21.6. For Senior Domestic Mixed Competitions, a minimum of four (4) players are required to commence the game, with at least two (2) female and two (2) male players on the court. The fifth player can be either female or male. No more than three (3) players of either gender can be on the court at any time.

22. Scoring

- 22.1. Each team is responsible for correctly confirming players on the scoring device located at the score bench prior to the commencement of the game.
- 22.2. Each team will supply a competent person to act as score bench official for all matches, including finals. The "first named" team shall be responsible for the scoreboard and timekeeping and the "second named" team shall be responsible for the scoring device/score sheet recording.
- 22.3. If a Senior Domestic Team cannot supply a competent person to act as their score bench official, the captain of the side will nominate a player to act as their score bench official.

This person may act as a substitute during the match but only if their replacement on the score bench is also a competent person.

- 22.4. In the case of a Senior Domestic Team having only five (5) players and no competent person to act as score bench official, **by-law 22.3** above will apply and the team must play with four (4) players.
- 22.5. In the case of a team having only four (4) players and no competent person to act as score bench official, the opposing team shall perform the functions of both score bench officials to the best of their ability.
- 22.6. Under no circumstances may either of the rostered officials act as score bench officials.
- 22.7. After the first half, the referee and/or Games Manager must check the scoring device and delete the name of any player who is not in attendance.
- 22.8. A player who arrives after the start of the second half is not eligible to have their name and number added to stadium scoring and is not eligible to participate in the game.
- 22.9. Scoring queries must be raised with the referee during the course of play.
- 22.10. If there is a conflict between the score recorded on the scoreboard and the score on the scoring device, the scoring device will take precedence.
- 22.11. In the event the scoring device fails, or a scoresheet was not completed correctly, individual stats will not be recorded.
- 22.12. During the game, a scorer is a game official and must act impartially and refrain from supporting a team, challenging referee decisions or bringing the game into disrepute.
- 22.13. Scorers and referees may not leave the score bench until the final score is checked, agreed upon and confirmed on the scoring device.
- 22.14. For Junior Grand Final matches, the WBA shall supply a score bench official supervisor.

23. Rescheduling/Cancellation of a Fixtured Match

- 23.1. If, due to circumstances beyond the control of the WBA, a match is unable to be played as fixtured (except forfeits) the WBA reserves the right to reschedule the match at a time the WBA deems suitable.
- 23.2. Where a match is unable to be rescheduled, the match will be declared a washout (0-0)
- 23.3. If, due to circumstances beyond the WBA's control, an entire round of a fixture is cancelled, the matches will not be rescheduled. No premiership points will be awarded for that round, and the games will be declared a washout and recorded as per **by-law 23.2** above.
- 23.4. In the event of power restrictions, power failures or Emergency Evacuations, the onus is on the Games Manager to verify whether games may continue as fixtured.
- 23.5. Cancelled finals games will be rescheduled in accordance with the Finals Cancellation policy (**see Appendix 3**).

24. Abandoned Game Procedure

- 24.1. When play in a fixture commences and the game is subsequently abandoned, all Players on the score sheet and in attendance shall be deemed to have participated in the fixture.
- 24.2. For the purposes of Player finals eligibility, if the game is subsequently replayed, any Player on the score sheet who was on the score sheet for the abandoned game shall only be credited with one game's participation in terms of that fixture.
- 24.3. If games are abandoned during the first half, the end result of the game will be declared a draw.
- 24.4. If games are abandoned during the second half, the result at the time of abandonment will be the end result for the game.
- 24.5. Any games cancelled prior to starting will be declared a "wash out" and the game not counted in the results.

25. Forfeits

25.1. Seniors

- 25.1.1. If, after ten (10) minutes has elapsed from the scheduled start of the game, a team has failed to take the court in accordance with **by-law 21.2**, the other team wins by forfeit (a 20-0). In the case of a forfeit by both teams the result shall be a washout with the match score being 0 – 0.
- 25.1.2. A forfeit shall be declared a notified forfeit when the team forfeiting notifies the WBA in writing as per the **Schedule of Fines (Appendix 1)**. The applicable fine must be paid prior to the next fixtured game and the opposing team will win 20-0.
- 25.1.3. A fine shall be levied as per the **Schedule of Fines (Appendix 1)**. Teams shall be invoiced for monies owing and payment must be made within seven (7) days or prior to the next fixtured game (whichever is sooner).
- 25.1.4. Should a team not pay the outstanding fine prior to the next fixtured game, the match is to be declared a forfeit and the opposing team declared the winner, 20-0.
- 25.1.5. The forfeiting team will then have until twenty-four (24) hours prior to the next fixtured match, to notify the WBA of payment of the outstanding amount or the following match will be declared a forfeit and the teams notified accordingly at that time.
- 25.1.6. In the event a player has made a match fee payment prior to being notified of a forfeit, the player will be reimbursed their match fee payment, subject to no match being played.
- 25.1.7. When a fixture is forfeited, Players for the Team which did not forfeit will be deemed to have been in attendance and to have participated in the fixture.
- 25.1.8. If, after ten (10) minutes has elapsed from the scheduled start of the game, a team fails to take the court, the other team wins by Forfeit (20-0).
- 25.1.9. Where a Team intends to withdraw from a fixture, the appointed representative must inform the Association immediately.

25.2. Juniors

- 25.2.1. Where a team is likely to forfeit a regular season match, up to two (2) temporary replacement players may play for this team subject to **by-laws 25.2.3 and 25.2.4**.
- 25.2.2. Teams wishing to use replacement players must have no more than four (4) registered players available to play.
- 25.2.3. The Club President or Registrar must inform the CPM via email of a replacement player/s being used prior to 11:59pm on the relevant competition day.
 - 25.2.3.1. Emails received that are timestamped following the relevant competition day will not be accepted and therefore the replacement player/s will be deemed ineligible.
- 25.2.4. The replacement player/s must meet the following eligibility criteria:
 - 25.2.4.1. Must play for the same club, in the same age group and must be from a lower grade.
 - 25.2.4.1.1. In the event a club only has one team, the team is in the lowest division in the age group or a club has attempted to use a player from a lower grade in the same age group unsuccessfully, a player from a lower age group is permitted to play up.
 - 25.2.4.2. The Player/s must be registered online and financial.
 - 25.2.4.3. The relevant team must not exceed five (5) players total including the replacement player/s.
 - 25.2.4.3.1. Teams with more than five (5) players will be deemed to have played an ineligible player.
 - 25.2.4.4. The team cannot exceed the WABL Points limit.

- 25.2.4.5. All players are only allowed to be a replacement player once per team per season.
- 25.2.5. A forfeit will be declared a notified forfeit when the Club forfeiting notifies the WBA in writing as per the **Schedule of Fines (Appendix 1)**. The applicable fine must be paid prior to the next fixtured game, and the opposing team will win 20-0.
- 25.2.6. A fine shall be levied as per the **Schedule of Fines (Appendix 1)**. Clubs shall be invoiced for monies owing and payment must be made within seven (7) days or prior to the next fixtured game (whichever is sooner).
- 25.2.7. If a team plays an ineligible player, the game will be deemed a forfeit and a fine shall be levied as per the **Schedule of Fines (Appendix 1)**.
- 25.2.8. A replacement player/s may also play for their regular team on the same gameday.
- 25.2.9. When a fixture is forfeited, Players for the Team which did not forfeit will be deemed to have been in attendance and to have participated in the fixture.
- 25.2.10. Teams that cause matches to begin late, will be penalized two (2) points for every minute lost up until the ten (10) minute mark of the first half, after which the match will be declared a forfeit as per **by-law 19.3**.
- 25.2.11. To remove any ambiguity and/or confusion the games manager will automatically remove points for a late start at halftime.
- 25.2.11.1. Teams cannot decline the point penalties.
- 25.2.12. Forfeits as a result of a BWA State Championships/WABL Grading Tournament in which WBA representative players participate are as per the BWA State Championships/WABL Grading Tournament - Forfeit Policy (**see Appendix 11**).

26. Lodging Incident Reports and Complaints

- 26.1. As per WBA Incident Reports and Complaints Lodgement Policy (**see Appendix 4**), which may be amended from time to time.

27. Lodging Injury Reports

- 27.1. As per WBA First Aid Policy (**see Appendix 5**), which may be amended from time to time.

28. Rulings/Decisions outside of the WBA Competition Rules

- 28.1. The WBA has the right to rule and/or make determinations and decisions on any matters outside of the Competition Rules.
- 28.2. The Competition Governance Group reserves the right to convene a meeting to hear any emergency/time sensitive disputes.
- 28.3. An official protest in relation to a game result must be lodged by the Domestic Club President or Senior Team Delegate in writing to WBA Management within seventy-two (72) hours of the completion of the game.
- 28.3.1. Game calls and score errors cannot be protested.
- 28.4. Upon receipt of a protest, WBA Management shall at once notify the Competition Governance Group and, if applicable, the opposing Team in the game protested.

29. Technical Fouls and Ejections

- 29.1. For Technical Fouls and Ejections in the Junior Domestic Competition, the WBA will implement the Technical Foul & Ejections Policy – Juniors (**Appendix 6**),
- 29.2. For Technical Fouls and Ejections in the Senior Domestic Competition, the WBA will implement the Technical Foul & Ejections Policy – Senior (**Appendix 7**)
- 29.2.1. Any player competing in a WBA Senior Domestic Competition that fouls out of a match, then receives additional technical/unsportsmanlike fouls, will have these fouls allocated to them as an individual, rather than being allocated as a "Bench Tech".

- 29.2.2. Any player receiving two (2) Technical fouls will be duly disqualified from the match and automatically suspended for the next match within the same competition.
- 29.2.3. Any player that receives a disqualifying foul will be disqualified from the remainder of the game and will receive a minimum of a one (1) week suspension.
- 29.2.4. Any person not participating in a match that acts inappropriately, may be evicted or may be banned from the facility as per the WBA and Venue Operator/Management "Conditions of Entry".

30. Tribunal

- 30.1. All WBA Competitions will be subject to the Basketball WA Tribunal Bylaws, which may be amended from time to time.
- 30.2. Appeal of Tribunal Findings or Penalties
 - 30.2.1. Any person or Club found guilty by the Tribunal may, lodge an appeal. Any appeal is subject to the Basketball WA Tribunal Bylaws, as may be amended from time to time.
 - 30.2.2. The WBA will appoint the Appeals Officer.

31. Behaviour of Game Officials

- 31.1. Reports submitted in writing regarding the inappropriate behaviour of a Game Official may only be submitted by a Senior Team Delegate or Junior Domestic Club President and will be investigated by WBA Management. If appropriate, any action taken may be levied at the discretion of the Competition Governance Group Committee.

32. Penalties

- 32.1. The Competition Governance Group or WBA Management may impose penalties upon individual Players, spectators, Match Officials, Clubs, Members of Clubs, or Game Officials as appropriate and after proper investigation. Penalties for Breaches of these Competition Rules may be in the form of:
 - 32.1.1. A monetary fine for an individual, team, or Junior Affiliated Club; or
 - 32.1.2. Any premiership points that the Team accumulated up to and including the time of the offence, to be removed.
- 32.2. For more serious or repeat Breaches of these Competition Rules, the Competition Governance Group or WBA Management may impose sanctions up to:
 - 32.2.1. Disqualification of the team/s.
 - 32.2.2. Suspension of member/s.
 - 32.2.3. Termination of membership and expulsion of member/s from the Association.
 - 32.2.4. Or any other penalty deemed appropriate by the Competition Governance Group from time to time.
- 32.3. All Penalties will be notified in writing by WBA Management.

33. In Game Penalties

- 33.1. For an incorrect uniform, the penalty is two (2) points for each player out of uniform in the junior and senior competitions.
- 33.2. Late start and uniform penalties are applied at the start of the second half by the Games Manager or if instructed by the referee. Referees have no discretion in applying these penalties.
 - 33.2.1. The opposing teams cannot decline the point penalties.
 - 33.2.2. If a game is abandoned after the completion of the first half, point penalties will still be applied.

- 33.3. Any team with more than three (3) forfeits may be disqualified from the competition. Players in the disqualified team are ineligible to play with any other team affiliated with the WBA until the outstanding forfeit fines are paid.
- 33.4. Where a player breaches one (1) of these clauses, it will cause any premiership points that Team has acquired whilst the Player is playing to be forfeited.

34. Payment of Fines

- 34.1. All fines imposed, whether they be on an individual, Team or Club, must be paid by the date specified. Any fine not paid by the specified date will result in the offending party being considered as being "Unfinancial" and as such will result in the forfeiture of competition points for each game the fine remains unpaid and may be prevented from participating further in any game organised and administered by the WBA.
- 34.2. Fines levied against teams are the joint responsibility of all of the players registered to that team. Each match will be declared a forfeit with the opposing team declared the winner with a score of 20-0, until the fine is paid.
- 34.3. Non-payment of a fine/s may result in disqualification of the team from competition.
- 34.4. Where a team is disqualified, each registered player remains responsible for their share of the fine. Continued participation in other teams may be contingent on payment of this amount.

35. Junior Competition Match Rules

- 35.1. All Under 8 and Under 10 games are played under modified rules and competition management (**see Appendix 12**)
- 35.2. For U10s experienced, U12 and 14 C grade and below, if a team has a lead of at least 30 points the leading team is to enact clauses as per the Sportsmanship Policy (**see Appendix 8**).
- 35.3. All teams in junior competitions up to and including Under 14, must not play a zone defence as per the No Zone policy (**see Appendix 9**)
- 35.3.1. After a first warning from the referee, a breach of this rule is a technical foul on the bench. (**see Appendix 9**)
- 35.4. For junior age groups up to and including Under 10:
- 35.4.1. A player may shoot free throws from the modified free throw line, estimated to be approximately one (1) metre in front of the FIBA free throw line.
- 35.4.2. If no line is present, the referee will be responsible for providing the distance a player may shoot from in a consistent and fair manner.
- 35.4.3. All other competitions must use the designated FIBA Free Throw line and remain behind it during free throws as per FIBA rules.

36. Senior Mixed Competition Match Rules

- 36.1. Normal WBA competition rules will apply, except where stated below.
- 36.2. A mixed team must be represented by at least two (2) female and two (2) male players on the court.
- 36.2.1. The fifth player can be either female or male.
- 36.2.2. A male player cannot be subbed on for a female unless.
- 36.2.2.1 There are two (2) females on the court.
- 36.3. Size seven (7) basketballs will be used.
- 36.4. Players must be aged fifteen (15) years or older to participate - **See by-law 15.5.2.**
- 36.5. If prior to the commencement of the game, a team cannot field the required players normal late start penalties shall be applied.

- 36.6. If, during the game a team is left with players of only one gender (due to injury or fouling out) the game will continue, however a maximum of three (3) players of the one gender rule still applies.
- 36.7. Male players are not permitted in the restricted (key) area at either end of the court in the 1st half of the game:
 - 36.7.1. The penalty for a breach of **by-law 36.7** will result in a violation and issue a side ball to the opponents.
 - 36.7.2. Any repeated/deliberate offence will be treated as goal tending and the opposing team are to be granted two (2) points
- 36.8. Female players are permitted in the restricted (key) area at either end of the court at all times.

37. Finals Format

- 37.1. Finals will be played in each junior division except for Under 8's and Under 10's.
- 37.2. The teams that shall contest a finals series for each division shall be determined by:
 - 37.2.1. The top four (4) teams with the highest win percentage/match ratio (MR) at the end of regular season.
- 37.3. In the event two (2) or more Teams are level on win percentage/match ratio (MR) at the end of the regular season, eligibility to compete in the final's series shall be determined by:
 - 37.3.1. Head-to-Head result between the two tied teams.
 - 37.3.2. If the Head-to-Head is tied, the teams will be ranked by overall percentage (%), (points for and against).
 - 37.3.3. In the event three (3) or more teams are tied, ranking will be based on overall percentage (%), (points for and against).
- 37.4. Finals times are under the control of the WBA and will be played at the times decided by the Competitions & Programs Manager.
- 37.5. Finals Draws for junior divisions will be as follows:
 - 37.5.1 Semi-Finals:
 - 37.5.1.1. 1st Semi-Final - 1 vs 4
 - 37.5.1.2. 2nd Semi-Final - 2 vs 3
 - 37.5.2. Grand Final:
 - 37.5.2.1. Winner of 1st and 2nd Semi-Final
- 37.6. Finals Draws for senior divisions will be as follows:
 - 37.6.1 Finals Round 1:
 - 37.6.1.1. 1st Semi-Final - 1 vs 4
 - 37.6.1.2. 2nd Semi-Final - 2 vs 3
 - 37.6.1.3. 5th Playoff – 5 vs 6
 - 37.6.1.4. 7th Playoff – 7 vs 8
 - 37.6.2. Finals Round 2:
 - 37.6.2.1. Grand Final - Winner of 1st and 2nd Semi-Finals
 - 37.6.2.2. 3rd Playoff – Loser of 1st and 2nd Semi-Finals

38. Finals Eligibility

- 38.1. To be eligible to represent a Club/Team in any final, a Player must have played greater than one third (1/3) of the season fixtures (including grading) of that Team for that season or satisfied the criteria as specified in the following sub-paragraphs.

- 38.1.1. For the purposes of this clause, "played" shall be interpreted as being physically present during the period of the game, in uniform, physically able to play and with their name listed on the official score sheet.
- 38.1.2. A Referee and/or Games Manager is required to remove Player names from the score sheet once the second half has commenced, for any Player that does not meet the above conditions.
- 38.1.3. A Bye is considered to be a qualifying game.
- 38.1.4. A forfeit received is considered to be a qualifying game as per **by-laws 25.1.7 and 25.2.9**.
- 38.1.5. Any player who through injury or other extenuating circumstance, has not been able to play the required number of rounds to qualify for the finals, may apply to the CPM for consideration:
 - 38.1.5.1. Such application is to be made in writing seven (7) days prior to the final's series commencing.
 - 38.1.5.2. A medical certificate stipulating the type of injury, date of injury and the period of time out with the injury must accompany the request.
- 38.1.6. Compulsory training sessions for selection in BWA State teams and BWA High Performance Camps shall be counted as games played in lieu of corresponding WBA competition games, provided that:
 - 38.1.6.1. The player has played for that team in no less than one (1) quarter of the fixtured games (rounded down to next whole number where necessary).
 - 38.1.6.2. The Club should supply a letter signed by a member of the BWA High Performance staff, confirming the player's participation and the dates of the training sessions to the CPM.
- 38.1.7. A Team that plays a player that has not qualified for finals will forfeit the game as per **by-law 38.1**.

39. Heat Policy

- 39.1. The Heat policy (**See Appendix 10**) will come into force when the temperature on any court reaches thirty-six (36) degrees Celsius.

40. Fees

- 40.1. Each Player is required to pay their fees at the point of registration as specified by the WBA.
- 40.2. The structure in which fees may be payable to the Association will be determined by the Competition Governance Group will be made known to the teams and clubs.
 - 40.2.1. A Junior Player is liable for full fees if they have played on two (2) separate game days.
 - 40.2.1.1. No refunds will be given after this point unless:
 - 40.2.1.2. An injury accompanied by a medical certificate prior to the halfway point of the season is submitted to the WBA.
 - 40.2.1.3. After the halfway point of the season, no refunds will be issued regardless of the reason.

41. Door Charges

- 41.1. The WBA will set the game fees in respect to all senior fixtures under the control of the Association.

42. Unfinancial Club

- 42.1. An unfinancial Club, on the recommendation of WBA Management and with the approval of the Board, will not be permitted to participate in any game organised and administered by

the Association.

- 42.2. A Club will be deemed un-financial when at any time during a season it has accounts outstanding to the Association (including membership, administration, transfer or registration monies or any part thereof) upon which the date specified for payment has expired.

43. Insurance

- 43.1 The Association nor its representatives shall accept responsibility for injuries incurred by Players or Game Officials during the course of any competition.
- 43.2 Under the Association's affiliation with BWA, WBA members, in respect to activities directly pertaining to WBA or Junior Affiliated Member Club activities, events, programs or competitions, will be covered as per the conditions contained within the relevant insurance policy.

44. Sponsorship and Association Property

- 44.1 The WBA in its sole discretion reserves the right to embargo any Club/Team/Player sponsorship deemed inappropriate or that negatively impacts the Association.
- 44.1.1 Subject to this clause, each Club may secure its own sponsorship arrangements and will be entitled to retain for its own use all benefits from the Club Sponsor.
- 44.1.2 In the event WBA enacts its right to embargo a club/team/player sponsorship, the WBA will act in good faith to mitigate the commercial liability impacts to the club/team/player.
- 44.2 Unless otherwise advised, Clubs are required to gain approval in writing from the Association in order to use all Association logos.
- 44.2.1 Where the Association's logo is used for a commercial purpose, such as merchandising, the Club is liable for royalties as agreed by the Club and the Association.

45. Competition Rules Amendments

- 45.1. The WBA reserves the right to amend these competition rules and add or remove appendices to these Competition Rules when required.
- 45.2. Club/Team Delegates will be informed of any amendments to these Competition Rules.

46. Ignorance of Competition Rules

- 46.1. Ignorance of the Competition Rules is not grounds for defence or appeal.

47. Appendices

Appendix 1 - Schedule of Fines

Forfeits/Walkovers

Senior Domestic

> 24 hours	\$60
< 24 hours > 4 hours	\$100
No notice	\$150
Ineligible Player	\$50

Junior Domestic

> 24 hours	\$0
< 24 hours	\$50
No notice	\$100
Ineligible Player	\$50

Other Fines

Junior Domestic

Team Withdrawal (after fixture publication)	\$100
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Appendix 2 - Uniform Accessories & Equipment Policy

1. Gloves

- 1.1. Gloves may be worn by players as long as they:
 - 1.1.1 Are appropriate for basketball,
 - 1.1.2. Do not give additional reach, or grip,
 - 1.1.3. Do not in any other way give an unfair advantage to the wearer,
 - 1.1.4. Are in no way dangerous to other players.
- 1.2. 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.

2. Fingernails

- 2.1. If an official establishes that a player has fingernails that could cause abrasions, they must enforce the player to:
 - 2.1.1. Closely cut their fingernails to eliminate the threat of causing abrasions (usually not protruding above the finger).
 - 2.1.2. 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).
- 2.2. The player may not participate until such time that the referee is satisfied that the nails are appropriately covered.
- 2.3. Where the protective device (e.g., strapping tape) falls off during the game the referee must stop play at the next opportunity and sub the player out of the game in order to remedy the cover. If this occurs more than twice then the referee should instruct the player that they can no longer participate in the game unless the fingernails are closely cut to eliminate the threat of causing abrasions to others.
- 2.4. The referee should prohibit the player from participating in the game in the following circumstances:
 - 2.4.1. Suitable protective measures are not available.
 - 2.4.2. Where a referee is not convinced that such a protective measure will adequately overcome the risk of abrasive injury to others.
 - 2.4.3. The player refuses to cover the offending fingernails.

3. Wrist Bands

- 3.1. The various rubber, leather and silicon etc. wrist bands (power bands) are regarded as objects which may cause injury to other players.
- 3.2. 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.
- 3.3. The player may not participate until such time that the referee is satisfied that the band(s) are appropriately covered.
- 3.4. Where the protective device (e.g., tape) falls off during the game the referee must stop play at the next opportunity and sub the player out of the game in order to remedy the cover. If this occurs more than twice then the referee should instruct the player that they can no longer participate in the game, unless they remove the band.

4. Jewellery, Hair & Hair Accessories

- 4.1. 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.
- 4.2. If an official establishes that a player has jewellery and/or body pierced jewellery the following interpretation shall be applied:
 - 4.2.1. Players who wear jewellery which is visible and could cause injury to themselves or to other players shall be instructed as follows:
 - 4.2.1.1. 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.
 - 4.2.1.2. If a player claims that a particular item cannot be removed, the referee should instruct the player that they 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.
 - 4.2.1.3. Where the protective device (e.g., tape) falls off during the game the referee must stop play at the next opportunity and sub the player out of the game in order to remedy the cover. If this occurs more than twice then the referee should instruct the player that they can no longer participate in the game unless they remove the jewellery.
- 4.3. The referee should prohibit the player from participating in the game in the following circumstances:
 - 4.3.1. A referee is not convinced that such a protective measure will adequately overcome the risk of injury.
 - 4.3.2. Suitable protective measures are not available.
 - 4.3.3. The player refuses to remove or cover the offending object.
- 4.4. Hair Accessories:
 - 4.4.1. 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.
 - 4.4.2. 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.
 - 4.4.3. 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.
 - 4.4.3.1. This includes head scarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips.
 - 4.4.5. Referees and competition administrators **cannot** prevent a player taking the court if the religious clothing that the player 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.

5. Other Equipment

- 5.1. 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.
- 5.2. Players shall not wear equipment (objects) that may cause injury to other players.
- 5.3. The following equipment is not permitted:

- 5.3.1. 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.
- 5.3.2. Objects that could cut or cause abrasions.
- 5.4. No player is permitted to play with headgear which according to FIBA includes protective helmets.
 - 5.4.1 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.
- 5.5. An appropriate exemption may be made in circumstances where a player provides medical evidence to wear a helmet for their self-protection.
- 5.6. The following equipment is permitted:
 - 5.6.1 Knee braces if they are properly covered.
 - 5.6.2 Protector for an injured nose, even if made of a hard material.
 - 5.6.3 Any colour mouth guard.
 - 5.6.4 Spectacles/eyeglasses/sports goggles if they do not pose a danger to other players.
 - 5.6.5 Headbands, maximum five (5) cm in width, made of non-abrasive, cloth, pliable plastic, or rubber.

6. Medical Jewellery

- 6.1. Medical information wrist bands may be worn by players as long as:
 - 6.1.1 They are in no way dangerous to other players and covered using medical strapping tape or an athletic sweat band.
- 6.2. 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.
- 6.3. If this occurs more than twice then the referee should instruct the player that they can no longer participate in the game.
- 6.4. Referees must not instruct the player to remove the medical jewellery.

7. Compression Under Garments

- 7.1 The following picture identifies what is and is not acceptable to be worn in WBA Competitions:
 - 7.1.1 Any other equipment not specifically mentioned in this article must be approved by the Competition Manager in consultation with the WBA Governance Group.
 - 7.1.2 Compression garments are defined as items of clothing made from highly elastic synthetic fabric such as spandex, Lycra, elastane or nylon specifically designed to apply pressure to the body.
 - 7.1.3 A compression garment must be compressed against the skin with inward firm pressure and must conform to the body's shape.
 - 7.1.4 Regardless of brand, type or intended purpose a compression garments must meet all of the above criteria and must not impose a risk to other players safety.
 - 7.1.4.1 For example;
 - 7.1.4.1.1 A compression garment that is incorrectly fitted i.e. too big in size must not be worn
 - 7.1.4.1.2 A compression garment that has lost it's elasticity due to wear and tear must not be worn.

7.1.4.1.3 A compression garment that has any loose-fitting areas that an oppositions finger may get caught in must not be worn.

7.1.5 In relation to colour all under garments must adhere to **By-law 12.11.1**.



Compression bike short
ACCEPTABLE



Compression socks
ACCEPTABLE



Compression knee pads
ACCEPTABLE



Compression full length
ACCEPTABLE



Compression no sleeve
ACCEPTABLE



Compression short sleeve
ACCEPTABLE



Compression long sleeve
ACCEPTABLE



Compression arm sleeve
ACCEPTABLE

Appendix 3 - Finals Cancellation Policy

Overview

If for administrative reasons or unforeseen circumstances outside of the WBA's control, a finals game is cancelled and/or called off the following policy will be implemented:

1. Semi-finals

- 1.1. In the event that a WBA domestic Semi-Final is cancelled, the WBA will:
- 1.2. In the case of the game being called off prior to the completion of the first half, reschedule the game at a mutually agreed time prior to the day of the Grand Final.
- 1.3. Both teams and their respective clubs will be consulted and must mutually agree to the rescheduled game time.
 - 1.3.1. In the event that an agreement cannot be reached; the WBA will set a time for the replay.
 - 1.3.2. If either team refuses to play at the WBA appointed time a forfeit will be recorded.
 - 1.3.3. If both teams refuse to play at the WBA appointed time, the team that finished higher on the ladder during the regular season will advance to the Grand Final.
- 1.4. In the case that the game is called off after the completion of the first half, the results at the time of the cancellation will stand and the leading team will advance to the Grand Final.

2. Grand Final

- 2.1. In the event that a WBA domestic Grand Final is cancelled, the WBA will,
 - 2.1.1. In the case of the game being called off prior to the completion of the first half, the game shall be rescheduled to a later game time on Grand Final day if no other court is available.
 - 2.1.2. Both teams and their respective clubs will be consulted and must mutually agree to the rescheduled game time.
 - 2.1.3. In the event that an agreement cannot be reached; the WBA will set a time for the replay.
 - 2.1.4. If either team refuses to play at the WBA appointed time a forfeit will be recorded.
 - 2.1.5. If both teams refuse to play at the WBA appointed time, the team that finished higher on the ladder during the regular season will be declared the winner of the Grand Final.
- 2.2. In the case the game is called off after the completion of the first half, the result at the time of the cancellation will stand and the leading team shall be declared the winner of the Grand Final.

3. Interruptions to Finals (whole competition)

- 3.1. In the event that the WBA domestic finals are interrupted due to unforeseen circumstances outside of the WBA's control, the WBA will:
 - 3.1.1. In the case where Round 1 (Semi-Finals) has not been played and cannot be rescheduled:
 - 3.1.1.1. The WBA shall declare that 1st and 2nd place positions at the end of season advance to the Grand Final.
- 3.2. In the case where Round 1 (semi-finals) has been played and Round 2 (grand final) is interrupted:
 - 3.2.1. The WBA shall declare Premiers to highest ranked team remaining in the final's series.
- 3.3. In the case where both Round 1 (semi-final) and Round 2 (grand final) games are interrupted and cannot be rescheduled.

3.3.1. The WBA will suspend the competition:

3.3.2. Declare Premiers to the team in the highest ladder position at the end of season and declare Runners-up to the team in the second highest ladder position at the end of the season

Appendix 4 - Incident Reports & Complaints Policy

Overview

This document is available to any member that seeks to lodge a complaint or report an incident in relation to actions that occur within the Junior Domestic Competition.

Policy position

The Wanneroo Basketball Association By-Laws and Basketball Western Australia Tribunal Rules provide appropriate guidance on how incidents that arise related to sanctioned games are to be dealt with.

1. Incidents

- 1.1. An incident may occur before, during or after a fixtured activity, within the confines of the Stadium or its surrounds, or elsewhere if directly related to the fixtured activity.

2. Reports

- 2.1. Can only be made by a WBA Official, through the lodgement of an Official Report Form.
 - 2.1.1. For the avoidance of doubt, WBA Officials include:
 - 2.1.1.1. Rostered Games Managers
 - 2.1.1.2. Rostered Referee Supervisors
 - 2.1.1.3. Rostered WBA Game Staff
 - 2.1.1.4. WBA Management Staff
 - 2.1.1.5. WBA Board Members
- 2.2. A report can be lodged in relation to any person, team or club, as required.
- 2.3. Following receipt of a Report, a Tribunal may be scheduled to hear the matter.
 - 2.3.1. In some instances, an Administration Tribunal may be appropriate to address the matter – at the discretion of WBA Management.

3. Formal Complaints

- 3.1. A Formal Complaint can be lodged by any Domestic Club President, in writing on Official Club Letterhead.
- 3.2. A Formal Complaint must be in relation to a specific incident of a serious nature such as, but not limited to:
 - 3.2.1. Abuse
 - 3.2.2. Threatening Behaviour
 - 3.2.3. Child Safeguarding
 - 3.2.4. Violence
 - 3.2.5. Breach of Competition By-Laws
- 3.3. A Formal Complaint cannot be used to dispute “in game” referee decisions, scorer errors, official game rulings or general issues, such as but not limited to:
 - 3.3.1. Referee calls – missed or incorrect
 - 3.3.2. Perceived rough play
 - 3.3.3. Perceived bias
 - 3.3.4. Scorer error
- 3.4. A Formal Complaint will be managed in the following manner:
 - 3.4.1. Considered by the WBA Competitions & Programs Manager.
 - 3.4.2. At the discretion of the Competitions & Programs Manager, presented to the WBA Chief Executive Officer for review.
 - 3.4.3. At the discretion of the WBA Chief Executive Officer presented to the Competition Governance Group or WBA Board for review.

3.4.4. A Formal Complaint will be responded to in writing by WBA Management within 28 days.

3.4.4.1. This response will:

- Acknowledge receipt of the complaint.
- Advise complainant as to who has given due consideration to the complaint.
- If required provide a direct response to any specific matters outlined in the complaint.

3.5. The Policy of the WBA Board is to direct Management to provide the following response for any complaints (or items of) that are of an unsubstantiated or general nature:

3.5.1. "WBA acknowledges the receipt of your general concerns and correspondence. Should it be deemed necessary the WBA will take appropriate actions in relation to your concerns."

4. Member Feedback

4.1. A member has three options available to provide feedback, report an incident or complain about areas of concern.

4.1.1. Discuss your concerns on game day with the Games Manager or Senior Referee Instructor (whichever is appropriate). The Games Manager or Senior Referee Instructor will advise if any action will be taken, in their complete discretion, or advise you to proceed with options 2 or 3.

4.1.2. Speak with your Club, to seek a Formal Complaint to be lodged on Club Letterhead.

4.1.3. Provide feedback directly to the Association.

4.1.3.1. Direct member feedback is always welcome from members, in writing, to the email address feedback@wolves.asn.au

4.2. WBA Management will review all direct member feedback that is received and refer items for review if deemed appropriate.

4.2.1. Member Feedback should be utilised to bring matters to the attention of WBA, not to seek a formal response.

4.2.2. WBA Management will review Member Feedback, but WBA Policy is that WBA Management will not directly respond to Member Feedback that is received. As such, Members must be aware that an email reply will not be received.

4.3. A Formal Complaint should be lodged (refer above), should a member desire a formal response.

4.4. All Member Feedback that is received will be given due consideration by WBA Management with actions taken where required.

4.5. If a Member feels that a response would be required, this suggests that the process of a Formal Complaint should be progressed so as to ensure that formal consideration of the matter occurs.

5. Trivial/Persistent Matters

5.1. The lodgement of persistent or trivial Formal Complaints or Reports is deemed to be against the required Code of Conduct for Players, Coaches, Officials and Parents, and in some cases can be considered to bring the Association or the competition into disrepute.

5.2. Where such actions are identified, it will be presented to the WBA Board for consideration, and to determine whether the matter will be forwarded to the Tribunal for consideration.

6. Complaints Summary

6.1. Reports can only be made by WBA Officials and may proceed to a Tribunal.

6.2. Formal Complaints can only be lodged in writing by Domestic Club President, on Club Letterhead.

6.3. Member Feedback can be provided at any time to feedback@wolves.asn.au

Appendix 5 - First Aid Policy

Overview

The Games Manager is to strictly adhere to this policy and will provide this document to any member that seeks medical attention from an injury that occurs during any competition held under the jurisdiction of the Wanneroo Basketball Association including the Junior Domestic Competition, Senior Domestic Competition or WABL matches.

Policy Position

The Wanneroo Basketball Association and Basketball Western Australia By-Laws provide appropriate guidance on how injuries that arise during games are to be dealt with.

1. Injuries:

- 1.1. An injury may occur before, during or after a fixtured activity, within the confines of the Stadium or its surrounds, or elsewhere if directly related to the fixtured activity.
- 1.2. Games Managers are the primary point of contact for all injuries, however, if the injury appears to be serious, the relevant facility provider's agent/representative (i.e., for Arena Joondalup - the Venues West Operations Duty Supervisor) is to be notified if an Ambulance has been called.
- 1.3. Games Managers are not to make any form of diagnosis, and their role is to ensure there is no further risk to the injured player and/or any other players and spectators.

2. Non-Head Related Injuries:

- 2.1. For ALL NON-HEAD RELATED INJURIES, the Games Manager is to apply basic first aid (RICER) and to recommend further treatment by trained medical service providers.
- 2.2. For more serious injuries, the WBA Games Manager will consult with the relevant Facility First Aid Supervisor and/or parent/guardian (if present) to determine if an ambulance shall be called.
 - 2.2.1. The final determination shall be made by the qualified First Aid person in attendance
 - 2.2.1.1. Whether the player or their parent/guardian agree to the assistance once called is at their discretion.
 - 2.2.1.2. In the absence of a qualified First Aid person, an ambulance will be called.
- 2.3. The Games Manager is to complete the Injury Report Form in detail and submit to the Competition and Programs Manager at the earliest opportunity.
 - 2.3.1. If the injured party requires a copy of the injury report, they are to contact welcome@wolves.asn.au.

3. Head Related Injuries:

- 3.1. If a player sustains a head injury during a game or training session and exhibits any concussion-like symptoms (as outlined in the Basketball Australia Concussion Policy) or loses consciousness, then:
 - The player is **NOT** permitted to return to play under any circumstances
- 3.1.1. If a player sustains a head injury but shows no signs of concussion, Games Managers (GMs) are still required to advise the player and/or their parents to seek medical attention as a precaution.
- 3.1.2. All players (and/or their parents) must obtain and provide medical clearance from a qualified medical professional before returning to play.

Note: The Policy of the WBA is to ensure that in the event of a serious incident, all members receive appropriate medical attention provided by expert service providers as soon as possible.

The WBA will accept no responsibility for any player that forgoes or disregards any medical advice and suffers further illness or injury because of a previous incident, whether or not this injury/illness occurred during participation in WBA sanctioned events, programs or competitions

4. Injury Reports & Insurance

4.1. Subsequent to any injury occurring in a WBA sanctioned event, the Games Manager is to complete a detailed report of the incident and to provide a copy to the relevant party/s.

4.2. If required, the Member will also be directed to the WBA website to complete the insurance claim procedure as necessary.

All members are strongly encouraged to read and understand the Basketball WA insurance provider's Product Disclosure Statement and to seek suitable private health coverage to reduce the risk of loss should an injury occur.

Should you have any questions, please discuss these with the Games Manager.

Appendix 6 - Technical Foul/Ejection Policy Juniors Coaches & Players

Overview

In keeping with the Codes of Behaviour for the Wanneroo Basketball Association, the use of offensive language, abuse or inappropriate behaviour is strictly prohibited and will not be tolerated.

Policy Position

The Wanneroo Basketball Association and Domestic Club Presidents wish to eliminate poor behaviour by enforcing tough penalties on any players, coaches or officials who receive a Technical Foul for offensive language, abuse or inappropriate behaviour.

1. Technical Foul

1.1. Definition

1.1.1. A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:

1.1.1.1. Disrespectfully communicating with the officials, the commissioner, the table officials or the opponent.

1.1.1.2. Using language or gestures likely to offend or incite.

1.1.1.3. Disregarding Warnings given by the referees

1.1.1.4. Baiting or taunting an opponent

1.1.1.5. Obstructing the vision of an opponent by waiving/placing the hand(s) near the opponents eyes

1.1.1.6. Excessive swinging of elbows

1.1.1.7. Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw in or a free throw from being taken promptly or coming on the court late to start the game or second half.

1.1.1.8. Fake being fouled

1.1.1.9. Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or is trying to prevent injury to any player.

1.1.1.10. Goaltending during the last free throw by a defensive player.

1.2 Any obscenity or dissent whether at another player, official, coach or yourself will result in a Technical Foul.

2. Suspension

2.1. Definition

2.1.1. A suspension means the removal from participation in any official capacity from the relevant competition in which the offence occurred, this includes but is not limited to;

2.1.1.1. Playing

2.1.1.2. Coaching

2.1.1.3. Scoring

2.1.1.4. Officiating

2.1.2. A suspended player or coach may spectate, however cannot be in the official team bench area nor act or fulfil any official duties from the spectating area.

3. Penalties

3.1. Players:

3.1.1. Any Player that receives (one) 1 Technical Foul in a WBA Junior Domestic Competition match, will receive a recorded Technical Foul in PlayHQ.

- 3.1.1.1. This will act as the first warning and clubs will be notified.
- 3.1.2. Any player that receives a 2nd Technical Foul in the same Junior Domestic Season will receive a one (1) week suspension from Junior Domestic Competition and is to be upheld by the club the player represents.
- 3.1.3. Any player that receives a subsequent 3rd Technical Foul in the same Junior Domestic Season will receive a three (3) week suspension from the Junior Domestic Competition and is to be upheld by the club the player represents.
- 3.1.4. Any Player that receives a fourth Technical Foul in a WBA Junior Domestic Competition match, in the same season will be reported to the Tribunal for sanctioning.
- 3.1.5. Any player that is disqualified/ejected from a game will receive a one (1) week suspension or up to three (3) weeks depending on further or concurrent breaches of **clause 3**.
- 3.2. Coaches:
- 3.2.1. Any coach that receives a 3rd Technical Foul in the same Junior Domestic Season will receive a one (1) week suspension from Junior Domestic competitions, to be upheld by the club the coach represents.
- 3.2.2. Any coach that receives a subsequent 4th Technical Foul in the same Junior Domestic Season will receive a three (3) week suspension from the Junior Domestic Competition and is to be upheld by the club the coach represents.
- 3.2.3. Any coach that is disqualified and ejected from a game will receive a one (1) week suspension or up to three (3) weeks depending on further or concurrent breaches of **clause 3**.
- 3.2.4. Any coach that is ejected twice in the same season will receive a three-week suspension both from WABL (if applicable) and Domestic competitions, to be upheld by the club you represent.
- 3.2.5. Any coach that is ejected more than twice in the same season will be reported to the Tribunal for sanctioning.
- 3.3. Penalty Dates are not able to be changed:
- 3.3.1. The suspension will be served the following week or weeks after the offence occurs.
- 3.3.1.1. In the event of a bye or break, the WBA reserves the right to postpone the suspension start date.
- 3.3.2. Any appeals will be solely at the discretion of WBA Management.

4. Notification

- 4.1. Clubs will be notified of each Technical Foul recorded.

Appendix 7 - Technical Foul/Ejection Policy Senior Coaches & Players

Overview

In keeping with the Codes of Behaviour for the Wanneroo Basketball Association, the use of offensive language, abuse or inappropriate behaviour is strictly prohibited and will not be tolerated.

Policy Position

The Wanneroo Basketball Association wish to eliminate poor behaviour by enforcing tough penalties on any players, coaches or officials who receive a Technical Foul for offensive language, abuse or inappropriate behaviour.

1. Technical Foul

1.1. Definition

- 1.1.1. A technical foul is a player non-contact foul of a behavioural nature including, but not limited to:
 - 1.1.1.1. Disrespectfully communicating with the officials, the commissioner, the table officials or the opponent.
 - 1.1.1.2. Using language or gestures likely to offend or incite.
 - 1.1.1.3. Disregarding Warnings given by the referees
 - 1.1.1.4. Baiting or taunting an opponent
 - 1.1.1.5. Obstructing the vision of an opponent by waiving/placing the hand(s) near the opponents eyes
 - 1.1.1.6. Excessive swinging of elbows
 - 1.1.1.7. Delaying the game by deliberately touching the ball after it passes through the basket or by preventing a throw in or a free throw from being taken promptly or coming on the court late to start the game or second half.
 - 1.1.1.8. Fake being fouled
 - 1.1.1.9. Hanging on the ring in such a way that the weight of the player is supported by the ring, unless a player grasps the ring momentarily following a dunk shot or is trying to prevent injury to any player.
 - 1.1.1.10. Goaltending during the last free throw by a defensive player.

1.2. Any obscenity whether at another player, official, coach or yourself will result in a Technical Foul.

2. Suspension

2.1. Definition

- 2.1.1. A suspension means the removal from participation in any official capacity from the relevant competition in which the offence occurred, this includes but is not limited to;
 - 2.1.1.1. Playing
 - 2.1.1.2. Coaching
 - 2.1.1.3. Scoring
 - 2.1.1.4. Officiating
- 2.1.2. A suspended player or coach may spectate, however cannot be in the official team bench area nor act or fulfil any official duties from the spectating area.

3. Penalties

- 3.1. Any player competing in a WBA Senior Domestic Competition that fouls out of a match, then receives additional Technical/Unsportsmanlike Fouls, will have these fouls allocated to them as an individual (personal foul) rather than being allocated as a Bench Tech.
- 3.2. Further to **by-law 29.2.2 & 29.2.3**, any player receiving a disqualifying foul or combination of two (2), either Technical Fouls or Unsportsmanlike fouls, will be duly disqualified from the match and automatically suspended for the next match within the same competition.

3.3. Any person not participating in a given match but sitting on a team bench that receives a Technical Foul, will result in the usual in game punishment (i.e.. Foul shot and possession) and will result in that Technical Foul (and any subsequent Technical Foul) being allocated to the Team Contact as per PlayHQ registration. If the Team Contact receives two (2) technical fouls in any one game, they are then suspended as per **by-law 29.2.1**

3.3.1. Any person not participating in a given match that acts inappropriately, may be evicted or may be banned from the facility as per the WBA and Facility Management Conditions of Entry.

3.4. Any Player that is disqualified more than three (3) times in the same season will be removed from the Domestic competition.

3.5. Coaches:

3.5.1. Any coach that receives two (2) Technical Fouls (and ejected as a result) in any one game will also receive a one-game suspension from all Domestic Competitions.

3.5.2. Any coach that is ejected more than three (3) times in the same season may be removed from the Domestic competition.

3.6. Penalty Dates are not able to be changed:

3.6.1. The suspension will be served the following game or games after the offence occurs.

3.6.2. Any appeals will be solely at the discretion of WBA Management.

4. Notification

4.1. The team contact will be notified of player suspensions.

Appendix 8 - Sportsmanship Policy

Overview

The following is a score margin management policy as agreed to and endorsed by all Junior Club Presidents.

Policy Position

To be implemented in all grades up to under 14 C grade.

When a team is winning by more than 30 points up to 14 C grade, coaches and officials are expected to enforce:

- 1) Half-court defence only – NO full court press
- 2) Play man to man at least an arm length away – keep hands out
- 3) No double-teaming players
- 4) All Players to handle ball in offence prior to shooting
- 5) Sub and rest stronger players – this will allow other players to develop
- 6) Playing 4 players when the opposition has 4 players
- 7) Most importantly – be a good sport and role model to not only your players, but to the others.
- 8) No further points are to be added to the winning teams score on the scoreboard until the score falls below the 30-point limit

Appendix 9 - 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 that is 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, denying the cutter, following the cutter or switching)
 - 1.2.3. Following a trapping or help and recover situation, the team made no attempt to re-establish 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.
 - 2.2.4.1. This will result in the coach being disqualified from the game.

Appendix 10 - Heat Policy

Overview

All persons involved in the organisation of games should be aware of the effect that extreme weather can have on persons playing or attending basketball games. The WBA has in place adequate contingencies for the minimising of risk to person, particularly when high temperatures are expected.

The Competition and Programs Manager, in conjunction with respective Games Managers, is to ensure all venues are prepared for the likelihood of the Heat Policy needing to be implemented.

All WBA competitions shall abide by the following policy:

1. Game Management

1.1. When temperatures exceed 36 degrees Celsius inside any facility:

- 1.1.1. A thermometer will be available at all venues on game days where high temperatures are expected.
- 1.1.2. When the on-court temperatures exceed 36 degrees Celsius, Games Managers and WBA staff must implement the following mitigation strategies:
 - 1.1.2.1. Ensure all fans are turned on (where applicable).
 - 1.1.2.2. If a timeout has not previously been called, referees must call a compulsory time out at the 10 min mark of each half.
 - 1.1.2.3. Adequate supplies of ice and ice packs to be available for use where required.
 - 1.1.2.4. Provide proper advice to coaches and players on the effects of heat, symptoms of heat stress, the need for proper hydration and the facilities that are available at the stadium to prevent or treat heat stress.

2. Game Abandonment

2.1. Should temperatures exceed 40 degrees Celsius inside any facility, then the Games Manager on duty is to:

- 2.1.1. Abandon all games currently in play, with the results to be based as per **clause 24**.
- 2.1.2. There are to be no further games played until the next time slot following the temperature falling below the prescribed 40 degrees Celsius limit.
- 2.1.3. The Games Manager on duty will use their best endeavours to communicate with the relevant contacts at all clubs as to the progress of any later timeslots being able to commence.
- 2.1.4. Any games that are cancelled due to the heat policy prior to starting, will be declared a "wash out" and the game not counted in the results as per **by-law 24.5**.

Appendix 11 - BWA State Championships/WABL Grading Tournament Forfeit Policy

1. Forfeits Due to WABL Player Availability

1.1. Junior Domestic Teams that lose WABL players for State Championships and State-wide events (i.e., WABL Grading) will be able to declare a forfeit without consequence under the following circumstances:

1.1.1. The Domestic Team list must show that sufficient WABL players from that team are competing in events as stated above that will cause a forfeit:

1.1.1.1. A team with seven (7) or less players that loses three (3) players to State Championships/WABL will be eligible.

1.1.1.2. A team with eight (8) or more players that loses three (3) players to State Championships/WABL is NOT eligible.

1.1.1.3. Teams that have five (5) players available to play will not be eligible.

1.1.1.4. Must be a direct clash with the teams scheduled Junior Competitions game day

1.1.1.4.1. For example;

1.1.1.4.1.1. Teams seeking to forfeit on a Friday night due to players being involved in State Championships/WABL grading on a Saturday would not be eligible for a forfeit under this policy.

1.2. All requests for forfeits under this policy must be submitted via the Domestic Club not individual teams.

1.3. All forfeits granted under this policy will be recorded as a "Washout" with a score of 0-0 and no fines will be charged.

Appendix 12 - U8 & U10 Modified Rules

1. Under 8 – Inexperienced and Experienced

- 1.1 Size five (5) basketballs used.
- 1.2 Free throws to be taken from junior free throw line.
- 1.3 Backboards will be lowered.
- 1.4 Coaches allowed on court to provide direction and coaching but MUST not interfere with games in any way.
- 1.5 Only half-court defence will be allowed.
- 1.6 Only man-to-man defence allowed. Please refer to “Definition of Zone Defence”
- 1.7 No deliberate “double teaming” of players.
- 1.8 No “3 seconds in keyway” rule.
- 1.9 Violations called in the back court.
 - 1.9.1 Referees to explain reason to player and ball returned to same team from the appropriate point. If the same violation occurs immediately after by the same team, then the ball is turned over
- 1.10 Obvious violations called, then explained to player and ball returned to same team from the appropriate point. If the same violation occurs immediately after, then the ball is turned over.
- 1.11 Fouls and jump balls called as normal.
 - 1.11.1 Referees may give a brief description of each call to the players. Coaches to provide follow-up feedback to players that continually break rules.
- 1.12 PlayHQ software is only used to record attendance and fouls up to five (5) per player.
 - 1.12.1 No scoring is to be kept on the tablet or displayed on the scoreboard
 - 1.12.2 Players cannot foul out and scorers cannot add fouls to a player once they reached five (5).
- 1.13 No finals or premiership points.
- 1.14 Mixed teams allowed.

2. Under 10 Inexperienced

- 2.1. Size five (5) basketballs used for all games.
- 2.2. Free throws to be taken from junior free throw line.
- 2.3. Backboards will be lowered.
- 2.4. Only half-court, man-to-man defence will be allowed. Please refer to “Definition of Zone Defence”
- 2.5. No deliberate “double teaming” of players.
- 2.6. Offensive players allowed five (5) seconds in keyway.
- 2.7. Violations called in the back court.
 - 2.7.1. Referees to explain reason to player and ball returned to same team from the appropriate point. If the same violation occurs immediately after by the same team, then the ball is turned over.
- 2.8. Coaches to remain on the sideline.
 - 2.8.1. Can move up and down court to provide directing and coaching.
- 2.9. PlayHQ tablet used as per normal, though no results to appear on website.
- 2.10. No scores will be displayed on scoreboard.
- 2.11. Players can foul out as per FIBA rules.
- 2.12. No finals or premiership points.

3. Under 10 Experienced

- 3.1. Size five (5) basketball used for all games.
- 3.2. Free throws to be taken from junior free throw line.
- 3.3. Backboards to be at full height as per FIBA guidelines
- 3.4. No cross-court violation will be called.
- 3.5. Only man-to-man defence allowed. Please refer to “Definition of Zone Defence”
- 3.6. No deliberate “double teaming” of players.
- 3.7. Offensive players allowed five (5) seconds in keyway.
- 3.8. Coaches to remain on the side-line.
 - 3.8.1. Coaches can move up and down court to provide direction and coaching.
- 3.9. PlayHQ tablet used as per normal, though no results to appear on website.
- 3.10. Scores will be displayed on scoreboard.
- 3.11. Players can foul out as per FIBA rules.
- 3.12. No finals or premiership points.

Appendix 13 – WABL Player Policy

Overview

In the best interests of the competition and to ensure integrity and fairness it is essential that no one team should dominate in any grade due to the number of Representative Players in any particular team.

1. All WABL players must play in the Junior Domestic Winter Competition (unless an exemption has been granted under the approved criteria).
2. WABL players are not required to play in the Junior Domestic Summer Competition. If they do, they will carry their allocated points.
3. The WBA allocate the following points system in relation to WABL Players:
 - 3.1. 1st Team Players = 4 points, and MUST play A-grade
 - 3.2. 2nd Team Players = 2 points, and MUST play A-grade
 - 3.3. 3rd Team Players = 2 points, and MUST play in at least B-grade
 - 3.4. 4th Team or lower Players = 1 point, and MUST play in at least B-grade
4. Junior Domestic teams must not exceed a total of **16 points** and must adhere to the following player restrictions per team:
 - 4.1. Maximum of four (4) 1st and 2nd team players
 - 4.1.1 With a maximum of two (2) 1st team players
 - 4.2. Maximum of three (3) 3rd Team Players
 - 4.3. There are no restrictions on the number of 4th Team or lower players, provided teams do not exceed a total of sixteen (16) points.
5. Playing a team over the WABL 16-point allocation will be deemed to be playing ineligible players with the penalty being forfeiture of any games played.
6. Clubs are to notify the WBA at team registration:
 - 6.1. Any WABL Association and Team that each player is currently registered in; and/or
 - 6.2. Any WABL Association and Team that each player participated in during the previous 12-month period.
7. Any non-Wolves WABL players (e.g., from other Associations) will incur the same allocation as Wolves players as per **by-law 14.3**.
8. WABL players are allocated points once WABL teams are finalised prior to BWA WABL grading (not State Championships) each year.
 - 8.1. Players will carry allocated points until the next BWA WABL Grading Tournament.
9. Players are considered to be a confirmed WABL player for Grading, upon registration and payment of prescribed fees.
10. Any player withdrawing after registering and paying fees for WABL Grading will still incur WABL points until the next BWA WABL Grading.
11. A Player who becomes a WABL player after BWA WABL Grading will not be allocated any points for that year.
12. If a player is selected to play WABL Grading but permanently withdraws prior to registration and payment of prescribed fees, they will not incur any WABL points.
13. "Train-On" Players are not allocated any WABL points unless they are elevated to a permanent position prior to grading.
14. Teams with more than sixteen (16) points will be required to split up or reassign players to bring the Team to within sixteen (16) points.
 - 14.1. Failure to comply with these provisions within seven (7) days of receiving notification of the breach from the WBA will see the team withdrawn from the domestic season or players reallocated to teams at the discretion of WBA.

Appendix 14 – Ineligible Player Classification

Overview

For the purpose of identifying an ineligible player, the below classification provides examples of, but not limited to instances where a player would be deemed ineligible. Any reference in the Competition Rules to an ineligible player is in accordance with the information provided in this appendix.

1. An ineligible player is a player that is adjudged to have met any of the following criteria:
 - 1.1 Playing in the wrong age group without WBA approval/exemption.
 - 1.2 Playing under another player's name.
 - 1.3 Playing without their name being on the official scoring or competition software system.
 - 1.4 Being unregistered or unfinancial.
 - 1.5 Playing as a fill in player without notifying WBA.
 - 1.6 Playing while under suspension.
 - 1.7 Has not been cleared to play.
 - 1.8 Has not qualified for finals (finals games only).
 - 1.9 Playing under incorrect WABL points allocation.
 - 1.10 Playing under any false or mis-leading circumstances.
 - 1.11 Being in breach of any relevant WBA competition rule.
 - 1.12 At the discretion of the WBA is deemed to have contravened any code of conduct, rule or policy of the WBA.
2. Any club or team found to be playing an ineligible player will result in the game/s the ineligible player played in being deemed a forfeit.
3. At the discretion of the WBA, a continual breach of the player eligibility rules could result in the team being removed from the competition.