



Wanneroo Basketball Association Inc.

ABN 86 371 367 364

AIN A08200142

X-League Rules

Updated: June 2025

X- League

OVERVIEW

The rules outlined in this document apply to the WBA X-League, operated by the Wanneroo Basketball Association (WBA).

Unless otherwise stated below, all games will be conducted in accordance with the Wanneroo Basketball Association's Competition By-Laws and the official FIBA Rules of Basketball.

The rules listed in this document are either modifications or additions specific to the X-League and take precedence over the standard by-laws where applicable.

1. Playing Rules

1.1. 4-Point Shot

- 1.1.1. A field goal made from beyond the 4-point line will be awarded 4 points.
- 1.1.2. The 4-point line will be marked at the quarter court line.
- 1.1.3. The Player must have both feet completely behind the line at the time of the shot.
- 1.1.4. If fouled in the act of shooting from beyond the 4-point line, the Player is awarded 4 free throws.

1.2. Power play

- 1.2.1. The Power Play is a two (2) minute period during which all points scored are doubled. This includes,
 - Free throws
 - 2-point field goals
 - 3-point field goals
 - 4-point field goals
- 1.2.2. To activate the powerplay, the coach must call a timeout and inform the umpires.
- 1.2.3. The Umpires will notify the opposing Coach and team.
- 1.2.4. Power Plays cannot be used in the final two (2) minutes of any quarter.

1.3. Running substitutions

- 1.3.1. Substitutions may be made at any time during play
- 1.3.2. Players must exit via the team bench gate and may not enter the court until the Player they are replacing has fully crossed the sideline.
- 1.3.3. A warning will be issued for the first substitution violation. Subsequent violations will result in a technical foul being charged to the bench

1.4. Competition scoring system

- 1.4.1. Win = 3 points
- 1.4.2. Draw = 2 points
- 1.4.3. Loss = 0 points
- 1.4.4. One (1) point awarded for each quarter won.
- 1.4.5. No points for tied quarters
- 1.4.6. A Maximum of 7 points per game

1.5. **Competition Format**

- 1.5.1. All teams will play the same number of games within their division (minimum of three (3) games per team).
- 1.5.2. The team with the highest total number of X-points at the end of the competition will be declared the X-League winner.
- 1.5.3. If teams are tied on X-points, the following tiebreakers will apply in order:
 - a) Total Quarters Won
 - b) $\text{Percentage} = (\text{Points For} \div \text{Points Against}) \times 100$
 - c) Head-to-Head Result
 - d) Points For
 - e) Points Against
 - f) 4-point field goals made

1.6. **Player restrictions**

- 1.6.1. There are no WABL points or WABL limits for teams.

2. **Uniforms**

2.1. **Each Team must wear its correct uniform by the first playing fixture.**

- 2.1.1. A Team which breaches this Competition Rule will result in the penalty outlined in the Competition by-laws section 33.1 being assessed for each Player out of uniform.
- 2.1.2. Where there are uniform violations by both teams in a respective match, the penalties will offset, and any differences will be applied if applicable.

2.2. **Uniform Clash**

- 2.2.1. Where there is a clash in uniform colours in any fixture, the home team (left hand side on tablet) will wear its alternative uniform or WBA clash kits. There will be no penalty applied in this instance.

2.3. **Undergarments**

- 2.3.1. Players are permitted to wear undergarments and accessories of any colour—excluding t-shirts—provided they do not pose a risk of injury to themselves or others.

Permitted accessories include, but are not limited to:

- Sweatbands
- Headbands
- Compression garments
- Arm and leg sleeves

3. **Age Groups**

WANNEROO BASKETBALL ASSOCIATION

- 3.1. 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.
- 3.2. To Play Under 14's a Player must be turning at least twelve (12) and at most thirteen (13) in the year of by the 31st December of that calendar year.
- 3.3. To play Under 16's, a Player must be turning at least fourteen (14) and at most fifteen (15) in the year of by the 31st December of that calendar year.
- 3.4. To play Under 18's, a Player must be turning at least sixteen (16) and at most seventeen (17) in the year of by the 31st December of that calendar year.

4. Match Timing

- 4.1. Games will consist of four (4) quarters of ten (10) minutes, played with a running clock.
- 4.2. Where possible, the warmup period will be a minimum of three (3) minutes, and the half-time break will be two (2) minutes.
- 4.3. If, after eight (8) 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)
- 4.4. No shot clock is used for the X-League (unless advised separately by the WBA)
- 4.5. Teams will have one (1) timeout per half unless otherwise specified. No timeouts permitted in the last two (2) minutes of any quarter.
- 4.6. No overtime is played under any circumstances.