

RULES OF COMPETITION - JUNIOR

MARCH 2024



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INTRODUCTION

Whittlesea City Basketball Association (WCBA) aims to provide opportunities for all those involved in basketball to continuously learn and develop their skills, knowledge and understanding of the game of basketball, thus enhancing, and prolonging their enjoyment of the game.

The WCBA Management reserves the right to adjudicate in the best interest of basketball, on any matters not specifically covered by these By-Laws. The WCBA Management also reserves the right to vary or set aside the application of these By-Laws, in the best interest of basketball.

The WCBA Board, WCBA Management, and all participants (players, coaches, assistant coaches, team managers, and technical officials) and spectators, are obligated to abide by the relevant Basketball Victoria “Codes of Conduct” and to obey any reasonable direction given by WCBA staff.

WCBA supports and abides by the Basketball Victoria “Anti-Discrimination By-laws”

WCBA adheres to the Basketball Australia “Blood Policy”

WCBA adheres to the Basketball Victoria “Tribunal Bylaws” and “Member Protection Policy”

The following by-laws assume the usage of: Whittlesea City Basketball Association (WCBA) website www.wcba.org.au and all applicable software relevant to the website, including but not limited to PlayHQ and associated packages.

I. COMPETITIONS

1.1 Structure

Whittlesea City Basketball Association (WCBA) will offer competitions as follows:

Junior Competitions:

- Age Group based competitions defined by WCBA Management

Competitions will be conducted only if a minimum of five (5) teams register. The day/night on which a competition will be offered is at the discretion of the WCBA Management.

From time to time, WCBA Management may conduct other competitions.

1.2 Competition Governance

Competitions will be conducted in accordance with:

- these Competition Rules
- the fiba Official Basketball Rules
- all WCBA policies not specifically addressed within these By-Laws

1.3 Grading

Competitions will commence each season with a grading period (generally 4 rounds for juniors). At the commencement of each season, teams are registered by clubs of team delegates, into grades/sections in a way that ensures sections/grades are as even/fair as possible – based on previous season performance, total team entries received, and information submitted with team registrations.

Junior Clubs when registering teams into competition are to follow, the “team registration grading matrix”, which shall be provided in the ‘season information pack’.

Decisions are made with the interests of the competition as a whole in mind and not necessarily to cater for the requests of individual teams and/or clubs.

The WCBA reserves the right to grade/re-grade team entries to ensure fair competition.

Competitions must be graded into separate grades/sections if 15 or more teams are entered. Competitions may be graded if less than 15 teams are entered. Graded grades/sections may be played as separate fixtures or as a single fixture with separate finals for each grades/section at the discretion of the WCBA Management.

Promotion and/or relegation of teams will be at the discretion of the WCBA Management.

Club delegates (club-based teams) and Team Delegates (Independent teams) will register teams into the appropriate grade/division at time of registrations. The following tables will provide a guide for

team placement, however the grading of the competition and/or competition administrator may determine a team's movement.

MOST/ALL TOP AGE PLAYERS	GRADE/DIVISION
Experienced players & high-level representative players	A
Experienced players & mid-level representative players	A
Experienced players & low-level representative players	A or B
Experienced players & no representative players	A or B
Some experience (1-2 seasons) and no/few representative players	B or C
Little experience / New to competition and/or no representative players	C

50-50 SPILT OF TOP AGE & BOTTOM AGE PLAYERS	GRADE/DIVISION
Experienced players & high-level representative players	A
Experienced players & mid-level representative players	A or B
Experienced players & low-level representative players	A or B
Experienced players & no representative players	B or C
Some experience (1-2 seasons) and no/few representative players	C or D
Little experience / New to competition and/or no representative players	D

Note: Clubs would understand the makeup of a Top/Bottom age team and therefore have discretion on initial placement of team. Generalization would be if a team is predominately more top age the team would be placed higher, with a predominately bottom age team would be placed lower.

MOST/ALL BOTTOM AGE PLAYERS	GRADE/DIVISION
Experienced players & high-level representative players	A or B
Experienced players & mid-level representative players	A or B
Experienced players & low-level representative players	B or C
Experienced players & no representative players	B or C
Some experience (1-2 seasons) and no/few representative players	C or D
Little experience / New to competition and/or no representative players	D

II. TEAM REGISTRATION

2.1 Application for Entry

2.1.1 Junior Club & Independent Teams

WCBA recommends all junior players / teams register via an affiliated domestic club, however existing independent / non-club-based teams are permitted to register directly with WCBA.

An online registration portal will be opened on the website not less than four (4) weeks prior to the start of a season. Teams must register a minimum of five (5) players on their team entry.

2.1.2 Club Based Membership

Application by a club for membership in WCBA Domestic Junior Competitions must be made in writing to WCBA management with the applicable application fee (if the club is not successful in entering the competition, the application fee will be refunded).

Applications will be assessed on a case-by-case basis in the best interests of the association and existing affiliated clubs. WCBA management may at its discretion reject any application by a club for membership.

A prospective club which makes application for membership shall not be considered as a member unless it has received written notification of approval of the membership application from the WCBA management and has paid the required fees.

Each club shall nominate two (2) individuals (delegates) to be the point of contact or be available for contact by WCBA management, club members or the public with queries, information or enquiries. It is encouraged that clubs have a club email address for communication rather than personal email addresses to store historical information. Clubs must ensure the club email is monitored on a regular basis.

It is the responsibility of the club's nominated delegates to inform their members of decisions from WCBA management &/or relevant sub-committees.

Registration of club-based teams and members is the responsibility of the designated club administrator / registrar. WCBA will provide all relevant documentation, databases, and training.

Teams and players registered via clubs are affiliated members of WCBA and BV, and therefore covered by relevant insurance and bound to all policies governing those competitions.

After the acceptance of the membership of a club, the WCBA management may cancel that membership upon being satisfied that such club has persistently engaged in conduct which is

prohibited by these By-Laws or if such club fails to comply with any relevant WCBA or BV policies.

2.2 Acceptance of Entry

Receipt of the team entry and payment of the required fees does not guarantee acceptance of the entry into WCBA competition.

Teams may be refused entry due to:

- competition exceeding venue / resource capacity.
- non-compliance with policies &/or acceptable standards of behavior
- continued delay in payment of invoices and/or outstanding unpaid fines
- proving unreliable in previous seasons (i.e., continual walkovers)
- previous withdrawal from fixture competition
- non-payment of prescribed fees
- WCBA Management decision taken in the best interest of basketball for this Association.

2.3 Existing Teams

Existing Junior teams can be re-registered via their affiliated domestic club or as independent teams directly (via a team delegate 18 years or over) with WCBA.

2.4 New Teams

New junior teams must be registered via an affiliated domestic club.

Where competition entries exceed venue / resource capacity priority is given to existing teams. WCBA will offer alternative competitions for new teams where possible. Should a new team not be accepted due to venue / resource capacity all fees paid will be 100% refundable.

2.5 Late Entries

Teams may enter after the registration portal has closed at the discretion of WCBA management. Late team entries received before fixture publication may be included in the initial season fixture or grading fixture. Teams may be added to a fixture at any time at the discretion of the WCBA Management. The registration fee may be applied for all late team registrations.

2.6 Withdrawal of Entry

Teams may incur a withdrawal fine after submission of entry. Once teams have been included in a fixture, a withdrawal fine may be applied and/or may forfeit any/all fees paid.

2.7 Promotion and Relegation

Promotion and relegation is not currently applied to junior competitions.

For junior competition, teams will be placed in grades/sections at time of registration. Grading will assist in ensuring team are placed into competition relevant to their age and skill levels. Team playing list may remain the same from Summer to Winter if the players are not changing age group.

2.8 Disqualification from Season

A team may be disqualified from competition at the discretion of the WCBA Management, when the team:

- gives two (2) consecutive walkovers (teams/clubs will be contacted for clarification of walkover prior to removal)
- gives three (3) walkovers in a season (teams/clubs will be contacted for clarification of walkover prior to removal)
- declines to pay invoices and/or fines incurred within gazette payment terms
- breaches acceptable standards of behavior as per BV codes of conduct
- failure to abide by Notice of Behavior
- any reasons deemed appropriate by the WCBA management, in the best interest of basketball and/or its members.

2.9 Disqualification from Finals Series

A team may be disqualified from participating in a final's series for its duration, at the discretion of the WCBA Management, when the team gives a walkover for any game during the finals series (Semi Final, Preliminary Final or Grand Final).

In such cases, at the discretion of WCBA Management, the next placed eligible team may be inserted into the final's fixtures.

III. PLAYER REGISTRATIONS

3.1 Procedure

All players must be registered to their team in PlayHQ via the means provided by the WCBA. Information required for each player includes full name, email address, mobile number, gender, date of birth, postal address, postcode and suburb. Additional information for players in junior competitions is also collected such as junior representative (VJBL) status and school.

WCBA management may alter or add additional mandatory information based on association needs and in response to technological adaptations. All registered players become 'participating members' of the WCBA subject to the provisions of the WCBA constitution.

Registrations will close once there are no longer enough rounds remaining for newly registered players to accrue the required number of games for finals eligibility.

3.2 Registration Restrictions

The following restrictions are applicable for domestic competitions at WCBA:

- Teams may register as many players as they wish, however a maximum of ten players may participate in a single game.
- Individuals currently under suspension by the Basketball Victoria Tribunal or WCBA management may not register until the suspension is served.
- Players must meet the age group eligibility criteria. A Junior player must comply with the 'Season Date of Birth' criteria set for that competition, or
- Players may not change teams (transfer from team to team in club or clearance from club to club) after commencement of the regular season without the approval of the WCBA Management and follows the process for transfers and clearances.

3.3 De-Registration of Players

Club delegates can remove players from their teams at their discretion at any point during the season for internal club reasons (i.e. non-payment of fees, club discipline matters etc.).

Players who have been registered to the club, however, prior to the commencement of the season, can only be removed from a team's playing list by team / club nominated delegate(s).

3.4 Multiple Registrations

3.4.1 Junior Competitions

Junior players may play in more than one competition subject to the following eligibility criteria:

- Players should play in their 'natural' age group. 'Natural' age group is defined as the age group the player qualifies for based on their Date of Birth in that Season.
- A player may play in multiple teams in different competitions (*e.g. U10 Boys and U12 Boys*) provided the player is compliant with age group requirements (*U10 player can play up in U12, but an U12 player cannot play down in U10*)
- Players registered to play in more than one (1) competition on the same day of competition should not expect that special fixturing will be undertaken to allow them to play in both teams each round.

3.5 Player Transfers/Clearances

At the conclusion of each season players are considered "free agents" and are free to move from a team or club without restriction, pending fulfilment of all financial obligations to the outgoing team / club.

Transfer is defined as movement from team to team within the same club
Clearance (Transfer on PlayHQ) is defined as movement from club to club

The transfer or clearance of players during the same season (including the grading period) is not permitted. Exemptions may be granted in special circumstances at written request to and approval by WCBA Management.

3.6 Late Player Registrations

3.6.1 Unregistered Players

Players not registered to a team after the first round of competition has been played are deemed late registrations. Players must register online via the applicable registration form supplied by WCBA (independent teams) or the affiliated club.

It is the responsibility of the club to allocate newly registered players to the regular playing list for the team.

3.6.2 Competitive Balance

Player registration after the commencement of the season will be permitted at the discretion of the WCBA.

Club delegates are responsible for ensuring that late player registrations will not significantly impact the competition balance of the grade/division the team competes in and must notify the WCBA.

Independent teams must contact the WCBA when adding late player registrations that will alter the competitive balance of the team.

3.6.3 Right of Refusal

WCBA reserves the right to deny or withdraw any late player registrations that unfairly compromises the integrity of the competition. Alternatively, teams may be re-graded as a result of a late player registration; however, this decision remains solely at the discretion of WCBA, pending factors such as competitive balance, time of season and impact on other teams within the competition.

3.7 Junior Age Groups

All “under-age” competitions (i.e. u08, u10, u12 etc.) are deemed junior competitions and player eligibility for each age group is based on date of Birth.

Summer Season 31st March in the year of the season finish. For example, a player turning 10 prior to the 31st March is under 12.

Winter Season 30th September in the year of the season finish. For example, a player turning 10 prior to the 30th September is under 12.

Players must be under the age of the age group in the season of which the season concludes. E.g. In the Winter 2023 season, players participating in the Under 14 age group must not turn 14 during the winter season.

Players cannot play up more than one (1) age group above their natural age group. For example, an U14 aged player may play in U16 competition, but not in U18 (or older). Clubs may request an exemption by submitting an email outlining the reasons for the player to play in the competition, to WCBA management.

3.7.1 Age Group Classification

Age group classification will be included in the Season Competition & Registration Information document released to all clubs and teams.

3.7.2 Age Group Exemptions

Exemptions may be granted for players to play outside of the age restrictions. For an application for a player to "play down" to be considered, the following must be provided:

- Rationale/justification
- Declaration by the club delegate that the player will not pose a danger to opposition players due to being significantly physically larger
- Medical documentation from a medical practitioner outlining a recommendation for the player in question not be playing in their "natural age group"

For an application for a player to "play up" more than one age group to be considered, the following must be provided:

- Rationale/justification
- Declaration by the club delegate that the player in question will not be in any danger by being significantly smaller than opposition players
- Declaration by the club delegate that opposition players will not feel the need to compromise their style of play when playing against the player in question

The player is not permitted to play until such time an exemption is granted in writing from WCBA Management and Clubs are responsible to ensure the player does not play. An exemption is not evergreen and should be applied at the beginning of each competition season.

3.8 Trans-Gender Participation

At the WCBA, there is plenty of opportunity for both girls and boys alike to play basketball across many levels (including representative level). It is strongly recommended that an individual participates in the competition for the gender with which the individual identifies.

The following guideline applies for cross-gender participation:

- Under 12 and below – in accordance with the Victorian Equal Opportunity Act, competitions are mixed competitions (boys can play in girls competitions and girls can play in boys competitions)
- Under 14 and above – competitions may be gender specific, however, a player may participate in competitions for the gender they identify as

3.9 Player Insurance Cover

All players must be registered with Basketball Victoria to be covered by the Basketball Victoria insurance. Further information is available <https://vinsurancegroup.com/basketball/documents/>

However, the following information should be noted;

3.9.1 Ambulance

It is recommended that all members have an appropriate level of ambulance cover. WCBA Staff and competition Supervisors will, if they believe it is required, call an ambulance. The cost of the ambulance will be at the players expense and/or parent/guardian or team/club delegate.

3.9.2 First Aid

Basic first aid supplies are available at each venue. All teams (independent or club) are advised to have their own first aid supplies and a first aid qualified person present.

3.9.3 Private Health Insurance

Registered players have limited medical/injury cover under the Basketball Victoria Insurance Policy. It is recommended that all members have an appropriate level of private health insurance.

IV. PLAYER EQUIPMENT

4.1 Team Uniform – General Regulations

All teams are required to provide their own uniform, comprising of singlet and shorts. Teams are encouraged to have reversible singlets or a second set available for color clashes. Singlets must be uniformly colored in the same dominant/base color and legally numbered front and back.

Shorts must be uniformly colored. Different shades of a color are considered different colors i.e. black, navy blue and royal blue are all considered different colors.

Each club and team shall register the colors of their uniform on the WCBA registration form when entering the competition. The colors registered shall be the dominant color of the shirts and the dominant color of the shorts. The registered colors shall comprise the registered uniform.

4.2 Specification of Uniforms

The uniform of the players must comply with the Official Basketball Rules with the following additions and/or exemptions:

- Short Sleeve or Long Sleeve T-Shirts (providing there is a medical exemption) may be worn under the playing singlet (same color as singlet, or black or white)
- Compression garments may be worn under shorts &/or singlets, however they must be the same color for all members of the team (same color as shorts, or black or white)
- Shorts may not have cuffs, pockets, belts, buckles, or external drawstring
- Numbers 0, 00 and 1 to 99 are permitted (Number 69 is discouraged)
- Playing in a singlet without a number is not permitted
- Taped or hand-written numbers are not permitted
- Use of club uniforms by non-affiliated teams must have written consent from that club
- Tops must be tucked into shorts
- Socks can be any length and any color

4.3 Condition of Uniforms

Players who have faded or damaged singlet or shorts, indistinct or damaged numbers, or generally poorly maintained uniform, may be ineligible to take the court.

Clubs and Teams are encouraged to update uniforms on a regular basis.

4.4 Uniforms – Grading

During Grading, all clubs/teams should strive to meet the following Criteria when issuing their teams with playing uniforms. The uniform of all team members shall consist of: Singlets of the same dominant colour front and back. Shorts of the same Dominant colour front and back, but not necessarily of the same colour as the shirts. The shorts must end above the knee. Clubs/Teams may combine their old and new playing singlets so that all players have a singlet if they don't clash with the opposition team. Players may wear different colour shorts (eg half in black, half in navy)

4.5 Incorrect Uniform

Players who are not clothed in the registered uniform singlet or Shorts, may be permitted to play in an alternate singlet or shorts, however a penalty (5 points) shall be awarded to the opposing team prior to the conclusion of the first half.

Disputes regarding incorrect uniforms are to be directed to the Referee on duty. The Referee should make the necessary adjustment to the Score. The decision by the Referee stands for that game. If a club or team wishes to appeal the decision of the Referee, an email must be sent by the club or team delegate to the WCBA Management. The decision by WCBA management is final.

4.6 Clash of Uniform Colors

Where a clash of uniform colors occurs, the **first** named team on the fixture and on the electronic scoring system (i.e. the away team) must wear alternate color singlets. On mutual agreement between the teams,

The game clock will commence, although the game will not 'tip-off' until the team changing tops are completed.

Late start penalty points will be allocated to the non-offending team, of one (1) point per minute or part there of. Penalty points will be added to the electronic scoring/scoresheet by the Supervisor prior to the game tip-off.

The decision by the supervisor on duty stands for that game. If a club or team wishes to appeal the decision of the supervisor, an email must be sent by the club or team delegate to the WCBA Management. The decision by WCBA management is final.

4.7 Prohibited Items

Players shall not wear equipment (objects) that may cause injury to other players. All players must comply with the FIBA Official Basketball Rules unless an exemption is specified in these By-Laws.

Referees are to not permit any player to wear objects that may cause injury to other players. Team Coaches and/or Team Managers should assist by ensuring the players are complying.

Players wearing shorts with pockets (even if they are turned inside out) or zips, jewelry of any kind, fingernails that protrude past the tip of the finger will not be permitted to take the court.

If a player claims that a particular item cannot be removed, it must be suitably covered (i.e. with medical tape) to the satisfaction of the referees.

If there is any confusion the supervisor should be consulted. The supervisor will have the final decision on the eligibility of the player to play the game.

4.7.1 Jewelry

All items of jewelry that can be removed must be removed. Items of jewelry that cannot be removed may be worn so long as they are adequately covered or padded (via medical tape) so as not to create a danger for other players.

If the padding is not considered adequate, the player may not take the court. The decision of the supervisor will be final. Any decision made by the Supervisor will be for the specific game, and information will be passed onto WCBA Management.

4.7.2 Fingernails

The referee may inspect the fingernails of all players, male and female, prior to the commencement of each game or at the request of a Coach.

Players with fingernails that are not closely cut must do any of the following before taking the court:

- Cut and file their fingernails,
- Cover the nails with approved soft nail tape (e.g. Elastoplast), or
- Wear approved gloves (e.g. netball gloves).

4.7.3 Hair and Hair Accessories

In general, hair accessories are not to be worn. Hair accessories include but are not limited to any metal or hard plastic device for securing hair, beads and/or any other item designed for hair decoration.

If the length of hair obscures the number on the back of the playing shirt, the hair must be 'tied up' or placed inside the collar of the singlet.

To clarify what is considered acceptable, 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.

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.

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. This includes headscarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips.

Referees and competition administrators cannot prevent a player taking the court if the religious clothing that he/she is wearing poses no threat of danger to another player. Common sense must be used in these situations. Any person preventing a player from taking the court due to the clothing that they are wearing for religious purposes may leave themselves open to legal action.

BRAIDS

If a player (male or female) has their hair braided, and it swings free from their head when the head is moved, it may cause harm to another player if struck by the braid;

Due to injury that may be caused, players are not permitted on the court with free braids in their hair;

Players are not permitted to cover their braids with a bandana. This guideline includes plaited ponytails.

Players with plaited ponytails must be instructed by the referees to either roll the plait into a bun, or remove the plait, and play with a loose ponytail. (As long as the pony tail does not hide the player's number)

4.8 Penalties

4.8.1 Points Penalty

A team penalty is applicable for any player(s) identified to be infringing the prescribed uniform policies. The consequence shall be a game points penalty awarded in favor to the opposing team as a flat rate per player–5 points in Junior Competitions.

This penalty will be administered immediately upon discovery of an infringement (usually at the commencement or half time of the game), is not negotiable and is not at the discretion of the opposition. Referees will ensure the penalty is applied.

No Penalties will be administered during the grading rounds of the season.

4.8.2 Uniform Exemptions

Any team seeking an exemption from the prescribed uniform requirements must submit in writing to the WCBA Management outlining the rationale and timeframe required to rectify the infringement. An exemption may be granted based upon the information submitted at the discretion of WCBA management and reserves the right to overturn an exemption at any time.

If a team and/or player claims to have an official uniform exemption, however, are unable to produce a copy of the uniform exemption on game day, the supervisor may permit the player to take the court and play the game. The Supervisor will notify WCBA Management of the name of the team, competition, and player name and number. If it is found the player did not have an official uniform exemption, the team will forfeit the game.

Requests will not be recognized until a written response has been received from the WCBA Management.

No members of game day operations have the authority to issue a uniform exemption and must apply the penalties where no exemption exists.

Uniform penalties will not be retrospectively adjusted for an exemption granted after the application of a uniform points penalty.

V. GAME ADMINISTRATION

5.1 Game Fixtures

5.1.1 General

The WCBA Management will publish fixtures for each competition prior to the first round of each season. Fixtures will be released as soon as practically possible, usually within four (4) days' notice.

The fixtures shall show:

- The name of the competition,
- The names of all teams entered in the competition, and
- The date, start time and location of each game.

The first listed team shall be designated as the “home” team and the second listed team the “away” team.

5.1.2 Junior Competitions

Games are scheduled across numerous venues, mostly within the City of Whittlesea. Whittlesea City Basketball Association (WCBA) is committed to providing a consistent approach to fixtured times, following an age group flow system, starting with the youngest age groups, and concluding with the oldest age group. Factors including, but not limited to, venue availability, team registration numbers and referee availabilities may result in slight variations to the age group flow system.

Times for each age group may vary slightly each season due to fluctuations in total team entries for each age group, i.e. an increase in team entries will result in each age group starting later than the previous season. Ordinarily the impact on competition times would be minimal unless there was a substantial increase or decrease in overall team entries.

U8 games will be played at venues with adjustable backboards to assist in lowering the backboard/ring level for competition.

Venues are allocated as evenly as possible for each age group and division, with the exception of A grade for player and referee development / quality control. The Saturday competition utilizes a substantial number of venues and therefore teams should not expect to be scheduled across all venues during the course of an individual season.

5.1.3 Fixture Requests

Generally, requests for specific times and venues cannot be provided due to the inequities this creates for other teams within the competition. Requests for byes on specific dates cannot be guaranteed due to the unbalancing impact this may have on the distribution of games against opposing teams across the course of a season.

Teams are expected to be available for all scheduled dates, including finals, and should not expect to have requests honored to not be scheduled on particular dates.

All competitions are scheduled on specific days and requests to reschedule on another day for any reason is not considered a reasonable request on WCBA resources or opposition teams.

5.1.4 Coaching / Playing Multiple Teams

WCBA recognizes the important role coaches play in supporting junior domestic competitions.

As such the WCBA will endeavor to assist coaches coaching multiple teams on the same day of competition, and recommend clubs follow the below guidelines:

- The teams should have at least a one age group gap (e.g. U10 and U14)
- Coaches with multiple teams are advised to have assistant coaches

Players are permitted to play in multiple teams in junior or senior competitions subject to applicable policies contained within these by-laws (e.g. age groups & fill in provisions). Players opting to participate in multiple teams on the same day of competition should not expect to have special fixturing considerations undertaken so they can attend both games each week, including finals. Where a fixture clash occurs, the player must decide which game they will participate in.

5.1.5 Finals Fixtures

All teams must be readily available to participate in finals games, subject to finals qualification and structure. The WCBA Management will schedule games in accordance with applicable competition structure, however teams should be aware of unique timing regulations and not expect to play at the same times or venues as the regular season.

5.2 Game Fees

Junior competitions game fees are via invoicing. Independent team delegates and Club delegates, will receive an invoice for the games their teams have played for a period as set by WCBA Management.

Un-financial teams / clubs may have sanctions imposed by WCBA management, including but not limited to;

- denial of registration for upcoming season
- loss of premiership points across all club registered teams
- cancellation of scheduled games
- withdrawal from competitions
- a monetary fine
- Ineligibility to play in Finals

Individual team players and players within the club environment are bound by club fee structure.

5.3 Supervisors & Game Referees

SSV is responsible for appointing and managing supervisors for SSV managed/hired venues. WCBA is responsible for appointing and managing supervisors for WCBA managed/hired venues.

Supervisors will endeavor to have two (2) game referees for all games; however the following circumstances may be present under normal operating procedures:

- Single / solo referee appointed to a game
- Supervisor also appointed as game official
- Trainee / green shirt officials appointed to games
- Referee coaches / Referee Advisor present for game official education & development

Any of the above noted circumstances does not constitute a right for reduced or refund of game fees.

5.4 Scoring Systems

5.4.1 Electronic Scoring

Games are primarily scored using electronic devices located on each score bench using PlayHQ software.

Players whose names are not visible on the electronic devices are by definition unregistered and must register themselves using the applicable online registration form before the game commences.

5.4.2 Paper Scoresheets

Where technical difficulties prevent the use of the electronic scoring system, or any other reason deemed appropriate by WCBA, paper scoresheets may be used. Teams are required to ensure the following information is clearly written in the appropriate fields:

- Team name
- Player first name & family name
- Player jersey number

Failure to clearly write all the above information may result in players not being credited towards final eligibility. WCBA will enter the final game result only. Individual player statistics will not be uploaded.

Unregistered / Fill In players will not be credited as played from paper scoresheets unless they registered to the regular playing list within 24 hours of the game played.

Clubs or Team Delegates are responsible for emailing WCBA Management to have game played allocated to the player within 24 hours of the game played.

5.5 Scoretable Officials

5.5.1 Team Responsibility

Each team must supply a competent person to act as score bench official for each game. Scoretable officials should be a minimum of 14 years old unless agreed otherwise by both teams and the game officials. One scorer shall be responsible for the electronic scoring system (PlayHQ) and the other shall be responsible for the scoreboard and timekeeping.

If a team cannot supply a component person to act as their Scoretable 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 game but only if their replacement on the score bench is also a capable person.

5.5.2 Scoretable Responsibility

Scoretable officials must work together to ensure the scoreboard and electronic scoring system are correct and remain at the scoretable until one of the referees has completed and signed off the scoresheet or electronic scoring device at the conclusion of the game.

Whilst scoring, scoretable officials should confirm all 'actions' with one another. For example, "2 points red 5", "Foul Green 21", "time out Blue", "clock stop, clock start" etc.

Whilst fulfilling a role on the scoretable, scorers are recognized as officials of the game and are expected to be always impartial and act professionally. Communication and teamwork between the scoretable officials and referees are essential.

5.5.3 Disputes

Both scoretable officials are equally responsible for both the scoreboard and electronic scoring system. Should there be a disparity between the scoreboard and scoring system the scoretable officials should attempt to resolve & correct the error.

In the event the scoretable officials acknowledge the error and agree to the resolution but are unable to correct due to technical difficulties or limitations, they should call over the referees &/or supervisor for assistance.

If a consensus cannot be reached between the scoretable or teams, the recognized result is what is recorded on the electronic scoring system (or paper scoresheet), not the scoreboard. If a team disputes the result, they should notify their club delegate, and the club delegate or team delegate is to email WCBA Management.

The dispute will be investigated by WCBA management with a resolution to be reached before the next scheduled round of competition. The decision of WCBA management will be final.

5.5.4 No Scorer Provided

In the case of a team having only four (4) players and no capable person to act as scoretable official, the opposing team may perform the functions of both score bench officials to the best of their ability.

Failure to provide a scoretable official will result in a ten (10) point penalty being administered. This penalty is not negotiable and is not at the discretion of the opposition or referees. The penalty shall be awarded against the infringing team at half time.

If neither team has a scoretable official, the game shall not commence. Under no circumstances may either of the rostered game officials complete the duties of score bench officials.

5.6 Commencement of Fixtured Game

Teams are required to be able to take the court at the published fixtured time for their game. A team may commence a game with a minimum of four (4) players. All pre-game administration (inclusive of uniform requirements) should be completed before the published start time for the game.

The game officials will start the game clock at the published time or as soon thereafter as possible. Both teams must be ready to commence playing when the game clock starts. A team that is not ready to commence playing when the game clock is started shall be penalized for a late start where applicable.

5.7 Disrupted Games

5.7.1 Late Starts

The clock shall be started at the scheduled time for the game appearing on the competition fixture. Any team failing to take the court with a minimum of four (4) players at the time of tip-off will be penalized one (1) point per minute or part thereof up until 10 minutes into the game at which point the game shall be declared a walkover. For example, if the game commences with 16:38 displayed on the game clock, the penalty will be 5 points to the non-offending team.

The non-offending team will be awarded a 20-0 victory with all registered players credited as played for finals qualification purposes. The offending team is awarded 0 competition points and no player credited as played.

Late start penalty points will be administered at the commencement of the game, is not negotiable, and is not at the discretion of the opposition or referees. Supervisors are responsible for ensuring the late start penalty is applied.

5.7.2 Walkover Games

A game may commence when a team has a minimum of four (4) players present. A walkover occurs when one or both teams fail to take the court and 10 minutes have elapsed on the time clock.

Teams are expected to make every reasonable effort to avoid giving a walkover for a scheduled game; including all possible options as noted under the Fill In player provisions in these By-Laws. When a walkover is unavoidable, the team delegate must notify the WCBA as soon as is reasonably possible; ideally at least one weeks' notice is requested, and an absolute minimum of 24hrs is expected.

The non-offending team will be awarded a 20-0 victory with all registered players credited as played for finals qualification purposes. The offending team will be awarded 0 competition points and no player credited as played.

In the case of a walkover by both teams i.e. 'double walkover' the result of the game shall be a double forfeit. A final game score of 0 – 0 shall be recorded and no players credited as played. Both teams would be required to pay the applicable walkover fine.

The offending team(s) must pay the applicable walkover fine fees; these will vary depending on the amount of notice provided. The game fee for the opposing team is fully refundable, or may be credited to account for the next scheduled game.

Once notification of a walkover has been provided, it cannot be revoked.

Disqualification from the competition (left to the discretion of the Competition administrator) and possible refusal of further admission from the Association may occur after the 3rd Walkover.

5.7.3 Injury Management

In the event of an injury the referees will stop the game, however the game clock will continue to run in accordance with the applicable timing regulations. If the injured player cannot be safely moved off the court, the Abandoned Games section is applicable, if the game cannot be resumed before the conclusion of the allocated time.

5.7.4 Abandoned Games

Games abandoned at the discretion of WCBA management &/or supervisor for any reason (for example, uncontrollable on- or off-court behavior by one/both teams/players, unruly coach/spectators etc.) will have the following applied;

- (i) If a game is abandoned before it commences or during the first half, it is counted as a wash out, with all registered players credited as played for finals qualification and points equal to a Draw allocated;
- (ii) If a game is abandoned at half-time or during the second half, the game score stands as the final result.

- (iii) If a regular season game or grading game, is abandoned it will not be rescheduled or replayed. Under exceptional circumstances and at the discretion of Whittlesea City Basketball Association (WCBA) management, the game may be rescheduled on a day, time and location agreed upon by both teams.
- (iv) If a finals game is abandoned, and the game result will determine progression of a team/s to the next round of finals, the game will be rescheduled on a day, time and location as determined by Whittlesea City Basketball Association (WCBA).

5.7.5 Cancellation of a Fixtured Game

If due to circumstances beyond WCBA's control a game is cancelled the games will not be rescheduled. The game will be declared a wash out with registered players credited as playing for finals qualification.

5.7.6 Power Failure or Restrictions

In the event of power restrictions or failure the WCBA reserves the right to determine whether games will continue as fixtured.

5.8 Rescheduling of a Fixtured Game

If due to circumstances beyond the control of WCBA, a game is unable to be played as fixtured (except forfeits), WCBA reserves the right to reschedule the game. The rescheduled game under normal circumstances should be at a date and time agreeable between both teams involved and ideally should take place within 14 days of the original date and time. Where a game is unable to be rescheduled the game will be recorded as a 20-20 draw with all registered players credited as played for finals qualification.

5.10 Fines and Penalties

Fines levied against junior teams are responsible to the club.

Non-payment of a fine may result in disqualification of the team from competition. 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.

Teams may be penalized for any breach of these By-Laws at the discretion of WCBA management.

Breaches incurring a penalty include but are not limited to:

- playing an unregistered player
- playing an ineligible player
- unacceptable conduct

Repeated breaches of these By Laws may result in disqualification from competition.

VI. COMPETITION RULES

6.1 Game Rules – General

All games will be conducted in accordance with the FIBA Official Basketball Rules except as modified by these By Laws.

6.1.1 Timing Regulations – Grading & Regular Season Games

- Games are scheduled on a 50-minute timeslot
- Teams are allocated a 2-minute warm-up.
- Games shall be played in two halves.
- Each half shall be 20 minutes in length.
- Half time interval will be 2 minutes
- Clock stops on all whistles in the final one (1) minute of the first half halves.
- If the margin is 19 points or less the clock stops in the second half during the last two (2) minutes for all whistles and time outs.
- If the margin is 20 points or more at any time in the last two (2) minutes of the second half, the clock does not stop.
- 24 Second Rule does not apply unless specified.
- Each team is permitted a maximum of two (2) timeouts per half
- Team foul penalty applies on the ninth (9th) and subsequent fouls in each half.
- The result of a drawn game stands in the grading and regular season games

6.1.2 Timing & Game Regulations – Finals Games

Finals games shall be played under regular season timing and game regulations except for the following amendments:

- Games will be scheduled on extended timeslots (generally 50-60 minutes)
- Each team is permitted a maximum of two (2) time-outs per half.
- Clock stops on:
 - all whistles and timeout during the last minute of the first half,
 - all whistles, including time-outs, in the last three (3) minutes of the second half.
- Drawn games shall have an overtime period comprised as follows:
 - Three (3) minute overtime period
 - One (1) time out per team, per overtime period
 - Clock stops on all whistles during the final one (1) minute and for timeouts
 - Team & player fouls carry over into each overtime period
 - Teams shall play in same direction as second half
 - If the result is still a draw at the end of overtime, another overtime period will be played until a win/loss result has been achieved.

6.1.3 Game Referee Obligations

The game clock will be started at scheduled time as appearing on the competition fixture. If the previous game has run late, the game clock will be started as soon as possible after the completion of the previous game. The game referees are required to give a verbal warning to teams to be ready to play. The game clock shall start when the ball is touched in the tip-off.

6.2 Game Rules – Competition Specific Modifications

6.2.1 Ring Height

- U08 – lowered ring (where available)
- U10 & above – regular height

6.2.2 Ball Size

Competition	Gender	Ball Size
U8, U10 & U12	Boys & Girls	5
U14 and above	Girls	6
U14	Boys	6
U16, U18 & U20	Boys	7

6.2.3 General Court/Game Regulations

	U8	U10	U12	U14	U16	U18	U20
Ball Size	5	5	5	6	Girls – 6	Girls – 6	Girls – 6
					Boys – 7	Boys – 7	Boys – 7
Free Throw Line	Advance of short line	Short Line	Short Line	Normal Line	Normal Line	Normal Line	Normal Line
3pt Line	Short line	Short Line	Short Line	Normal	Normal	Normal	Normal
Time in Key	N/A	5 secs	5 secs	3 secs	3 secs	3 secs	3 secs
Ring Height	Lower	Normal	Normal	Normal	Normal	Normal	Normal
No Charge Semi- Circle	If marked	If marked	If marked	If marked	If marked	If marked	If marked

6.2.4 Sin Bin Policy

Any player who receives a technical foul must immediately leave the court and is not permitted to return to the game until five (5) minutes have elapsed on the game clock. A substitute is permitted to replace the player.

6.2.6 No Zone Policy

WCBA have a no-zone policy for U10-U14. Our philosophy is that the use of zone defence doesn't teach players good defensive habits, hinders the long-term development of players, and limits the offensive development and fun of opposition players.

WCBA Junior domestic basketball games:

- U08: Any defense permitted, however, after a team has scored, all their players must 'defend' an opposition player in their defensive half of the court. Players are not permitted to 'line up' across the center line.

What is Zone Defence?

Definition of a zone: a method of defense, in which each member of the defensive team guards a specified area of the court, typically around the key within the 3-point area.

A zone defence is the alternative to man-to-man defence where each defensive player is given a corresponding player on the other team to defend.

Why have a No Zone Policy?

Players are learning and perfecting their fundamental skills up to and including 14-15 years of age. Beyond this it becomes about refinement. The defensive principles of man-to-man defence are critical fundamental skills that underpin most, if not all, defensive principles. These include individual containment, vision, help & recover, closeout and communication.

In younger age groups players often do not have the muscular strength or skill to shoot reliably from long distances or great vision, ball handling or decision-making skills. For these reasons, in a Zone defence at these age groups, offensive teams are generally forced to shoot from long distances or make poor passes. There is no longer a need to closeout as the player cannot make the shot from that distance. Players only learn to defend small areas of the court, often pigeonholed into a specific spot, eg only the centre of the key or the bottom corners or only the top.

They don't learn how to communicate and 'rotate'. Globally, it has been shown that players who play learn to play man-to-man defence well before playing zone defence become better defensive players (man-to-man and zone) as well as better offensive players.

Purpose

The main purpose of the No Zone Policy is to encourage domestic clubs and domestic coaches to teach their players correct man to man principles and help develop their players at a young age.

A secondary purpose is to bring our competition rules into line with the VJBL run by Basketball Victoria, where they don't allow Zones to be played in Under 12s and Under 14s.

Policy

1. A zone defence will only be assessed inside a team's 3-point line.
2. Zone defence is not allowed during any U10s, U12s or U14s grading, regular season, or finals games
3. The exception to this is if:
 - a. a team has four (4) players on the court, they may play a zone OR

- b. a team has only five (5) players suited up; in which case they may play a zone defence in the first half but must play man-to-man in the second half
4. It is the responsibility of the 'Coach' to inform the 'Supervisor' at the venue to discuss how they believe the opposition team played a zone.
5. If the Supervisor believes the Coach is correct and the team played a zone, the Supervisor will be responsible for recording the complaint to the WCBA Competitions Administrator. There will be no in game penalty.
6. At no stage is anyone to approach an opposition team to discuss an alleged incident. This will avoid any unnecessary conflict between the two teams. Offenders may be put on report.
7. The Competitions Administrator will seek assistance from either, the WCBA Competitions Advisory Committee or WCBA Director of Coaching, to observe the next game of the 'alleged offending team'
8. Once the observation is completed the WCBA Competitions Administrator will discuss the findings with the Club Delegate of the club that made the original complaint and if necessary, the Club Delegate from the club alleged to have played a zone.
9. If a team is found to be playing a zone on a continual basis, the Club and Coach, may receive an infraction notice, by which an official warning will be given. If after this official warning, there is another instance, the team may be penalized with the removal of three (3) premiership points.

6.2.7 Mercy Rule

The junior domestic competitions are there to give all players an opportunity to have a go and enjoy their basketball. The mercy rule is in place to promote sportsmanship and to stop teams from dominating a particular game to the point of demoralizing their opposition.

The mercy rule is applicable to the following WCBA junior domestic competitions:

- U8 10-point lead
- U10 15-point lead
- U12 & above 25-point lead

All players on defence are required to retreat to and remain within their defensive 3-point line whenever their team is leading by applicable points or more, subject to the following provisions:

- Enforcement of rule optional to the losing team
- Violation for breach of rule
- Not applicable in grading period or finals

Where the mercy rule is enforceable and not being followed by appropriate team, the referees may stop the game and instruct players to retreat within the defensive 3-point line to play defense.

The mercy rule is not enforceable during grading games. This is to ensure teams can play at their full competitive potential and be graded to the most appropriate division.

6.2.8 Coaches

Each team must have an identified coach present before and during each game. In Junior competitions the coach must comply with the applicable Child Protection Policy, including Working with Children guidelines. Whenever coaching, training and games, coaches are required to have their WWC with them.

The coach for all Junior Competitions must be a non-playing individual.

If a coach is requested by a Supervisor, the coach shall show their WWC card. If the coach does not have their WWC card readily available, the Supervisor will inform the WCBA Office, who will contact the club for verification.

It is the responsibility of Clubs and teams to ensure that all their volunteers and staff comply with the Victorian State Government Laws and the Basketball Victoria Child Safe Policy.

6.3 Ladders

Ladder positions are determined by Ladder points (competition points / games played) and then by percentage (points for / points against).

Competition points are awarded as follows:

- 3 – win
- 2 – draw
- 1 – loss
- 3 – bye
- 0 – loss by walkover

Results of games during the grading period will not be retained.

6.4 Player Participation

6.4.1 Players per Game

A minimum of four (4) players are required on the court for a team to start the game. A game can continue with three (3) players, however there must be a minimum of two (2), if a player is unable to continue due to injury or being fouled out. A maximum of 10 players can play for a team in any given game.

6.4.2 Late Arrivals

Players can be added to the scoresheet / electronic scoring device and take the court as long as they arrive prior to Half time providing the player is registered into the team playing list, after being beckoned by a referee.

If the player is not registered, they must wait until a break in the game (i.e. half time or time out) to manually register/add themselves to the team.

6.4.3 Fill In Players

For junior competitions, teams are permitted to obtain fill in players to have up to six (6) players available for a single game. A player is deemed a “fill in” if they are registered in the current season at WCBA with another team within the same club.

Fill in players may participate subject to the following conditions:

- Can only participate if the team has four (4) or less regular players at the game to commence playing. An email from the Club must be sent to the Competitions Administrator with the name of the player and the game details within 24 hours of the conclusion of the game.
- An individual player can fill in with another team, in the same age-group but in a grade higher than they are currently playing, for a maximum of two (2) games per season. If the player fills in for a third game with that team they become officially recognized as a regular player of that team and cannot return to their original team. The player must be added to the team regular player list.
- If a player, is a fill-in player for an older age-group, and play three (3), the player must be added to the team regular player list.

Players are not deemed fill ins if:

- They are not registered with any team in the same club in the current season at WCBA. These players would be deemed new player registrations
 - Currently plays in a younger age group or different day of competition. *For example; U10 player plays in U12 competition.* The player would be deemed a multiple registration.
- Currently registered at another basketball association

The use of fill-in players does not preclude the individual from applicable registration fees with that team or club.

6.4.4 Playing Under False Identity

Any player found to be playing under a false identity will have the any/all of following sanctions imposed:

- Each game where the infringement has occurred overturned to a 20-0 walkover loss
- The individual reported under Basketball Victoria’s Tribunal
- The team reported under Basketball Victoria’s Tribunal
- Player &/or team placed on a good behavior bond

Playing under a false identity due to ignorance or issues with player registration procedures will not be considered grounds for appeal. Team Coach, Team Delegate or Team Manager, are responsible for ensuring the playing list is correct for each game.

6.5 Finals

6.5.1 Finals Format

After the completion of the last round of the regular season a finals series shall be held for the top 4 teams in each division, (unless otherwise specified for multi-grade fixtures). Finals format will be determined by WCBA Management prior to the commencement of the season.

Page-McIntyre System (3 weeks)

- Semi Finals – Game 1 = 1st v 2nd / Game 2 = 3rd v 4th
- Preliminary – Game 3 = Loser Game 1 v Winner Game 2
- Grand Final – Winner Game 1 vs Winner Game 3

Elimination format (2 weeks)

- Semi Finals – Game 1 = 1st v 4th / Game 2 = 2nd v 3rd
- Grand Final – Winner Game 1 vs Winner Game 2

In the event a team gives a walkover for a final, the team will be ineligible to participate in any further in the 'finals series'.

If a team withdraws from finals (prior to the scheduled game day), where the WCBA deems appropriate, feasible and possible, teams below may be promoted up a seed.

The team withdrawing or giving walkover will still be subject to the applicable fines.

6.5.2 Finals Eligibility

To be eligible for finals, each player must:

- be registered as a WCBA member (inc. members registered via clubs)
- be registered to that team
- fulfil all registration requirements to the affiliated club (where applicable)
- participate and registered in a minimum of:
 - Junior Competition – “half plus one” of fixtured games (i.e. 20 rounds equals 11 games) in the regular season (including grading games).

Playing under false names does not constitute grounds to contest finals eligibility and WCBA is not obligated to alter game data after a game has been signed off by the game officials.

All players added to the game in “PlayHQ” will be credited with a game. Players that have not played in a game must be removed from the game before game completion by the game officials. It is the responsibility of the appointed team manager / team delegate from each team to ensure the correct players have been assigned for the game. Any disputes must be lodged with WCBA within 24 hours of the completion of the game.

Registered players at the time of a walkover received will be credited with a game for finals eligibility. Byes will count towards finals eligibility if the player is registered at the time of the Bye. Unregistered players are not eligible to accrue games for finals eligibility.

In the case of lost results or un-played games all players registered to the team will be deemed to have played.

In the case of the cancellation of a fixtured round/s of games all players registered to the team will be deemed to have played.

6.5.3 Finals Exemptions

Players may be granted an exemption and credited with games in particular games whilst registered that they were unable to play due to a medical condition. Application for exemption must be supported by a medical certificate.

A player attending a medical practitioner for a medical condition/injury, must submit a medical certificate within seven (7) days of attending such appointment.

Junior Competition – medical certificate must be submitted to club and forwarded to WCBA Management

There are no limits on the number of players that may receive medical exemption requests, however each player must be registered to the team and have played at least two (2) games during the season.

If a team will have less than six (6) eligible players available (including medical exemptions), the WCBA may grant an exemption to the next most qualified and available player(s) so the team has six (6) player available to participate. These players must be registered to the team and have played at least two (2) games during the season.

All qualification issues must be lodged in writing (i.e. email) to the WCBA Management no less than seven (7) days before the scheduled finals. Playing ineligible players during finals may result in automatic forfeiture of those games and possible sanctions placed against the team / club, including but not limited to refusal of entry in upcoming seasons.

Players that have missed games, including late season registrations, for any other reasons should not presume to expect eligibility consideration.

The WCBA reserves the right to assess individual circumstances on a case-by-case basis that fall outside the finals exemption section, if it deems in the best interests of the team or competition to do so.

6.7 External Policies

6.7.1 Heat Policy

WCBA competitions will follow the Basketball Victoria's Participant Protection By-Laws

6.7.2 Blood Policy

WCBA competitions will follow the Basketball Australia's Blood Policy.

VII. SCHEDULE OF FEES

The following fees are applicable to all regular WCBA domestic competitions (i.e. Summer / Winter seasons). Fees are reviewed and adjusted accordingly each season and included with each season's registration.

7.1 Payments

Junior Competition:

- Team Registration fees will be invoiced to JD clubs at the conclusion of the first round of competition
- Game fees, including walkover fines, will be invoice on a weekly basis following the game being played
- If a club chooses, they may coordinate to pay via installments, subject to preapproval from the WCBA Management prior to the commencement of the season.

7.2 PlayHQ Processing Fees

PlayHQ processing fees are applied by PlayHQ and not at the discretion of WCBA.

7.3 Game Fees

Game fee rates are set by WCBA on a seasonal basis.

Junior Competitions: Grading and Regular season game rates will be advertised within the 'season Information pack' distributed to clubs prior to the opening of the registration period. All Finals games will have a surcharged added and will be advertised on a seasonal basis.

7.4 Walkover Fines

Walkover games is disruptive to competitions, and teams have a reasonable expectation to play all scheduled games. Teams giving walkovers games are required to notify WCBA as soon as is reasonably possible and will have the following fines levied:

All Competitions

- 24hr+ notification = normal game fee
- Less than 24hrs notice = double normal game fee
- Un-notified (no-show on game day) = double normal game fee plus 50%

Notifications received outside of usual business operating periods are not considered received until confirmation has been acknowledged. Notice periods are inclusive of WCBA management capacity reply and contact / confirm walkover with opposing teams.

Fines noted above are inclusive of the applicable game fees. Teams receiving a forfeit will have a credit and/or refund applied to their team account.

7.5 Registration Fees

All teams registering into WCBA competitions are required to pay a team registration fee.

Junior Competition: For club-based teams, Club Delegate will be responsible for registering the club teams. For Independent Teams, the Team Delegate (individual responsible for originating the team)

7.6 Withdrawal Fees

Teams are expected to play through the complete season schedule as per the season calendar. Should a team not be able to fulfil their competition schedule, including finals, for any reason they must contact the WCBA Management immediately.

Withdrawing from competitions has a significant impact on venues, WCBA Management and the integrity of those competitions. The following fees are applicable to teams that withdraw after fixtures have been released:

- Junior Competitions – The scoresheet fees for the remainder of the season or \$400.00 whichever is the Lesser.

7.7 Application Fees

Independent teams (non-club based) within WCBA domestic competitions will be required to pay an application fee when registering the team online. The application fee is non-refundable and non-transferable. If a team does not register for a period of two (2) consecutive seasons, if the team choose to register, the team will be required to pay a new application fee,

VIII. COMPETITIONS SPECIFIC GAME RULES

Competition specific game rules for:

- U08 Competition Rules
- Grading & Regular Season – Juniors
- All Finals Games (Except U8)

8.1 Under 8 Competition Specific Game Rules

	Top Age Teams		Bottom Age Teams	
	When Called	Not Called	When Called	Not Called
Timing Rules	17-minute halves - 6 minute half time			
Ball Size	Size 5			
Ring Height	Lower height			
Fouls	Any contact is made on the dribbler or contact is made on the shooter (will result in free throws)			
Out of Bounds	As normal			
Defense	After score, defense must find an opposition player. Man to Man encouraged throughout the game. Zone is permitted although must not line up across the centre line			
Mercy Rule	10-point lead			
Travelling	As normal	Player gathers ball when on ground and stands up	Player commences to walk or run with ball, and makes no attempt to dribble	Player is sitting on floor and stand up, or, Player uses two steps to gather balance commencement or ending of dribble, or receiving a pass
Double Dribble	As normal	No exceptions	Player continually to dribble with two hands	Player is dribbling picks the ball up and dribbles again, providing they are not avoiding defense.
Cross Court	Ball by rule is in front court and offensive player dribbles into the back court to avoid defense, passes to a team mate, or dribbles towards wrong basket	Player not being defended and goes into back court	Rule is not applied	
Free Throws	Player must be behind mark to begin the shot	No violation for jumping line after releasing shot	Player can shoot from a distance where their attempt will at least make contact with basket	No violations
Alternative Possession	As normal	No exceptions	Not applied	
Jump Balls	Only at start of game	No exceptions	Throughout game	In jump ball situations, alternate players to allow all players to have a go
Jump Ball Violation	Catching or punching the ball by the jumper (explain rule)	Non jumpers moving around circle	Catching or punching the ball by the jumper (explain rule)	Non jumpers moving around circle
Coaches	Only permitted to between the 3pt line and the sideline. Not permitted in key (exception setting players for free throws)		Permitted all over the court except in key area and assist players in positions for defense providing there is no obstruction to offensive team	
Additional Information	All players shoot two (2) free throws each at half time with points scored added to score. Allowances to be made to lesser skilled players. No ladder for competition visible on the website		All players shoot two (2) free throws each at half time with points scored added to score. Allowances to be made to lesser skilled players.	
Referees	One (1) referee per game. Referees are encouraged to participate in the game and assist the coaches by providing direction and information to players.			

8.2 Junior Competition Game Regulations (except U08)

Competitions

Juniors

Timing	Two (2) x 20 minute halves. Two (2) minute half time break.
Time Outs	Four (4) time outs per team per game, maximum two (2) per half. No time-out can encroach on the last minute of the first half.
Game Clock	Clock stops on all whistles in the final one (1) minute of the first half halves. If the margin is 19 points or less the clock stops in the second half during the last two (2) minutes for all whistles and time outs. If the margin is 20 points or more at any time in the last two (2) minutes of the second half, the clock does not stop.
Defence	U08 – Any defense, however ‘man to man’ encouraged after a score. U10-U14- ‘man to man’ NO ZONE U16 and above – No restrictions, however ‘man to man’ encouraged.
Mercy Rule	U8 10 point lead U10 15-point lead U12 and above 25-point lead
Keyway Violation	U12 and below – 5 seconds. U14 and above – 3 seconds.
Team Fouls	Free throws awarded from the 9 th team foul (defensive) per half.
Technical Fouls	Two free throws and possession in front court awarded to opposing team.
Sin Bin	5 minute compulsory substitution for any player that receives a technical foul.
Foul Line	U12 and below – Short foul line. U14 and above – Normal foul line.
3pt Line	U12 & U14 – Shorter 3pt line (where 2 lines are marked). U16 and above – Regular 3pt line.
Ring Height	U10 and above – Regular / Full Height.
Game Ball	Boys & Girls U10 & U12 – Size 5 Boys & Girls U14 – Size 6 Girls U16 and above – Size 6 Boys U16 and above – Size 7
Ladders & Finals	Ladder – Ladder Points, then percentage Finals – structure will be determined following grading phase

8.3 Junior Game Regulations

All Finals Games (except U08)

Competitions	Juniors
Timing	Two (2) minute Warm Up Two (2) x 20-minute halves Two (2) minute half time break
Time Outs	Four (4) time outs per team per game, maximum two (2) per half. No time-out can encroach on the last minute of the first half.
Game Clock	Clock stops on all time outs. Clock stops on all whistles in the final one (1) minute of first half. Clock stops on all whistles in the final three(3) minutes of the second half
Defence	U08 – Any defense, however ‘man to man’ encouraged after a score. U10-U14- ‘man to man’ NO ZONE U16 and above – No restrictions, however ‘man to man’ encouraged.
Team Fouls	Free throws awarded from the 9 th team foul per half.
Technical Fouls	Two free throws and possession in front court awarded to opposing team.
Sin Bin	5-minute compulsory substitution for any player that receives a technical foul.
Foul Line	U12 and below – Short foul line. U14 and above – Normal foul line.
3pt Line	U12 & U14 – Shorter 3pt line (where 2 lines are marked). U16 and above – Regular 3pt line.
Ring Height	U10 and above – Regular / Full Height.
Game Ball	Boys & Girls U10 & U12 – Size 5 Boys & Girls U14 – Size 6 Girls U16 and above – Size 6 Boys U16 and above – Size 7
Keyway Violation	U12 and below – 5 seconds. U14 and above – 3 seconds.
Extra Periods (Drawn Results)	Three (3) minute overtime period(s) One (1) time out per team, per overtime period Clock stops on all whistles during the final one (1) minute and for timeouts Team & player fouls carry over into each overtime period Teams shall play in same direction as second half If the result is still a draw at the end of overtime, another overtime period will be played until a win/loss result has been achieved

IX. ADDENDUM

9.1 Uniform Example Images

What is not allowed



Same base colour but different trim



Running Shorts



Leggings worn without shorts over the top



Same base colour but different coloured numbers



Damaged/missing numbers



Compression/Bike Shorts without shorts over the top



Taped numbers



Same base colour but different trim



Pockets in shorts

What is allowed



All team members matching



Leggings with shorts over the top

9.2 Glossary

Term	Definition
+/-	Refers to a timeslot before or after a scheduled time
BA	Basketball Australia
BV	Basketball Victoria
Competition	Structure competition usually a season base or school term base
Complaint	A Complaint is a general expression of dissatisfaction with a situation or the behaviors of other person(s) within the association
Fill-In	A player who plays for a team, however, was not included in the team playing list as a regular player
Forfeit	When a team is unable to play a fixtured game due to having less than two (2) players eligible to play
Grades/Sections	A grouping of teams for a competition
Grievance	A Grievance is a more specific and serious feeling of wrongdoing that relates to harassment, discrimination, or vilification by person(s) within the WCBA
Medical Certificate	Document provided by a certified Medical Practitioner
Medical Exemption	An email/letter provided to an individual by WCBA Management.
MPBS	Mill Park Basketball Stadium
Natural Age-Group	For under-age competitions, it is the age-group a player qualifies to play in determined by the competition date of birth 'cutoff date'
Notice of Behavior	A letter sent to Teams or individuals, that demonstrate poor or unacceptable behavior.
PlayHQ	Competition Management Software
Regular Player	A player who is on the team playing list at the time of team registration
Season Information Pack	A document containing information for a specific season. Topics covered are; key dates, fees, competition structure, competition calendar, and other association information.
SSV	Sports Stadiums Victoria management group
Un-Notified Walkover	A club or team delegate does not inform WCBA Management of the intention not to play. Commonly referred to as a 'no-show'
Unregistered Player	A player who is not registered in any WCBA competition
Walkover	When a fixtured game, is not played due to a team not having the required number of players present
WCBA	Whittlesea City Basketball Association
WCBA Board	WCBA elected Board (Executive Committee)
WCBA Management	WCBA administration team responsible for the day-to-day operations of WCBA