

**WHITTLESEA CITY
BASKETBALL
ASSOCIATION INC.**



**DOMESTIC
COMPETITION
BY LAWS**

2015

Amended 260215

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BY LAW 1.
INTRODUCTION

Except where indicated, all By Laws are applicable to Junior, Senior, Premier League, Mixed and Veteran Domestic Competitions under the control of the Whittlesea City Basketball Association Inc.

BY LAW 2. REGISTRATION

- a) Entry details must be lodged online, completed with **ALL** details by the notified closing date. Qualifications for finals will begin when the player is registered online with **ALL** details. The Association reserves the right to admit or reject entries as it sees fit. Full registration fee must be paid at the time of entering the team.
- b) New players must register either online through the website or on the scoring tablet at their first game. Where the electronic scoring system is not available and a scoresheet is provided their name, address, date of birth and signature must appear on the back of the scoresheet. Either of these processes must be done when a player plays their first game otherwise the team will be penalized in accordance with By Law 2c.
- c) Teams playing unregistered, unqualified, under age, or over aged player/s will be penalized all premiership points for each game in which that player/s participates.
- d) Where games are cancelled:-
 - (i) Due to extenuating and unforeseen circumstances (eg power failure, flood): the complete round will be cancelled if all teams in the grade are affected. However, if all teams in the grade are not affected, then those who have had their games cancelled will be awarded two premiership points each.
 - (ii) If a game is cancelled due to a fight, then the points will stand as per the score shown on the electronic scoring system at the time of cancellation. If a scoresheet is used the points count as per the scoresheet.
 - (iii) If a player has been injured and cannot be moved, the game will be cancelled and each team will be awarded two premiership points.
- e) **Age Limits**
Refer individual competitions eg. Junior, Senior, Veterans, Mixed.
- f) **Game Limits**
Refer individual competitions eg. Junior, Senior, Veterans, Mixed.

- g) The grading, promotion and or relegation of teams will be at the discretion of the grading secretary and/or relevant committee.
- h) No new teams will be accepted into the competition after 1/3rd. of the season has been played, unless ratified with the relevant committee.

Refer Juniors - By Law 8 a) additional to the above registration details

**BY LAW 3
UNIFORM RULES**

a) (i) **Shorts**

“All shorts must be of the same dominate colour, front and back, but not necessarily the same colour as the top/singlet. Shorts must be above the level of the knees. Shorts with pockets and athletic shorts are not permitted. Bicycle shorts may be worn under correct basketball shorts but must be the same basic colour as the shorts”.

The clarification of this By-Law is with respect to “athletic shorts”. Athletic shorts are to be defined as any shorts of any material that contains a split up the side. Appropriate basketball shorts should be mainly of uniform length around each leg. This means that, regardless of the length of the basketball shorts, they should remain that same length around the entire leg. If there is a major difference in the length at the side of the shorts, these are deemed to be athletic shorts and not permitted for use in any WCBA run competition.

The only restriction on the length of the shorts is that they are not to go beyond the length of the knee.

Examples of permitted shorts:



Same length around leg



Examples of non-permitted shorts:



Split up the side.

Not of same length around leg



(ii) Tracksuit pants (no pockets allowed) may be worn upon presentation of a medical certificate and authorization given by the relevant committee.

b) **Singlets/Tops**

(i) Teams must play in correct singlets/tops by the end of the fourth week of the current competition. In extenuating circumstances, permission for and extension of time may be obtained from the relevant committee only.

(1) After the grading games singlets or tops and shorts must be exactly the same colour and style, front and back. All numbers must be the same size and colour contrasting to the singlets/top. No player shall take the court without a number. The penalty for incorrect uniform is loss of all Premiership points for that game and any subsequent game.

Taped numbers are not permitted. Numbers 1-99 are permitted. 0 and 00 are only permitted as blood singlets.

Duplicate numbers are not permitted.

(2) T-Shirts may not be worn underneath singlets/tops. The exception is with the under 8's and 10's, or others for medical reasons. The T-shirt must be the same basic colour as the singlet/top.

(3) Sleeves/shooting sleeves are not permitted to be worn. Compression stockings may be worn provided they are of the same dominant colour as the teams shorts. If worn on the upper leg stocking must end above the knee. If for the lower leg it must start below the knee. No full length compression stockings are to be worn. If sleeves/shooting sleeves/compression stockings are to be worn for a medical reason than a medical certificate MUST be produced as proof for this.

c) Game points for incorrect shorts will be recorded by the Referees at the request of the opposing team and included on the electronic scoring system/scoresheet by the Referees as soon as it is requested and not after entering the last 3 minutes of the game. Five points will be deducted for every incorrect pair of shorts. This By Law will take effect after the 4th game.

No points will be deducted for incorrect singlets. Players with incorrect singlets cannot play. Replacement singlets may be the same base colour

NOTE: A game is terminated at the sounding of the final siren.

d) Colour Clashes

- (i) When registering a new club, the secretary should notify the relevant committee of their colour to avoid a colour clash.
- (ii) In the event of a colour clash, the team to change singlets will be determined by the toss of a coin before the commencement of the game.

Refer to Junior By Laws re Colour Clash.

- e) Both male and female players must tuck their singlet/tops into their playing shorts if requested by an official.

f) Footwear

- (i) Only basketball shoes with non marking soles should be worn on the court playing areas. At certain outer venues, coloured or dark soled runners (eg Blue, Red, Black, Green) are not permitted. Players who do not wear the correct sole runners will not be allowed to participate in the game.
- (ii) Players will not be permitted to take the court in socks, thongs, street shoes or bare feet.

g) Association/Club Uniforms

- (i) Whittlesea City Basketball Association has ownership of colours and style of Whittlesea Representative Team ie: Pacers. These uniforms are not to be worn in any competition run by Basketball Victoria or any of its affiliated associations (including Whittlesea City Basketball Association) without approval of the Association.
- (ii) All clubs or teams must submit their proposed uniform colours and designs to Whittlesea City Basketball Association for approval prior to or at the time of registration of a team into any competition conducted by the Association. The Association will not approve a uniform which is so similar to an already approved uniform that is likely to cause confusion.

- (iii) Whittlesea City Basketball Association prohibits the wearing of another registered club's uniform in the Junior or Senior Domestic Competition without written approval from that club. Written approval must be handed in with the Registration Sheet.

BY LAW 4 WALKOVERS

a. Un-notified Walkover.

- i. Should a team not give notice to a walkover as per Bylaw 4-b-i, then that team must pay a fee equal to double the current game fee charge unless referees are removed from the scheduled game and are not paid then teams are only to be charged a notified walkover fee. A team is permitted to have a maximum of two notified/unnotified walkovers in any one season. If a third walkover is given, the team can be disqualified from the competition depending on the circumstances. This is to be at the discretion of the Competition Administrator.
- ii. Members of both teams in attendance will be refunded door entry payments provided a "scratch match" has not been played and on the proviso that players/spectators leave the venue as soon as possible after the ten minute walkover period.
- iii. The team receiving the walkover will have their game payment refunded to them. The team giving the walkover will not have their game fee refunded.
- iv. Following up unpaid walkover fees is the responsibility of Stadium manager

b. Notified Walkover

- i. Notification must be given to the Stadium Manager/WCBA Association by 12pm midday of their scheduled game for Senior's and 6pm on the Friday night for Junior's prior to the scheduled time on the Saturday.
- ii Provided By Law 4-b-i is adhered to a notified walkover fee will be charged. The fee charged is determined by the current game fee.

iii Following up unpaid walkover fees is the responsibility of Stadium Manager.

1st and 2nd Walkover fees as per By Law 4 (a) or 4 (b) will be issued.

3rd Possible Walkover Disqualification from the competition(left to the discretion of the Competition administrator) and possible refusal of further admission from the Association. Players from disqualified teams will need to pay a portion of any outstanding walkover fine before joining another team.

BY LAW 5

SCORING RULES - ELECTRONIC SCORING SYSTEM/SCORESHEET

- a) Each team must pay their game fee prior to the commencement of each game. Failure to do so will result in loss of game points as per By Law 6 a).
- b) Both teams are responsible for accurately completing the electronic scoring system at the commencement of the game.
If the electronic scoring system is faulty or not in use and a scoresheet is provided: both teams are responsible for accurately completing the scoresheet with all necessary details ie. Name of team, players, date, grade, level, and whether the game is mixed, men, women, girls or boys. It is the responsibility of teams to provide a competent scorer/timekeeper to use the electronic scoring system. Games will not be delayed to allow for scorers to receive education on its use. A maximum of ten players' names, per team can appear on the Scoresheet/Scoring System
- c) If any of the necessary details as in By Law 5 b), are omitted then the team will be penalized one premiership point.
- d) Names not entered correctly into the electronic scoring system or not considered legible on the scoresheet will not be counted towards qualifying players for finals.
- e) Names must be entered/written in full; ie Surname/Family name and First/Given name, Date of Birth, Address in full if entered on the electronic scoring system.

- f) Prior to the commencement of a match and throughout the whole game, each team must supply one competent scorer/timekeeper. Failure to do so, will result in four game points being awarded to the opposing team upon request. Game points must be claimed by the opposing team and included on the electronic scoring system/score sheet by the referees as soon as it is requested and not after entering the last 3 minutes of the game. (It would be unfair for a team to claim the 4 points when there is less than 3 minutes remaining on the game clock.)

NOTE: A game is terminated at the sounding of the final siren.

- g) Scorers are required to:
- Tick in only players that are there for the commencement of the game
 - If any players on the tablet are ticked in and are not present at the commencement of the game then the person on the scoring tablet must remove the players – it is easy to add one player if they arrive in the first half. If you are the club representative on the score tablet then check that the opposition (in consultation with the opposition representative) only has ticked in players that are present at the game. It is now the scorer on the tablets responsibility to remove players not at the game, including the opposition's players.
- h) If neither team is represented on the score bench at the scheduled commencement time of the game, then the clock will start and the game will not commence until By Law 5 f) has been met. A walkover will not be registered, and door monies will not be refunded.
- i) In the event of players not allocated to a team at the scheduled start time of the game, the clock will start at the scheduled time. The penalty for not having the names on the electronic scoring system/scoresheet is 1 point per minute. Failure to have all players' names on the electronic scoring system/scoresheet within 10 minutes from the start of the game will result in a forfeit.
- The following penalty will apply and the offending team will be fined in accordance with By-Law 4A.
- No player can be added to the electronic scoring system/scoresheet or will be allowed to qualify once the Referee has signed off and prior to the commencement of the 2nd half. During the finals series players that are not at games before the signing off of the scoring tablet/scoresheet(at half time) are to be removed by the scorer

from the scoring tablet/scoresheet even if they are qualified. Only those players present at the game and qualified are to remain on the scoring system/scoresheet. Any player that comes into the games during the finals series after scoring system/scoresheet has been signed off at halftime are not permitted to take the court.

j) Premiership Points

Win	3 points	Bye	3 points
Draw	0 points	2 points	Walkover (given)
Walkover (received)			Loss 1 points
			3 points

Walkover score will be 20 – 0 in favour of the team receiving the walkover.

- k) Where a scoresheet is used it is the responsibility of the winning team to deposit the score sheet at the front desk. Failure to do so will result in the loss of two premiership points.

**BY LAW 6
TIMING RULES**

- a) Late starting teams will be penalized one point per minute or part thereof. Ten minutes late start will constitute a walkover and the offending team will be fined in accordance with By Law 4a). Even if the electronic scoring system is not being used and a score sheet is and it has not been placed on the score bench due to non-payment, the referees will penalize the offending team in accordance with the above when the score sheet arrives; or at the expiration of ten minutes, declare a walkover.
- b) Where the electronic scoring system is to be used for the game, it is the responsibility of each team to ensure the game fee is paid before the commencement of the game. The clock will start at the scheduled start time, and will continue to run until such time as either/both teams have done so. If, during the game, the Referees are informed by the Supervisor or Stadium Management that a team/both teams have not paid the game fee, the Referees

are to stop game play until this has been resolved. However, the clock will continue to run. If a single team is at fault, the Referees are to award one game point to the opposition for every minute, or part thereof, which it takes for the issue to be resolved and game play to continue. Where both teams are at fault, neither teams are to be awarded game points and the clock will continue to run.

- c) If a scoresheet is being used and is paid by both teams and not on the scorebench for the commencement of the game; the clock will start and continue to run until such time as the scoresheet is placed on the scorebench. Neither team will receive any penalty points.
- d) Teams must have at least four players on the court before the game can commence. Teams that consistently have only four players may be investigated.

e) **45 minute schedule**

2 x 18 Minute Halves

One Time Out per team, per half. No Time Outs in last minute of First Half

Clock stops for last TWO (2) Minutes of second half on time outs, shooting fouls and substitutions.

f) **50 minute Schedule**

Clock stops on time outs during the last minute of the first half.

Clock stops on time outs, shooting fouls and substitutions in the last three minutes of the second half.

Teams are permitted two time outs per half.

Two minutes permitted for half time interval.

g) **60 minute Schedule (Finals)**

Clock stops on all time outs.

Clock stops on all whistles during the last minute of the first half, and all whistles in the last three minutes of the second half.

Teams are permitted two time outs per half.

Three minutes permitted for half time interval.

h) **Premier League**

Each team will play 4 x 10 minute quarters.

Two minutes for quarter time and three/quarter time intervals.

Three minutes for half time intervals.

Two time outs per half per team.

Clock stops for all time outs.

Clock stops for all whistles during the last three minutes of the game.

A 24 second clock will operate throughout the game.

Before the game commences, four players per team are required to take the court.

i) **Drawn Games**

There will be no extra periods. A drawn result will be recognized except in finals where extra periods will be played.

j) **Drawn Games (Finals)**

- (i) Extra periods will be five minutes, with each team permitted one time out per team. The clock will stop on all whistles in the last three minutes of each extra period. A three minute interval will be allowed between the end of normal playing time and the extra period.
- (ii) Teams will play a maximum of three extra periods to decide a winner. If there is no winning team at the end of the three extra periods another match will be scheduled.

BY LAW 7

FINALS

- a) Finals series will be played at the discretion of the grading secretary with the relevant committee.

b) **Finals Qualification**

(i) For players to be eligible to play in finals, they must have played in at least seven games during the season. To have a game credited to an individual player, they must be added onto the electronic scoring system as an active player (which is to be ratified by the Scorer when confirming the game) or they must sign the back of the score sheet seven times after they have played.

For the Senior Domestic Competition if a player does not score or foul it is the responsibility of the player (or the competent scorer) to ensure the player was marked as active. Where a scoresheet is used then the player must sign the back of the scoresheet to qualify.

If a team plays an unqualified player then the team automatically forfeits the right to continue in the final series. Where a player takes the court during the final series and is not qualified, a \$100.00 fine will apply to the club. Teams will not be accepted into the competition the following season until all fines regarding unqualified players are paid in full. Medical certificates must be supplied within 7 days of the injury or illness.

- (ii) If a player is injured, to be eligible to have the game credited to them, the player is responsible for making themselves known to the Scorer before halftime to be marked as an active player. Where a scoresheet is used the back of the score sheet must be signed with the word "injured". An injured player must sit on the bench in their club uniform and watch all the game to be credited the game. If an injury prevents the player from being at the game then a medical certificate must be supplied within 7 days of injury.

If the player is sick and is prepared to sit on the bench for the game, they must sign and write "sick" on the back of the score sheet. If a player is sick and cannot attend a game, they may produce a Statutory Declaration advising the relevant committee.

- (iii) A player will not be credited with a bye as part of their qualification.

- (iv) To have a Walkover credited:

In a Notified Walkover (By Law 4a) all regular players (players who have played in the last 2 weeks) in a team receiving a walkover will be credited with the game towards finals qualifications.

In an Unnotified Walkover (4e) all players from both teams must have their names made active on the electronic scoring system or sign the scoresheet if being used to be credited with the game.

BY LAW 8 JUNIOR COMPETITION

- a) (i) No new registered player/new player may be introduced into a team within **the last six games** of the season unless:
1. Approval is obtained from the Junior Committee.
 2. A player may fill in from a lower age group, or higher age group (provided they are still eligible for the age group) but may only play a maximum of 3 games to avoid a walkover.
Penalty is a loss of ALL premiership points for that or any subsequent game the new player plays.
- (ii) A player is permitted to play two games per day as long as they
1. Register as per By Law 2 B
 2. Play one age group up from their qualified age group.
 3. Play one grade down from the grade they play in their qualified age group.
Penalty is a loss of all premiership points for that or any subsequent game the player/s participates in.
- (iii) A player can play only one age group above their qualified age.
Penalty is a loss of all premiership points for that or any subsequent game the player/s participates in.
- (iv) Teams playing over age player/s will be penalized in accordance with By Law 2 c).

- (v) All clubs must have all players registered online before the commencement of the new competition. Failure to do this - refer to By Laws 2a and 2c.
- (vi) A player who plays **MORE THAN two** games with one team (INCLUDING GRADING GAMES) cannot then play with ANY other team in a Lower or Higher grade within the same age group
- (vii) Where a club has more than one team in a grade, as from the **third** week, inclusive from the commencement of the current competition, players cannot transfer from their chosen team.

b) Age Limits

- (i) There is no minimum age for Junior Competition
- (ii) Summer Competition cutoff date will be 30th June ie. if playing Under 14 that player cannot turn 14 on or before 30th June.
- (iii) Winter Competition cutoff date will be 31st December ie. if playing Under 14 that player cannot turn 14 on or before 31st December.

c) Ball Size

All junior girls games must be played with a size 6 (small) Basketball as per FIBA Rules.

Junior Boys under 10 - under 14's will use a size 6 (small) Basketball

Junior Boys under 16 – under 19's will use a size 7 (full size) Basketball.

d) Proof of Age

(i) All players are to produce Proof of Age by way of a copy of an Extract of Entry, Current Passport, Health Centre Book, Torres Strait Islander Certificate, Letter from School, Driver License or other legal document. Proof of age must be placed in the Birth Certificate box by the end of the grading games.

(ii) Players/Clubs have six (6) weeks to present proof of age. If not received as at week seven(7) then their team will lose points. As at week eight(8) if still not received, and the player continues to take the court then the club will be fined \$100.00 per player and lose points. Fines are

payable within seven (7) days or team will be removed from the fixture. Fines and points lost will continue per player until proof of age is presented. Lost points will not be reinstated. Accordingly no games will be credited to the player/s towards qualifying for finals until proof of age is sighted by the committee.

- (iii) The Junior Committee reserves the right to ask for proof of age from any player.

(e) **Colour Clash**

- a. If the Referees decide that the uniforms of each team are causing a colour clash in consultation with the Referee Supervisor then as per fiba rule the first name team shall change their tops. In the event the Referees do not deem a colour clash but either teams does then that team has to change their top. In affect this rule invalidates any priority that may have been in place.
- b. In the case of Grand Finals any team that qualifies from Semi Finals straight through to Grand Final will have priority singlet colour. This decision has been made in consultation with the Referee Association, Referee Supervisor and the Junior Domestic Committee.

(f) **Rule Changes**

- (i) Under 8's are permitted to shoot fouls shots from the broken circle line.
- (ii) Under 10's and 12's are permitted to shoot fouls shots from the small line between the broken circle line and the foul line.
- (iii) 5 seconds in the key will apply to Under 8's, 10's and 12's competitions in lieu of the 3 second rule.
- (iv) Under 8's, 10's, 12's and 14's, and all girls teams, will use a number 6 (small) size basketball.
- (v) The three point line is not applicable to Under 8's and 10's competitions.

- (vi) In Under 8's, when a team is 10 points ahead of the opposing team that team must fall back to be behind the three point line. To play defense outside the three point line will cause a violation.
- (vii) In Under 10's, when a team is 15 points ahead of the opposing team that team must fall back to be behind the three point line. To play defense outside the three point line will cause a violation.
- (viii) During Under 8 and Under 10 games, should a player be injured the game must stop immediately and the injured player seen to. All other age groups are as per the FIBA rule book
- (viii) In all age groups from Under 10 to Under 19 in both boys and girls, after successful basket or violation (Referees whistle) when a team is 25 points ahead of the opposing team, they are to play half court defence. To play defence over the half court line will cause a violation.
- (viii) If a team reaches the mercy score –
The scorer on the clock **MUST** press the horn and notify the referees that a team has reached the mercy rule score just like you would if a team had 8 team fouls. By doing this there should be no reason why a team is not made to go back behind the line and use the mercy rule.
- (viii) Any junior domestic player who receives a technical foul shall be penalized by sitting out of the game for 3 minutes of playing time, regardless of the reason for the foul.
Coaches may substitute in any other player.
This rule does not apply for a Bench Technical Foul.

(g) **Under 8 teams**

All under 8 competition will be played with the size 6 (small) Basketball. The under 8 competition is no longer mixed. If you wish to enter full teams of boys or girls you may do so. These will be graded on their ability regardless of whether they are boys or girls teams. If you still want to enter a mixed team you can but you do not have too.

No new registered player/new player may be introduced into a team within the **last six games** of the season unless:

1. Approval is obtained from the Junior Committee.
Penalty is a loss of ALL premiership points for that or any subsequent game the new player plays.

For players to be eligible to play in finals, they must have played in at least seven (7) games during the season. To have a game credited to an individual player, they must be added onto the electronic scoring system as an active player (which is to be ratified by the Scorer when confirming the game) or they must sign the back of the score sheet seven times after they have played.

- (i) The clock does not stop during the game, except for referee's time out. (e.g Injuries, heat rule etc.)
- (ii) Teams will be permitted two time outs per half (1 minute each). No time outs will be permitted in the last three minutes of each half (to allow maximum game time for the players).
- (iii) Each player is permitted 5 fouls.
- (iv) Five second rule in the offensive key shall apply.
- (v) No (3) point shots. Shots taken from outside the three point line that are successful will be counted as two points on the electronic scoring system/scoresheet and scoreboard.
- (vi) If a goal is shot in the opposition's basket - points will be awarded to the opposition team.
- (vii) Foul shots/free throws will be taken from the closest points of the free throw circle to the ring.
- (viii) Travelling-two steps then dribble will be accepted by the referees. Any steps taken once a player has stopped dribbling (except for a layup or pivot) will be called as travel.
- (ix) Double dribble – once a player has stopped with dribbling the ball, they must pass or shoot it. Dribble, stop, dribble is a violation. Players need to learn to bounce the ball with one hand only.
- (x) Centreline violation will apply.

- (xi) 10 point rule – when a team has a 10 point lead on the opposing team, they must fall back behind the 3 point line, until the other team has entered the inside of the three point area. To defend outside this area/3 point line prior to the other team’s entrance will result in violation to be called.
- (xii) Game will have two referees.
- (xiii) Referees are encouraged to explain violations to children when called. Players need to understand that a foul is a penalty.
- (xiv) All referees decisions will be final and calls will be made in accordance with the Association rules and Under 8’s Referees guidelines.
- (xv) Game will be played on 8ft rings where available.

General Information

- To provide maximum game time for the players, please ensure all players shoe laces are tied up properly before taking the court.
- In hot weather there will be compulsory umpires time out called as close to the 9 minute mark as possible. (Check with Supervisor for temperature details).
- All coaches, parents and players are expected to abide by the Codes of Conduct during the **games at all times**, if there are any concerns that need to be dealt with, refer them to the under 8’s Supervisor as soon as possible.
- Under 8 players are developing their skills and gaining an understanding of the game when playing. This should be kept in mind at all times. Positive encouragement and comments are highly recommended. No negative comments towards coaches, referees, players or spectators will be tolerated at **any** time, for **any** reason. The under 8 competition is run with a no tolerance policy. Anyone displaying unsportsmanlike behavior will immediately be removed from the stadium.
- Referees need to talk to players and explain what they are doing wrong.

BY LAW 9 SENIOR COMPETITION

a) **Registration**

Age Limits

No player under the age of 15 may participate in open age

competition. An offending team will be penalized in accordance with By Law 2 c).

b) **Game Limits**

No player shall play in more than one game per night after their first game on that night, except where a player plays in a mixed team, veterans or a Premier League Team. An offending team will be penalized in accordance with By Law 2 c)

c) **Ball Size**

All women's games must be played with a size 6 (small) Basketball as per FIBA Rules.

Men will use a size 7 (full size) Basketball.

Mixed competition will use a size 7 (full size) Basketball.

BY LAW 10
SENIORS – MIXED

a.) A team must be represented by at least two females and two males on the court to begin the game ONLY; the fifth play can be either male or female. As the game progresses if due to injury or players fouled out of the game, the team can continue with either 5-4-3 or 2 players. However at no time can there be more than 3 players of the same sex on the court.

b.) As the game progresses if due to injury or players fouled out of the game, the team can continue with either 5, 4, 3 or 2 players. However at no time can there be more than 3 players of the same sex on the court.

c.) If prior to the commencement of the game, a team cannot field the required players as per 10 a), normal late start penalties will apply. After ten minutes has elapsed, and a team is still unable to fulfill this requirement, then the normal walkover penalties will be applied.

d.) Male players are only allowed in key area during first half – no females
Female players are only allowed in key area during second half – no males.
PENALTY: Violation, side ball to the opponents.

e.) Any intentional defensive key violation by male/female players will be treated as basketball interference. ie, an automatic two points to the opposing team. After the first warning by either referee, further intentional infringements of this rule will be penalized by a technical foul (for unsportsmanlike conduct) to the offending player.

f.) Player fouls – Female players are only allowed five fouls.
Male players are only allowed four fouls.

g.) **10 Point Rule**

(i) No player will be allowed to score more than ten points. When all players are present, and recorded on the electronic scoring system/score sheet have scored ten points, then all players are allowed to score a further four points and a team score may advance in increments of four points per player until the end of the game.

(ii) If an injured player who has not scored his/her 10points is subbed out of the game, and all other players score their 10 points. The court captain has to inform the referee if the injured player will return to the game before any further points can be awarded to the team. If the decision is made that the play won't return to the game then under no circumstances can the injured player take any further part in the game. (For example in the event players are fouled out)

(iii) Prior to all players scoring ten points the following will apply:-

1. If a player on nine points scores a field goal, only one point is allowed.
2. If a player on ten points receives an unsportsmanlike foul she/he may nominate another player in their team to take the free shots
3. If a player on ten points shoots and the basket is good, a violation will be called and no score will be allowed and the opposing team will be awarded the ball from the sideline.
4. The above applies also to a player on three or four points in increment situation.
5. If all players in a team have reached their 10 points except for one who then becomes fouled out then the rest of the team players can revert back to g(i).

g) Unduly rough play will not be condoned, nor will rude or obscene language.

h) All other rules of basketball will apply.

As this is a social competition, we ask all players to play the game in a social manner - enjoy yourselves.

BY LAW 11 VETERANS

a) Registration

Age Limits

- (i) The minimum age required is 30 years for men and 30 years for women. Proof of age may be requested, at any time, by the relevant committee.
- (ii) The penalty for playing an under age player will be in accordance with By Law 2 (c).

BY LAW 12 TRIBUNALS

a) The Victorian Basketball Association Regional Tribunal meets at call on a convenient evening at the Main Stadium

BY LAW 13 PLAYER MOVEMENT

a) A player who plays in more than two games with one team (including) grading games cannot then play with any other team in a Lower or Higher grade within the same age group. This includes players transferring from one club to another.

- b) A player cannot drop down more than one grade on any one night without the permission of the relevant committee.

BY LAW 14 CLEARANCES

- a) Clearances will be opened up as from the first week of finals. All clearances must be processed online and finalized by the relevant Club that the player is going to by the **Friday of the second grading** game or round of the competition.
- d) All clearances must be processed by the clearing club within fourteen days of the date of the application for clearance. The controlling Committee must be notified of any change of officials authorized to approve the online clearances.
- e) Teams playing without clearances will be penalized ALL premiership points for the games in which those players participated.
- f) If a player has not played for TWO Full seasons, and there are no financial obligations to his/her old club or the Association, an automatic clearance will be granted at any time during the season. Granting of this clearance can only be approved by the controlling Committee or the Executive Officers of the controlling Committee.
- g) If a player is cleared to another club she/he must qualify for the finals from the date of the clearance.
- h) A clearance is required for all players when a team has been disbanded. Clearances may be submitted at any time and left to the discretion of the relevant committee for grading.

PENALTY – as per By Law 14e

- i) Open clearances will not be granted. No clearance will be granted after the second week of the competition without the permission of the relevant committee unless it refers to By Law 14f

BY LAW 15 POACHING

- a) Poaching of players from other clubs is an offence which will not be tolerated at any time by the Association. Poaching can only be considered if the person concerned is willing to put it in writing.

BY LAW 16
FINGERNAILS AND JEWELLERY

- a) No player will be permitted to take the court with fingernails visible above the level of the fingertips. Taped fingernails are permitted. Gloves are permitted to be worn.
- b) Wedding rings must be taped.
- c) No player will be permitted to wear objects that may cause injury to themselves or to other players. The following are not permitted - headgear, hair accessories and jewellery. Jewellery includes both sleepers and studs for both female and male competition. The wearing of plastic studs (as per Basketball Victoria ruling 2005) is permitted.
- d) Any player wearing an object that might cause injury will be asked to remove the object. If a player claims that a particular item of jewellery cannot be removed, then the referee should instruct the player/s that he/she must cover the object with suitable protective device such as tape or a band-aid. The player/s may not participate until the referee is satisfied that the object is appropriately covered.
- e) Consistent checks of fingernails and jewellery are to be done by the referees prior to the commencement of the game and before the game clock is switched on. Players must be in uniform and on court two minutes before the scheduled time of the commencement of the game for fingernail and jewelry checks.
- f) If a fingernail/jewellery check is requested by a team, then the referees will carry out that check at the first available stoppage of the game.

BY LAW 17
BLOOD RULE

- a) Any player with an open bleeding wound must be substituted immediately from the court.
- b) Before the player is allowed back into the game, the wound should be treated so that no further bleeding occurs. The wound should be covered or sutured.
- c) A Player may not enter the court or remain on the court in a uniform with blood on it. Where blood appears on any part of the uniform, the player must change that part of the uniform. No penalty will apply if the substitute uniform does not match the normal team uniform. (Referees discretion will apply in such cases).
- (d) Washing off blood from the uniform is not acceptable.
- (e) Wet uniforms are not permitted due to the fact that a player can fall to the floor and hence create a slippery environment where players can injure themselves by slipping over. Also the fact that the uniform has been dampened does not mean the blood has entirely gone as duty of care needs to be applied on blood and not just wet it or cover it.
- (e) Blood on the ball – Replace the ball

BY LAW 18

DAMAGE TO THE ASSOCIATION PROPERTY / VENUES

- a) Offending parties and their registered club/team will be prosecuted.
Full restitution will be sought
- b) Persons who smell of intoxicating liquor or any foreign substances will not be permitted to enter any stadium or venue under the control of the WCBA.
- c) The consumption of alcoholic beverages is not permitted within the WCBA controlled stadiums, venues, car parks or their surrounds.
- d) Smoking is not permitted within WCBA controlled stadiums or venues.

BY LAW 19
PROTESTS

- a) Protests or complaints against Referees or Officials are to be lodged in writing to the WCBA Executive Committee within 48 hours of the incident.
- b) Ignorance of the By Laws will not be considered as acceptable grounds for appeal.

BY LAW 20
HEAT POLICY

- (a) Once the temperature of the stadium goes beyond the 32 degrees Celsius, the next scheduled game will be played under the following rules.

Domestic 50 minute schedule

Games will continue on 50 minute schedules

Two (2) halves of eighteen (18) minute duration

Two (2) time outs per team per half

One (1) compulsory time out called by referees at the first opportunity closest to the nine (9) minute mark of each half

The match clock will stop for each compulsory time out.

If the temperature drops below 32 degrees during the day or night the above heat policy will be cancelled. Games will be changed back to the normal timing rules at the commencement of the next timeslot. Stadium A (courts 1&2) and Stadium B (courts 3&4) will operate separately according to the above ruling.

This by law is introduced as a precaution to reduce the risk of injury of sickness due to the effects of heat on players and officials. The WCBA recommends that under these circumstances all players and officials should use the compulsory time outs to receive liquid replenishment and rest.

- (b) When the court temperature reaches 40C games must be abandoned. Subject to any rule or ruling by a competition organiser,

- (i) if a game is abandoned before it commences or before or at half it is counted as a draw;
- (ii) if a game is abandoned after half time, the game score stands as a final result.

BY LAW 21
WORKING WITH CHILDREN CHECK

All clubs/teams participating in the Whittlesea City Basketball Association Junior Domestic Competition must ensure that all coaches, team managers, Committee and Board members have a current Working With Children Check. An up to date register must be kept by each club/team and made available upon request. Penalties will apply by Basketball Victoria for any clubs/teams who do not adhere to this ruling. All relevant information can be downloaded from the Basketball Victoria website.