

Whyalla Basketball Association Inc.

By-Laws

Playing the Game

This document references:

By-Laws - Administering & Protecting the game

By-Laws - Combined / State Rep Management

Whyalla Basketball Association Inc.

PO Box 2383

Whyalla Norrie SA 5608

BYLAW REVIEW HISTORY

These BY-LAWS control the way that the Whyalla Basketball Association Incorporated operates.

Any changes to the By-Laws must be approved at a Management Committee Meeting or Special Meeting as specified by the Constitution.

Changes to By-Laws

Section/ By-Law	Date Approved	Reason for change
All	23/7/09	Full review of bylaws to bring up to date to current operating practices. Including Restructure of Bylaws document into 4 discreet Documents
7.3	26/11/09	Refinement of the mercy rule for juniors.
8.3.2	26/11/09	Clarification of definition of Juniors permanently playing only in senior grade.
7.4	20/10/11	Rewording of the Man on Man defence philosophy.
General	7/10/12	Converted all references of old age structure to new U7, U9, U11 etc
7.4	7/10/12	Added the Definition of what a zone is. Permitted zone defences in U15's.
8.1.3 & 14.1	7/10/12	Timing Conditions – Clock doesn't have to stop if score is more 20 pts difference in last 2 mins. Stops in last 2 minutes after a goal.
8.3.9	7/10/12	Junior players still eligible to play U15's must have permission to play seniors
8.3.10	7/10/12	Relocated this bylaw from 7.5 to 8.3.10
8.3.11- 8.3.12	7/10/12	Added definition of Junior and senior divisions and grading's. Gave the WBA power to regrade teams or players.
General	7/10/12	Where the bylaws used to reference 25% of the season this has now been replaced with 4 games.
4.2 – 4.4	23/4/13	Review of Uniform requirements and the Blood rule.
6.4	23/4/13	Scoresheets – Opposition teams given power to allow names to be added.
7.2	23/4/13	Added - Allow coaches on the court
8.2	23/4/13	Deletion of Masters Definition. Redefined Qualification committee composition.
8.3.10	23/4/13	U15's playing up in to seniors – Simplified & reduced required signatures.
8.3.11	23/4/13	Reworded the ruling around Combined players transferring between clubs.
8.3.12	23/4/13	Divisions within Junior Grades - Added defining bylaws around initial Bylaw.
8.3.14	23/4/13	Increased the time allowed for the WBA to regrade a team or player from 3 rounds to 4 rounds.
12-13	10/10/13	Hot weather & Blood Policy modified to reflect that the WBA is guided by its governing body on such issues.
12.3 - 12.4	5/5/14	Hot weather policy changed to hopefully reduce the amount of wrongly cancelled

		games.
7.3.1	6/11/14	Clarified wording around Mercy rule for U15's
7.1 & 7.2	7/12/14	Review of U7 and U9 playing conditions around non-competitive competitions for modified grades.
4	22/5/16	Full review of Uniform policy.
8.3.5	22/5/16	Philosophy change around A graders playing down into A Reserve.
14.3.9	22/5/16	Documented Guidelines for the Qualification committee.
14.3.9.2-3	7/9/16	Tweak of the Finals player qualification rules.
4.2.1.3	15/11/16	Added disclaimer to uniform policy that allows fill in players to number clash without penalty in the minor rnd.
8.3.5.3 to 8.3.5.6.1	29/1/17	Clarification of the A and Ares competition rules, regarding player eligibility.
All	29/1/17	Multiple minor corrections + punctuation and spelling amendments as proposed by Ian Waugh's.
8.3.11.3	29/1/17	Added extra protection for Div B competition
7.6	9/5/17	Added Sin Bin Bylaw

By-Laws - Playing the Game

Table Of Contents

BYLAW REVIEW HISTORY	2
1. PLAYING CONDITIONS	6
2. REGISTRATIONS	6
3. AGE ELIGABILITY	6
4. UNIFORMS	6
5. BASKETBALLS	7
6. SCORE SHEETS/SCORERS	7
7. SPECIAL PLAYING CONDITIONS	7
7.1. U7 COMPETITION.....	7
7.2. U9 COMPETITION.....	8
7.3. MERCY RULE.	8
7.4. MAN ON MAN DEFENCE	8
7.5. DELAYED START.....	9
7.6. SIN BIN / TECH FOULS.....	9
8. MINOR ROUND	10
8.1. TIMING CONDITIONS.....	10
8.2. PLAYER QUALIFICATION DEFINITIONS.....	10
8.3. PLAYER/TEAM QUALIFICATION RULES	11
9. GAME RESULTS	13
10. FORFEITS	13
11. ABANDONED/RESCHEDULED GAME	13
12. HOT WEATHER POLICY	13
13. BLOOD RULE	14
14. FINALS	15
14.1. TIMING CONDITIONS	15
14.2. DRAWN GAMES	15
14.3. PLAYER QUALIFICATION RULES	15

14.4. FINALS SCHEDULING.....**ERROR! BOOKMARK NOT DEFINED.**

By-Laws - Playing the Game

1. PLAYING CONDITIONS

The Whyalla Basketball competition is contested under the rules contained in the FIBA rule book, except for the By-Laws set out herein which amend and/or supplement the F.I.B.A. Rules.

2. REGISTRATIONS

Player's must be registered to play as per *Section 3, Administering the Game, Bylaws*.

3. AGE ELIGABILITY

Players can NOT turn the age of their grade before the season "Cut of date". It is up to the discretion of the Association registrar to set a cut off date that is prior to the 1st minor round game.

For their own safety Children who don't turn 5 before the end of the season are not permitted to play in the Under 7 competition.

Juniors playing in senior grades must comply with 8.3.9.

4. UNIFORMS

- 4.1. All Players are required to wear their Club uniform (singlet top/shorts) as registered and approved by the WBA.
 - 4.1.1. Each club is allowed a max of 2 registered uniforms. Eg A grade teams may have a one off special uniform.
 - 4.1.2. 2 different registered uniforms are not allowed to be worn within the same team. Penalty's as per 4.7.
 - 4.1.3. If and when a club changes a registered uniform it allowed a max of 1 Season to fully transition to this new strip.
- 4.2. Legal playing number are 00 & 0-99 as per the FIBA rulebook.
 - 4.2.1. Where any player attempts to enter the court with a playing number which is being/has been worn by another player on the court, that person shall be regarded as wearing an illegal number and is to be dealt with as per 4.7.
 - 4.2.1.1. To assist referee's it is required that the offending uniform be turned inside out.
 - 4.2.1.2. Only one player, per team, per game may turn their uniform inside out else the game becomes unmanageable for the officials.
 - 4.2.1.3. Exception: In the minor rd penalty 4.7 does not apply to emergency fill in player, to prevent a forfeit (not nominated in that team).
- 4.3. Socks are not deemed part of the club uniform.
- 4.4. Undergarments e.g. skins may be worn. Provided they are plain in colour (black, white Beige) and don't conflict with the opposition's uniform.
- 4.5. All players must wear non-marking sports footwear while playing.
- 4.6. Shorts with pockets are not permitted at all for safety reasons.
- 4.7. In the minor round players not complying to the above uniform bylaws may still play but shall have a personal foul recorded against their name and **10** points awarded to the opposing team and recorded on the score sheet "INCORRECT UNIFORM" for each player non-compliant player.

- 4.8. For finals **ALL** players **MUST** be in correct uniform with different numbers. Penalty if player takes the crt NOT in correct uniform: Game is deemed a forfeit.
- 4.9. This Uniform by-law is suspended for the 1st four weeks of each season. Any extensions on the four (4) week period must be applied for, in writing, to the Registrar.
- 4.10. Where a club has more than one team in a grade they must provide an alternative uniform or bibs that are a definite contrast to the other.
 - 4.10.1. An alternative uniform is defined as "Only required in the event of a clash with a sister team". Thus is NOT required to be registered.
 - 4.10.2. Penalty is the match will be ruled an un-notified forfeit by the "B" team as indicated on the scoresheet.
- 4.11. Blood rule - Soiled clothing including shoes must be replaced with suitable appropriate clothing according to the WBA bylaws. Teams are not expected to carry spare uniforms so in this situation a player/players are permitted to play on if suitable (as deemed by the referee) T-shirt/shorts, etc are available to be worn.

5. BASKETBALLS

Each team shall provide a size appropriate basketball to the Official prior to the start of each game for use as a "Match Ball". The Officials shall select the most appropriate of these balls.

6. SCORE SHEETS/SCORERS

- 6.1. Captains/team representative of each team shall be responsible for checking that the score sheet is correct prior to the listed game commencement time.
- 6.2. Each team must supply its own scorer, not a player participating in that game. PENALTY as per *Section 10*.
- 6.3. Scorers must be at least 12 years old.
- 6.4. Player who is found to be not listed on the score sheet shall be ordered from the court. A bench technical foul shall be imposed on the offending team and any score made by the unlisted player shall be deleted, unless permission is given by the opposing team. If the opposition permits a name to be entered no further protest can be lodged.

7. SPECIAL PLAYING CONDITIONS

7.1. U7 COMPETITION

This age group is treated as a modified non-competitive introductory level where focus is primarily on fun participation and development of fundamental skills.

- 7.1.1. Coaches are allowed on the court to give players direction. Coaches must take care to not interfere with general play.
- 7.1.2. Scores are not recorded on the scoreboard as symbolic gesture of non-competitive nature of this competition. However the scorebook is maintained as an accurate record of the game.
- 7.1.3. No passing Back rule.
- 7.1.4. No 3 second in keyway rule.
- 7.1.5. Travelling - Up to 4 steps allowed. Leniency, relative to player ability.
- 7.1.6. Double Dribble – Up to 3 double hand bounces is allowed, relative to player ability.
- 7.1.7. Fouls – No leniency on foul calls, umpires must control the game. Players can't get fouled off. After a player's 5th foul the opposition gets 2 free throws.

- 7.1.8. Allow substitutions on any side or end ball.
- 7.1.9. After any score the defensive team must retreat to at least the half way line. Teams that refuse to do this will receive a warning on the first occasion. Any and all further breaches will be treated as a bench tech, 2 foul shots and possession from half way line.
- 7.1.10. U7 competition is to be nominated as a gender based competition. However, the WBA will allow mixed gender games to prevent a forfeit (make up to 5 players, not to provide bench support). Coaches to implement this bylaw in the spirit of the grade e.g. fill ins shouldn't be used to influence the game result, result doesn't matter we just want the kids to play.

7.2. U9 COMPETITION

U9 age group is treated as non-competitive focused primarily on fun, participation and development of fundamental skills.

- 7.2.1. U9's to play full competition rules. However, with some leniency and common sense appropriate to player ability e.g. maybe allow a brand new player a little shuffle of the feet, etc. Emphasis should be on education of the rules.
- 7.2.2. Score boards are to be used but no premiership tables are to be collated.
- 7.2.3. Coaches are allowed on the court to give players direction. Coaches must take care to not impeded the umpires or interfere with general play.

7.3. MERCY RULE.

Intent is to protect new players or weaker teams by giving them a chance to offensively handle the ball.

- 7.3.1. Applies from Under 7's up to and including Under 15's.
- 7.3.2. After 20 points lead the Mercy rule shall be implemented by the officials, verbal acknowledgement of this to be given to both coaches.
- 7.3.3. Once implemented after any further score the winning team must retreat to inside the defensive 3 point line', while complying to 7.4. Once the opposition has the ball over the halfway line the defence team may advance from the keyway to play defence.
- 7.3.4. If the score difference drops below the 20 pt margin the winning team may return to playing full court defence (U7's as per 7.1.9).
- 7.3.5. Teams that refuse to enforce the Mercy rule will receive a warning on the first occasion. Any and all further breaches will be treated as a bench tech, 2 foul shots and possession from half way line.
- 7.3.6. Losing teams can choose not to enforce the Mercy rule by conferring with the umpire.

7.4. MAN ON MAN DEFENCE

Man to man defence is recognised as the best way for juniors to learn the basic concepts of Basketball & develop core individual skills. Thus:

- 7.4.1. Keyway zone defences in Under 7's to Under 13's (inclusive) are prohibited.
- 7.4.2. Teams that deliberately play a keyway zone (as deemed by the Games Manager) will receive a warning on the first occasion. Any and all further breaches will be treated as a bench tech, 2 foul shots and possession from half way line.

ZONE DEFINITION: A player standing in the defensive Keyway must be able to make a reasonable and realistic attempt to guard a player.

7.5. DELAYED START

Any team which cannot commence play at the scheduled listed time for the commencement of the match shall be penalised by the awarding of one point to the opposing team for each minute late and shall forfeit the match if it is unable to commence play 10 minutes after such listed time. If neither team can start play by 10 minutes after the scheduled listed time, the umpires shall call a "no game" and neither team will be awarded premiership points.

- 7.5.1. Exemptions will be granted to teams who cannot commence due to a team member officiating in a game on another court or involved in fulfilling duties for/on behalf of WBA, e.g. reports, umpiring duties, etc.

7.6. SIN BIN / TECH FOULS

The intent of this rule is to reduce the number of trivial tribunal appearances. It is **NOT** intended to be applied for minor breaches of the technical foul rule, eg, putting your hands over the sideline, or entering the court after a substitution without the referee's permission, etc

- 7.6.1. A player or Coach who receives their 1st Technical foul must immediately leave the court and is required to sit on the end of their team bench away from their teammates for a period of 5 playing minutes.

7.6.1.1. For clarity in our venue the sin bin area is defined as under the cooling fans.

7.6.1.2. The referee will notify the score bench and the coach/court captain of the time the player may re-enter the game.

7.6.1.3. The sin binned player may be replaced by a substitute on court.

7.6.1.4. While in the sin bin the offender should not converse with their team, comment on the game, or participate in time-outs. It is a sin Bin!!

7.6.1.4.1. Failure to comply will result in the 5 minute penalty being reset and then restarted.

7.6.1.5. A player may only re-enter the game after the 5 minute playing minutes and during a normal substitution opportunity. Ie Any clock stoppage time outs half time breaks etc will extend this 5 minute period as the penalty relates to game clock running time during normal play.

7.6.1.6. If the offence is a bench tech NOT caused by the coach this does not count towards a sin bin penalty for the coach.

- 7.6.2. A player or coach who receives 2nd Technical foul in any one game will be automatically disqualified from the match and must leave the stadium.

7.6.2.1. Any player disqualified from a game, shall be suspended from playing for 1 week as defined by the WBA's "Administering the game" bylaws.

7.6.2.2. A written appeal may be made to the WBA Executive Committee – accompanied by a \$100 bond with 48hrs of the incident. This bond will be refunded if appeal is upheld.

- 7.6.2.3. Should the offending person or persons refuse to leave the proximity of the court, then the game shall not continue and the court supervisor shall instruct the referees to call the game off. If the defaulting team is behind on scores at the time, then the scores shall stand. If the defaulting team is ahead, it shall be recorded as a "20 – 0" loss to the defaulting team.
- 7.6.2.4. Should a player or team official continue unruly and / or offensive behaviour after having been disqualified from the game as per F.I.B.A. Rules, the referees shall report such behaviour.
- 7.6.2.5. The suspension starts as the offender leaves the stadium.
- 7.6.2.6. For the protection of the officials and others the offender is not permitted to re-enter the stadium that night.
- 7.6.3. Should the conduct of a team follower/s be of an unruly and / or offensive nature, the referees are to stop the game and advise the Court Supervisor who will take the appropriate steps to prevent any further action. This may include requesting the team follower/s to leave the proximity of the court or stadium. Failure to comply, as per 7.6.2.3.

8. MINOR ROUND

8.1. TIMING CONDITIONS

- 8.1.1. Games will consist of 4 ten minute quarters. The game clock will start at the time as listed in the Official WBA Program. However, no play will commence until both teams have a minimum of four (4) Players on the court and in the correct uniform. See 7.5
- 8.1.2. Under 7's to Under 13's (inclusive) - the clock does not stop. No timeouts allowed in the last 2 minutes of a game.
- 8.1.3. From U15's up - clock stops on time outs and every whistle or score in the last 2 minutes of the game.
- 8.1.3.1. Exception: If at this time the score difference is greater than 20 points the clock does not have to be stopped (Officials discretion).

8.2. PLAYER QUALIFICATION DEFINITIONS

JUNIOR PLAYER

Any player eligible to play in the highest junior grade offered by the WBA

GRADE

In senior competition each level of competition which has its own final series will be classed as a "GRADE".

In junior competition each age grouping will be classed as a "GRADE".

DIVISION

In junior competition any subdivision of a grade will be classed as a "DIVISION" of that grade e.g. "A" and "B" divisions.

REGISTERED GRADE OR DIVISION

The grade or grades shown on the club information submitted to the WBA.

QUALIFICATION COMMITTEE

A committee to resolve issues arising from the Qualification BY-LAWS. The

committee will consist of three of the Executive with one ideally being the Competition organiser.

8.3. PLAYER/TEAM QUALIFICATION RULES

- 8.3.1. Senior players must not play more than 2 games per round per week except if an abandoned match is played.
- 8.3.2. Junior players must not play more than 2 Junior games and 1 Senior game per round per week except if an abandoned match is played.
 - 8.3.2.1. Under 15 and under 17 Junior players, who ONLY register to play in the senior competition, shall be regarded as senior players under 8.3.1.
- 8.3.3. Players shall not play in a grade or division lower than their registered grade or division. With the exception of 8.3.5.1
 - 8.3.3.1. Senior competition players may only have one senior registered grade.
 - 8.3.3.2. Junior players may have two Junior registered grades and one Senior registered grade.
- 8.3.4. If a player plays more than 4 games in total across more than 1 senior grade or division other than their registered senior grade or division the player is re-registered in the next highest senior grade or division that they have played.
- 8.3.5. A grade and A Reserves:
 - 8.3.5.1. Each club will provide the WBA Registrar with the names of the five (5) most accomplished A grade players at the start of the season who will be ineligible to play the "A Reserve" competition. If a club fails to submit a list of names, the competition organizer will select the 5 players that can't play down.
 - 8.3.5.2. The list of names submitted in 8.3.5.1 may be revised, by either the WBA or the club, during the minor round games. Eg if a supposed star falls out of form (no longer top 5).
 - 8.3.5.3. **Un-named** "A grade" players can be dropped down to A res at any time providing they only play one game in either A or A reserve during the minor rounds.
 - 8.3.5.4. "A Reserve" players may play both A and A reserve grades throughout the minor round until 8.3.4 forces the player to qualify. Once qualified these players can only play 1 match per round in either A or A reserve for the remaining minor round games.
 - 8.3.5.5. In the event of a "Bye" or a "Forfeit" in "A Grade", the five nominated A Grade players "ticked in play" in the previous weeks "A Grade" game shall not play "A Reserve" in the same round as the "Bye" or "Forfeit".
 - 8.3.5.6. In the case that the WBA is forced to merge the A grade and A Reserve competitions then as a philosophy the next lower grade is treated as A Reserve.
 - 8.3.5.6.1. If a club doesn't have a team in the next lowest grade NO lower grade can be treated as A Reserve.
- 8.3.6. In the event of a notified forfeit, players on the non-forfeiting team on the score sheet will have the game credited to them for the purpose of qualification.
- 8.3.7. In the event of an un-notified forfeit all players, from both teams, who are in attendance, are ticked in play for the purposes of qualification.

8.3.8. Juniors must not play more than one junior grade above their lowest registered grade.

8.3.9. To protect young players from physical harm, juniors still eligible by age to play U13's are not permitted to play Senior Basketball in the WBA.

8.3.10. Combined Players

Too protect the integrity of the competition No more than 3 combined players are permitted to compete in a junior side unless they have been 'long term' players with that club.

8.3.10.1. A combined player is defined as a player who played in or was selected to play in a WBA "Principal" representative team for a minimum of 2 carnivals in the preceding 12 months.

8.3.10.2. A long term player is defined as a player that has played with the club for at least 2 years.

8.3.10.3. For the purpose of this rule, a combined player is designated for the following winter and summer seasons, after they have been deemed a combined player.

8.3.10.4. This rule doesn't affect players playing above their combined age group.

8.3.11. Divisions within Junior Grades

Divisions within a junior grade are implemented to protect the competition.

- Division A – Should be advanced players, top age, playing or aspiring to play combined/representative basketball.
- Division B – New players, bottom age, more of a social nature, with no aspirations of playing combined/representative basketball.

8.3.11.1. Within an age bracket a junior player may play up from B to A division as a fill in player as per rule 8.3.4.

8.3.11.2. With written permission from the Qualifying committee an A division player can be dropped to B Division mid season.

8.3.11.3. Junior Players that nominate to play in a Div B competition can't play in an A Div grade above that age group, Except in the case to stop a forfeit.

8.3.11.4. Junior Players that are currently selected to represent their state or play nationals are not permitted to register or fill up into B div competitions. Or senior grades that are not beneficial to their personal development as determined by the Qualifying Committee.

8.3.12. Clubs shall nominate their Senior teams in a top down philosophy, respecting the competition level at which they nominate. Similar mentality as per 8.3.11.

8.3.13. Within the 1st 4 rounds of any season, The WBA reserves the right to regrade a player or team if clubs aren't grading teams or individual players in the spirit of clause 8.3.12. and 8.3.13.

8.3.14. Where Clubs have 2 teams in the same grade or division players are not permitted to switch between teams.

8.3.15. Disputes and protests for player qualification bylaw shall be handled the QUALIFICATION COMMITTEE (section 8.2).

8.3.15.1. If it is proven that a player has contravened any of the above by-laws the TEAM for whom the player played for whilst contravening the by-laws will forfeit every game in which the infringement occurred as per section 10.

9. GAME RESULTS

- 9.1. Teams will be awarded 3 premiership points for a win, 2 premierships points for a draw, 1 premiership point for a loss and 0 premiership points for a forfeit.
- 9.2. U7's and U9's do not play for Premiership points.
- 9.3. U11's to seniors, Premiership Tables.
At the end of the minor round in the case of teams on tied points final ladder position will come down to head to head encounters between the 2 tied teams. Percentage for those games can be used if the teams are still tied.
This is intended to remove the need for teams to thrash their opposition thus minimising discouragement to our less experienced teams/players.

10. FORFEITS

- 10.1. The following shall be deemed to be forfeited matches:
 - Playing of non cleared players.
 - Playing unregistered players.
 - Team fails to turn up within 10 minutes of the scheduled starting time.
 - The provisions of By-Law 4.2.
 - The provisions of By-Law 4.4.
 - The provisions of By-Law 6.2.
 - The provisions of By-Law section 8
- 10.2. The Management Committee has the right to set penalties relating to forfeits as it deems fit, at the start of each season.
- 10.3. Teams forfeiting shall be penalised twenty points to nil, or the winning score whichever is the greater. Forfeiting teams to be awarded 0 points while opposing teams shall be awarded three premiership points.
- 10.4. The Competition Organiser may withdraw any team with 3 consecutive forfeits from the competition.

11. ABANDONED/RESCHEDULED GAME

Any games abandoned for any reason may be rescheduled or abandoned by the Competition Organiser. If the scheduled/rescheduled game should be abandoned, each team shall be awarded two premiership points, and the score shall be 20-20.

12. HOT WEATHER POLICY

- 12.1. Temperature between 38 and 42 degrees – WBA enforces 1 minute compulsory timeout each quarter for junior and senior games. Common sense to be applied, eg if a cool change has come in and stadium temps are adequate.
- 12.2. Over 42 degrees – Junior games are to be "Abandoned". WBA enforces 1 minute compulsory timeout each quarter for senior games. No financial penalty for teams that forfeit.
- 12.3. Temperature to be taken from the Stadium temperature indicator by the games manager 30 minutes before the start of first scheduled round.

12.4. Exemption can be given to play outside of these conditions with permission from SACBC.

NOTE: The WBA follows SACBC guidelines regarding playing in extreme weather conditions. Follow the Admin Tab at the following link <http://www.sacbc.basketball.net.au/>

12.5.

13. BLOOD RULE

The WBA refers to SACBC Blood policy. Follow the Admin Tab at the following link <http://www.sacbc.basketball.net.au/>

14. FINALS

U7's and U9's do not play finals.

14.1. TIMING CONDITIONS

Clock stops on time outs and for every whistle or score in the last two 2 minutes of the last quarter. If at this time the score difference is greater than 20 points there is no need to stop the clock.

14.2. DRAWN GAMES

In the event of a drawn game, extra periods of 5 minutes shall be played until the draw is broken.

14.3. PLAYER QUALIFICATION RULES

14.3.1. To qualify to play in a final, a player must have played (ticked "in play" on the score sheet) at least 4 minor round games for that team in that season.

14.3.1.1. Exemption: An A reserve player may fill in an A Grade final series without having qualified and without application to do so. By doing so they do however forfeit their right to play in the A reserve final series. 14.3.7.3 and 14.3.7.4 still apply.

14.3.2. Senior players may play a "finals" series (if qualified) in only one (1) grade in any season.

14.3.2.1. Exemption: An A reserve player may fill in to an A Grade final series after being eliminated from the A reserve final series without having qualified to play and without application to do so. 14.3.7.3 and 14.3.7.4 still apply.

14.3.2.2. Exemption: If all teams for a club make finals 14.3.2 doesn't leave any players for a struggling team to draw from. In such an instance application to use players that may already be eliminated from finals will be permitted.

14.3.3. Junior players may play a "finals" series (if qualified) in two (2) Junior grades or divisions and one (1) Senior grade in any season.

14.3.4. Juniors who have qualified to play final's in "A Grade" or "A Reserve" are not permitted to play in Junior B division finals.

14.3.5. As defined in 8.3.5.2 the five (5) most accomplished A grade players are ineligible to play the "A Reserve" final series.

14.3.6. "A Grade" players how have qualified to play "A reserve" may play in the Ares finals series as long as they comply with 14.3.2.

14.3.7. Disputes, protests or In the event of sickness, injury or unavailability to a player/players the QUALIFICATION COMMITTEE (*section 8.2*) may grant permission for players from a lower grade or division to play in a final. The request must be traceable eg writing/email, etc and contain supporting evidence.

Guidelines for the Qualification committee

It is the mandate of the QUALIFICATION COMMITTEE to protect the integrity of the Competition/Finals by selecting fill in players that will allow a contest without adversely affect the expected game result:

14.3.7.1. Players that have already played in a final series can not be used. As per 14.3.2.

- 14.3.7.2. Fill in players should be where possible "like for like" eg don't allow 6'10" guy to replace an injured point guard. Don't allow a young U16 combined player to replace a slow 40 year old that is only a social basketballer.
- 14.3.7.3. Teams can only fill to max of 7 players. eg If a team normally has 8 players and 2 can't make finals then only 1 fill in player will be permitted.
- 14.3.7.4. Teams may not fill their team to level higher than they have chosen to play for the minor round. Eg If a team plays with six players all season they can't have a spare to make 7 for finals!!
- 14.3.7.5. If a player is unavailable due to work, for example, and a fill in player is approved to play, and then that player gets a shift swap allowing them to play then that player fill in player becomes ineligible to play
- 14.3.7.6. A max of only 2 fill in players may be used per team.
- 14.3.7.7. These rules also apply for Juniors that are playing up a level for finals and haven't qualified to be there.
- 14.3.7.8. The WBA is not obligated to change Final schedules to suit clubs that choose to use players in more than 1 grade.