

**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.

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 bylaws used to reference 25% of 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 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 U7 / U9 playing conditions round 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	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
8.3.11.3	29/1/17	Added extra protection for Div B competition.
7.6	9/5/17	Added Sin Bin Bylaw.
8.3.4	10/9/17	Increased the number of games a player can play up before being locked into that grade from 4 to 5.
10.3-10.5	8/10/11	Forfeit review, increased penalties and made it easier to notify a forfeit.
7.6	19/10/17	Sin Bin review.
All	3/5/318	Reviewed and modified to suit alignment to national age Cutut Off Date.
8.2	19/9/18	Redefined "Registered grade or Division"
8.3.2.1	19/9/18	Remove reference to U16-18's as it was not necessary.
8.3.6	19/9/18	Removed requirement to submit a A grade top 5 list to the WBA as no one does this anyway. Instead typical starting 5 players will be considered as permanent A graders.
14.3.7.1	19/9/18	Added this provision to reduce frivolous qualification claims.
7.6	3/7/19	Sin bin rule removed But automatic 1 week suspension ruling modified & maintained.
8.3.5	3/7/19	Regrading Clarification added.
8.3.6.3	3/7/19	Loop hole removed.
8.3.11.1	3/7/19	Loop hole that allows clubs to stack local teams with imported players from other from other associations removed.
8.3.12.5	3/7/19	Bylaw added to protect the Div B competitions.
8.3.12.11	3/7/19	Clarification added.
10	3/7/19	Forfeit definitions reviewed.
14.3.7.1	10/10/19	Deleted – Under the agreement of the clubs to not ask for exemptions.
9.3	2/4/20	Added detail to help define the head to head process for determining Premiership positions.
14.3	2/4/20	Added a process around teams that forfeit finals games.
3.1	27/10/20	Modified min age definition to reflect no U8's and removed U8 references throughout the bylaws.
7.5	27/1/20	All references to Officials removed from automatic 1 week suspension ruling. And notification and Appeal process better defined.

# By-Laws - Playing the Game

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# 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 ELIGIBILITY

WBA uses the national age cut date of 31 Dec. Junior Players can NOT turn the age of their grade before the end of the season.

### 3.1. Min Age

Player must be at least 6 y.o at the time of registration.

## 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 players, 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 1<sup>st</sup> 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 competition 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. 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. TABLETS/SCORE SHEETS/SCORERS**

- 6.1. Captains/team representative of each team shall be responsible for checking that the tablet/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 tablet 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. U10 COMPETITION**

U10 age group is treated as non-competitive focused primarily on fun, participation and development of fundamental skills.

- 7.1.1. U10'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.
- 7.1.2. Score boards are to be used but no premiership tables are to be collated.
- 7.1.3. Coaches are allowed on the court to give players direction. Coaches must take care to not impede the umpires or interfere with general play.
- 7.1.4. U10's 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 Competition e.g. fill ins shouldn't be used to influence the game result, result doesn't matter we just want the kids to play.
- 7.1.5. 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.
- 7.1.6.

## **7.2. MERCY RULE.**

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

- 7.2.1. Applies from Under 10's up to and including Under 16's.
- 7.2.2. After 20 points lead the Mercy rule shall be implemented by the officials, verbal acknowledgement of this to be given to both coaches.
- 7.2.3. 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.
- 7.2.4. If the score difference drops below the 20 pt margin the winning team may return to playing full court defence.
- 7.2.5. 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.
- 7.2.6. Losing teams can choose not to enforce the Mercy rule by conferring with the umpire.

## **7.3. 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:

- 7.3.1. Keyway zone defence's in Under 10's to Under 14's (inclusive) are prohibited.
- 7.3.2. 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: Outlined in National online Zone Buster guidelines. In a nut shell - each player on the crt must be accountable for a player and able to make a reasonable and realistic attempt to guard that player.

## **7.4. 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.

- 7.4.1. 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.

## **7.5. TECH FOUL - AUTOMATIC 1 WEEK SUSPENSION**

Any Player, Coach or Team Scorer disqualified (ejected) from a game, due to the calling of 2 Technical fouls or mixture of Unsportsmanlike and technical Fouls, shall be automatically suspended from entering Pat Kemp Stadium for 1 week as defined by the WBA's "Administering the game" bylaws.

- 7.5.1. Any player who commits 2 unsportsmanlike fouls shall be ejected as per FIBA rules. However the automatic suspension shall not apply.

- 7.5.2. This bylaw does not exclude the offender from being reported!! Game officials are still required to file an official report if the actions of the offender/s are serious enough.
- 7.5.3. A Technical foul issued to a Team scorer shall be assigned to the team bench to which they are aligned.
- 7.5.4. This automatic suspension does not apply to a coach ejected due to the actions of a player.
- 7.5.5. Ejection is defined as leaving the confines of the crt. The confines being any area such that they can view the remainder of the game they were ejected from.
- 7.5.6. Should the offending person/s refuse to leave the confines of the court, then the game shall not continue and the court supervisor shall instruct the referees to call the game off. The game shall be recorded as a "0 – 20" loss to the defaulting team.
- 7.5.7. The suspension starts at the end of the game the offence occurred.
- 7.5.8. A written appeal may be made to the WBA Executive Committee.
- 7.5.8.1. Once an appeal is submitted the offender is presumed innocent thus can continue to play until the appeal is heard.
- 7.5.9. 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 altercation. This may include requesting the team follower/s to leave the proximity of the court or stadium.

## **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 4*
- 8.1.2. Under 10's to Under 14's (inclusive) - the clock does not stop. No timeouts allowed in the last 2 minutes of a game.
- 8.1.3. From, and including U16'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**

Any Grade or division that player is a permanent member e.g. Not a fill in player

### **QUALIFICATION COMMITTEE**

A committee to resolve issues arising from the Qualification BY-LAWS. The committee shall consist of no less than 3 WBA Executive members.

## **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. 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 grades or divisions.
  - 8.3.3.1. Senior competition players may only have one senior registered grade.
- 8.3.4. Junior players may have two Junior registered grades and one Senior registered grade.
- 8.3.5. If a player plays more than a total of 4 games above their registered grade they become re-registered up to the next highest grade that they competed in.
- 8.3.6. A grade and A Reserves:

To protect the Ares competition:

  - 8.3.6.1. Each club Starting 5 (most accomplished) A grade players. Will be ineligible to play the "A Reserve" competition.
  - 8.3.6.2. These players may be revised, by either the WBA or the club, during the minor round games. Eg if a supposed star falls out of form, or coming back from injury (no longer top 5).
  - 8.3.6.3. Non Starting "A grade" players can be dropped down to A res at any time in the minor rnd. This excludes them from playing A grade in that rnd.
  - 8.3.6.4. Registered "A Reserve" players may play both A and A reserve grades throughout the minor round until 8.3.5 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.
  - 8.3.6.5. In the event of a "Bye" or a "Forfeit" in "A Grade", the starting five nominated A Grade players shall not play "A Reserve" in the same round as the "Bye" or "Forfeit".
  - 8.3.6.6. 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.
    - 8.3.6.6.1. If a club doesn't have a team in the next lowest grade NO lower grade can be treated as A Reserve.
- 8.3.7. 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.

8.3.8. 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.

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

8.3.10. To protect young players from physical harm, juniors still eligible by age to play U14's are not permitted to play Senior Basketball in the WBA.

**8.3.11. Combined Players**

To 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.

8.3.11.1. A combined player is defined as a player who played in or was selected to play in a WBA or any other local regional association "Principal" representative team for a minimum of more than 50% of carnivals in the preceding 12 months.

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

8.3.11.3. 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.

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

**8.3.12. 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.

8.3.12.1. Within an age bracket a junior player may play up from B to A division as a fill in player in the same round. However as per the philosophy behind rule 8.3.5. once they have played more than 4 games for the higher Division they get reregistered to that higher Division.

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

8.3.12.3. 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.

8.3.12.4. 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

8.3.12.5. To protect the integrity of the Div B competitions. No more than 3 current Div A players can register up out of their age group into a div B competition team.

8.3.12.5.1. Extra Div A players may "fill up" in a Div B team to stop a forfeit (be the 4<sup>th</sup> player).

8.3.13. Clubs shall nominate their Senior teams in a top down philosophy, respecting the competition level at which they nominate.

8.3.14. 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. - 8.3.13.

8.3.15. Where Clubs have 2 teams in the same grade or division players are not permitted to switch between teams. Unless requested or permitted by the grading or qualifying committee.

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

8.3.16.1. 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 -1 premiership points for a forfeit.

9.2. U10's do not play for Premiership points.

9.3. U12'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 from games played between the 2 tied teams shall be used if the teams are still tied on points. Forfeits "AREN'T" to be considered when calculating head to head results as a forfeit gives no value to determining which team is better.

Head to head philosophy 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 6.2.
- The provisions of By-Law section 8

10.2. UN-NOTIFIED - The team giving the forfeit is to be deducted 1 premiership point. The team receiving the forfeit shall be awarded 3 premiership points. The game shall be recorded as a 20-0 loss and a fine set by the Management Committee shall be issued.

10.3. NOTIFIED - To waive the above forfeit fine, a team / club representative has to notify the WBA competition organizer by phone by 1pm prior to the start of play on week days. Saturday morning forfeits must be notified the day before by 8pm.

10.4. EARLY NOTIFICATION - Clubs / Teams that give more than 7 days notice shall be deemed a 20-0, loss not a forfeit.

10.5. Teams that wish to reschedule a game rather than forfeit may do so only if the opposition agrees to the new date and time. This negotiation is not the role of the WBA.

- 10.6. The Competition Organiser may withdraw any team with 3 un-notified forfeits in any season from the competition.

## **11. ABANDONED/RESCHEDULED GAME**

The WBA Competition Organiser decides if abandoned games are to be rescheduled. If a game is abandoned, each team shall be awarded 2 premiership points, & the score shall be 20-20.

## **12. HOT WEATHER POLICY**

- 12.1. Stadium 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/>

## **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**

U10'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 3 minutes shall be played until the draw is broken. Clock stops on time outs and for every whistle or score in the last minute of any extra period.

### **14.3. FINALS FORFEITS**

In the event of a forfeited final the team that is forfeited to advances to the next rnd unopposed.

### **14.4. PLAYER QUALIFICATION RULES**

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

14.4.1.1. 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.

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

14.4.2.1. 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.

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

14.4.3.1. By definition juniors can't be registered in 2 divs within the same age Group. Thus can not play in Div A and Div B finals in the same age group.

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

14.4.5. As defined in 8.3.6 the five (5) most accomplished A grade players are ineligible to play the "A Reserve" final series.

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

14.4.7. 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:

- 14.4.7.1. 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.
- 14.4.7.2. 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.
- 14.4.7.3. 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!!
- 14.4.7.4. 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
- 14.4.7.5. A max of 2 unqualified fill in players may be used per team in any .
- 14.4.7.6. These rules also apply for Juniors that are playing up a level for finals and haven't qualified to be there.
- 14.4.7.7. The WBA is not obligated to change Final schedules to suit clubs that choose to use players in more than 1 grade.