

Whyalla Basketball Association Inc.

By-Laws

Playing the Game

This document references:

By-Laws - Administering & Protecting the game

By-Laws - Steelers / 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 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
8.3.11-12	7/10/12	Added definition of Junior/senior divs & grading's. Gave e WBA power to regrade teams.
8.3.11	23/4/13	Reworded the ruling around Combined players transferring between clubs.
12-13	10/10/13	Hot weather & Blood Policy modified to reflect WBA is guided by its governing body.
4	22/5/16	Full review of Uniform policy.
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.
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.
10.3-10.5	8/10/17	Forfeit review, increased penalties and made it easier to notify a forfeit.
All	3/5/18	Reviewed and modified to suit alignment to national age Cutut Off Date.
8.3.5 & 8.3.6	3/7/19	Regrading Clarification added & Loop hole removed.
8.3.12.5	3/7/19	Bylaw added to protect the Div B competitions.
9.3	2/4/20	Added detail to help define the head-to-head process for determining Premiership pts.
3.1	27/10/20	Modified min age definition and removed U8 references throughout the bylaws.
7.5	27/1/21	Automatic 1 week suspension ruling, notification and Appeal process better defined.
8.3.11.1	3/3/21	Steelers representative bylaw tweaked to capture Steelers earlier than before.
8.3.11	13/9/22	Steelers representative bylaw tweaked back to how it used to be.
8, 10, 14.4	25/7/23	A Reserve bylaws removed. Finals qualification simplified. Forfeit review. U10 Review Added 8.3.11
	1/11/23	Timing rule changes, game change forfeit criteria tightened up.

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 FIBA 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 4.6.

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. Where there is a uniform number clash, it shall be regarded as wearing an illegal number and is to be dealt with as per 4.6.

4.2.1.1. To assist referee's it is required that the offending uniform be turned inside out or wear an appropriate T-shirt.

4.2.1.2. Exception: In the minor rd penalty 4.6 does not apply to emergency Borrowed players, to prevent a forfeit (not nominated in that team).

4.3. 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.

4.4. All players must wear non-marking sports footwear while playing.

4.5. For safety reasons, Shorts with pockets are not permitted.

4.6. In the minor round and considering 4.8, 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 for each player non-compliant player.

4.7. This Uniform by-law is suspended for the 1st four weeks of each season. Any extensions on this period must be applied for, in writing, to the Registrar.

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. 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. Else the match will be ruled an un-notified forfeit to the team on bench "B".

- 4.10. 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 in suitable (as deemed by the referee) T-shirt/shorts.

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 in players to the tablet 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. A 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 the player to be added and continue 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 play full competition rules. However, with some leniency and common sense appropriate to player ability.
- 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. After any score the defensive team must retreat to at least the halfway 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.
- 7.1.5. At half time each player in each team is permitted 1 free throw attempt. Philosophy is that every child regardless of their ability gets an opportunity to score a goal each match.
- 7.1.6. WBA don't want any forfeits in Under 10's. Because there are no Premiership pts these Forfeit prevention options are allowed (in order of preference):
 - 7.1.6.1. Teams are encouraged to borrow players from the opposition. Theory is to maximise children's crt time and engage rather than offend the opposition team. NOTE: WBA understand that opposition players are not always happy to do this. We recommend switching borrowed players each quarter.
 - 7.1.6.2. Clubs that have more than one team in an U10's competition are permitted to use a "like for like" player/s from their other team to prevent a forfeit (make up to 5 players, not to provide bench support).
 - 7.1.6.3. U10's is a gender-based competition. However to prevent a forfeit, teams may borrow "A Player" from another gender team to fill to a max of 5.

NOTE: In the spirit of the game any fill in player chosen should be like for like with the unavailable player, e.g. Fill ins shouldn't influence game result.

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 7.3. Once the opposition has the ball over the halfway line the defence team may advance 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. ZONE DEFINITION: Each player must be accountable for a player & able to make a reasonable & realistic attempt to guard that player.

7.4. 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 the Stadium for 1 week.

- 7.4.1. Any player who commits 2 unsportsmanlike fouls shall be ejected as per FIBA rules. However the automatic suspension shall not apply.
- 7.4.2. 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 warrant it.
- 7.4.3. A Technical foul issued to a Team scorer shall be assigned to the team bench to which they are aligned.
- 7.4.4. Automatic suspension doesn't apply to a coach ejected due to the actions of a player.
- 7.4.5. 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.

- 7.4.6. 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.
- 7.4.7. The suspension starts at the end of the game the offence occurred.
- 7.4.8. A written appeal may be made to the WBA Executive Committee.
- 7.4.8.1. Once an appeal is submitted the offender is presumed innocent thus can continue to play until the appeal is heard.
- 7.4.9. 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 individual to leave the proximity of the crt 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*
- 8.1.1.1. While waiting for a 4th player to arrive for every minute the clock runs down 2 points shall be awarded to the opposition team.
- 8.1.1.2. After 10 mins (1/4 time) the game is declared a 20-0 unnotified forfeit.
- 8.1.1.3. 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.
- 8.1.2. Under 10's - The clock does not stop.
- 8.1.2.1. No substitutions allowed in the last minute of each ¼ (time wasting).
- 8.1.2.2. No timeouts allowed in the last 2 minutes of a game.
- 8.1.3. U12's to Seniors - Clock stops on time outs and every whistle or score in the last 2 minutes of the game.
- 8.1.3.1. At the 2min mark of the final quarter if the score difference is greater than 20 points the clock does not have to be stopped.

8.2. PLAYER QUALIFICATION DEFINITIONS

JUNIOR PLAYER

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

DIVISION

Each age grouping is be classed as a "DIVISION". Eg U10G, U14B, Senior Men

GRADE

Each level of an age Division which has its own final series will be classed as a "GRADE". E.g. WA, WE, U14GB, U12BA, etc

REGISTERED GRADE

Any Grade/Division that player is a permanent member e.g. Not a Borrowed 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 competition players may only have one senior registered grade.

8.3.1.1. Senior players may play a 2nd game in any rnd as a Borrowed player complying to 8.3.4.

8.3.2. Junior players may have 2 Junior registered grades & 1 Senior registered grade.

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.

8.3.2.2. Juniors are not permitted to play more than one junior Division above their lowest registered Division.

8.3.2.3. 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.

8.3.3. Players shall not play in a Grade lower than their registered Grade.

8.3.4. If a player plays 5 or more games above their registered Grade, they become re-registered up to the next highest Grade that they competed in.

8.3.5. In the event of a forfeit, players on the non-forfeiting team will have the game credited to them for the purpose of qualification.

8.3.6. Representative Players

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

8.3.6.1. A **Representative player** is defined as a player who has been selected to play for SA Country OR played/selected to play in a WBA or any other association "Principle" representative team for 50% or more of participating carnivals.

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

8.3.6.3. A **Representative player** is designated for the following winter and summer seasons, after 8.3.6.1 qualifies them as a Representative player.

8.3.6.4. This rule doesn't affect players playing above their age Division.

8.3.6.5. If a player becomes a Representative player AFTER moving to a club. They are exempt from this rule.

8.3.6.6. U10 steelers are exempt from this rule as this grade isn't recognised by SA Country.

8.3.7. Grades within Junior Divisions

Grades within a junior Division are implemented to protect the competition.

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

8.3.7.1. Within an age bracket a junior player may play up from B to A division as a Borrowed player in the same round. However as per the philosophy behind rule 8.3.4 once they have played 5 or more games for the higher Division they get reregistered to that higher Division.

- 8.3.7.2. Junior Players that nominate to play in a Div B competition can't play in an A Div competition above that age group, except in the case to stop a forfeit.
- 8.3.7.3. 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.
- 8.3.7.3.1. Extra Div A players may "fill up" in a Div B team to stop a forfeit (be the 4th player).
- 8.3.8. Clubs shall nominate their Senior teams in a top down philosophy, respecting the competition level at which they nominate.
- 8.3.9. Within the 1st 4 rounds of any season, The WBA reserves the right to regrade a player or team if clubs aren't grading in the spirit of clause - 8.3.8.
- 8.3.10. In the 1st 2 weeks of any season Clubs are permitted to move players from team to team to get their team balance/grading correct.
- 8.3.10.1. After week 2 switching or dropping players from a grade or division must be requested and approved in writing by the QUALIFICATION COMMITTEE.
- 8.3.11. Disputes and protests for player qualification bylaw shall be handled by the QUALIFICATION COMMITTEE.
- 8.3.11.1. 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 or finals.
- 9.3. U12's to seniors, Premiership Tables.
When teams are tied on 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.
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 forfeiting team shall 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 & 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. Teams that wish to reschedule a game rather than forfeit may do so if the below criteria is adhered to.
- 10.4.1. The changes need to be arranged at least 1 week in advanced.
 - 10.4.2. Request must be due to a basketball or compulsory school event.
 - 10.4.3. Must leave the team with less than 4 players available.
 - 10.4.4. The requesting team must find a new day and time that the opposition agrees to.
 - 10.4.5. This negotiation is not the role of the WBA.
 - 10.4.6. If an agreement can't be made the team that can't make the original scheduled match, will need to forfeit.
- 10.5. Competition Organiser may withdraw any team with 3 or more forfeits in a season.

11. ABANDONED/RESCHEDULED GAME

The WBA will always try to replay abandoned games where possible. If this is not possible, each team shall be awarded 2 premiership points, & the score shall be 20-20.

12. HOT WEATHER POLICY

- 12.1. If inside Stadium Temperature is between 36 & 40 degrees – WBA enforces 1 minute compulsory timeout each quarter for junior and senior games.
- 12.2. If inside Stadium Temperature is Over 40 degrees – Junior games are to be Abandoned. WBA enforces 1 min compulsory timeout each quarter for senior games.
- 12.3. Exemption by SACBCI can be given to play outside of these conditions.

NOTE: The WBA follows SACBCI guidelines regarding playing in extreme weather conditions.
<http://www.sacbc.com.au>

13. BLOOD RULE

The WBA refers to SACBC Blood policy. <http://www.sacbc.com.au>

14. 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 forfeit the winning team to advances to the next rnd unopposed.
A \$500 fine for any team that forfeits a final to a known lack of players. The intent of this is to force clubs to take an ethical stand on teams that may be considering this.

14.4. PLAYER QUALIFICATION RULES

- 14.4.1. To qualify to play in any final, players must have been ticked "in play" in at least **3** minor round games for that team in that season.
- 14.4.2. Qualified Borrowed players can be used in finals to fill to a max of 6 players.

- 14.4.3. A max of 2 qualified borrowed players per game may be used in finals.
- 14.4.4. Senior players may play in a maximum of 2 "Final Series".
- 14.4.5. Junior players may play a "Finals Series" in two different Junior and one Senior grade.
- 14.4.6. A qualified Division B Junior can play in a Division A final's series as a Borrowed player.
- 14.4.7. 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 text/email, etc and contain supporting evidence.

14.5. GUIDELINES FOR THE QUALIFICATION COMMITTEE

Philosophy is to protect the integrity of the Competition/Finals by allowing exemptions that allow a contest without adversely affecting the expected result:

- 14.5.1. Exempted Borrowed players shall not make a team better.
- 14.5.2. If an exempted Borrowed player is approved to play for a team. Then a previously "unavailable" player becomes available, the approved Borrowed player becomes ineligible to play
- 14.5.3. The WBA is not obligated to change Final schedules to suit clubs that choose to use players in more than 1 grade.