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 Board 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 divisions & 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.
All	29/1/17	Multiple minor corrections + punctuation and spelling amendment. Added extra protection for Div B competition. Forfeit review, increased penalties.
All	3/5/18	Reviewed and modified to suit alignment to national age Cut Off Date.
8.3	3/7/19	Regrading Clarification added & Loophole removed. 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 bylaw removed. Finals qualification simplified. Forfeit review. U10 Review Added 8.3.11
7.1, 8.1, 10	24/11/23	Timing rule changes, game change forfeit criteria tightened up. U10's mercy rule
8.3, 14	25/2/24	Tidied up Player definitions, added the import rule.
4.2, 4.6, 15.4	29/7/24	Tidied up the Uniform penalty and standardized U10 team fills at 6, clarified final qualification criteria for borrowed players.
15.2, 15.6.8	28/8/24	Added the "Uneven competition" Bylaw. Tweaked the criteria for allowing Player exemptions in finals.
6.1, 10.3, 10.4	30/3/25	Tidied up Forfeit rules to allow rescheduling time & protect referee's
7.3, 7.4.2, 7.5.1-10, 10.5, 14.1-2,15.2	23/03/26	7.3.2 Added as deemed by Court Supervisor and use of "Zone Buster" guidelines 7.4 added in tech fouls, 7.5.1 to 7.5.10- Rewording to be more concise. 10.5- Added in the penalty. 14.1- Changed import rule down to 2 players. 15.2- Added in that % shall be used.

3.1, 4,6,7,8,9 ,14.1,14.2,15.2	3/9/26	Clarified min age. Simplified Uniform rules. Added tablet rules, Simplified U10 Comp rules, corrected player grade and division definitions, tweaked the representative player rule, moved and updated the import rule, added forfeits to tied comp equation.
3.1, 4.1, 4.2, 4.3, 4.6.1.1, ,4.8, 4.9, 6, 7.1.4, 7.1.6.1, 7.1.6.2, 7.1.6.3, 8, 8.2, 8.3.2.1,8.3.7,8. 3.8, 8.3.8.1, 8.3.8.2, 8.3.8.3, 8.3.9, 8.3.10, 8.3.11,14,14.3, 15.2,15.3,15.6. 1,	31/08.2026	Clarified min age at registration. Penalty added for breaching bylaw. Removed. Removed. Removed. Removed. Changed title. Add in Team A tablet, Team B scoreboard. Team A paddles. Clarified bylaw. Replace mercy rule for U10s. Clarified bylaw. Clarified bylaw. Clarified bylaw. Changed title. Add senior player definition. Clarified bylaw. Reworded. Removed. Clarified. Removed. Clarified. Removed. Clarified. Removed. Removed. Relocate bylaw, Changed. Removed. Removed. Changed 3 minor to 3 minor games.

By-Laws - Playing the Game

Table Of Contents

BYLAW REVIEW HISTORY 2

1. PLAYING CONDITIONS 5

2. REGISTRATIONS 5

3. AGE ELIGIBILITY 5

4. UNIFORMS 5

5. BASKETBALLS 5

6. SCORING 5

7. SPECIAL PLAYING CONDITIONS 6

7.1. U10 COMPETITION 6

7.2. MERCY RULE. 6

7.3. MAN ON MAN DEFENCE 7

7.4. TECHINCAL FOULS 7

7.5. BEHAVIOURAL 7

8. TIMING CONDITIONS 8

9. PLAYER QUALIFICATION RULES 9

10. GAME RESULTS 10

11. FORFEITS 11

12. ABANDONED/RESCHEDULED GAME 11

13. HOT WEATHER POLICY 11

14. BLOOD RULE 11

15. FINALS 12

15.1. UNEVEN COMPETITIONS 12

15.3. DRAWN GAMES 12

15.4. FINALS FORFEITS 12

15.5. PLAYER QUALIFICATION RULES 12

15.6. GUIDELINES FOR THE QUALIFICATION COMMITTEE 12

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. Minimum playing Age
Player must be at least 6 years of age at the starting date of the 1st game of the season

4. UNIFORMS

4.1. All Players are required to wear their Club uniform (singlet top/shorts) as registered and approved by the WBA. Penalties apply as per 4.4.

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. Penalties apply as per 4.6.

4.1.3. If a club changes a registered uniform, it's allowed a max of 1 Season to fully transition to this new strip.

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

4.3. Where there is a uniform number clash, it shall be regarded as wearing an illegal number and is to be dealt with as per 4.4.

4.4. Players not complying to 4.1 or 4.3 may still play but shall have a personal foul recorded against their name and **4** points awarded to the opposing team for each non-compliant player. This penalty. Cannot be applied retrospectively, i.e. You can't complain about a uniform breach after the game.

4.4.1. Exception: Penalty 4.4 does not apply to Borrowed players up to and including the 6th player.

4.5. 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 WBA Executive committee.

4.6. Blood rule - Soiled clothing including shoes must be replaced. Teams are not expected to carry spare uniforms so in this situation 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. SCORING

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.

6.1.1. A player who is found to be not listed on the tablet shall be ordered from the court and not permitted to re-enter the game until their name has been added to the tablet.

6.2. Team A is responsible for the tablet, Team B the Scoreboard.

6.3. If there is a discrepancy between the tablet and the scoreboard that can't be resolved, then the Tablet is deemed to be correct.

6.4. Each team must supply its own scorer, not a player participating in that game. PENALTY as per *Section 12*.

6.5. Scorers must be at least 12 years old.

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. Under 10's will use the mercy rule, refer 7.2, which shall be implemented when the lead is greater than **10 pts**.

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. There are no Premiership pts. Thus, teams are encouraged to borrow players from the opposition or any other U10 team, to fill to a max of 6 players.

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.

7.2.2.1. In under 10's the mercy rule shall be implemented at a lead of 10 pts.

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 halfway line.

7.2.6. Losing teams can choose not to enforce the Mercy rule by conferring with the umpires.

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 Court Supervisor) 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. For more complex situations the National "Zone Buster" guidelines shall be used to help determine if a team is in fact playing a zone.

7.4. TECHINCAL FOULS

7.4.1. The penalty for any technical foul shall be the same as for an unsportsmanlike foul, that is - 2 free foul shots + side ball possession from the team thru in line in the front court or from the halfway line if the penalty occurred at the end of a quarter.

7.5. BEHAVIOURAL

A penalty will be applied when a person shows some form of dissent or disrespect (by word or action) towards another player, match official/s, referee/s or their calls.

7.5.1. Any player, coach, or scorer who is disqualified (ejected) from a game due to:

7.5.1.1. two (2) technical fouls, or

7.5.1.2. a combination of technical and unsportsmanlike fouls, or

7.5.1.3. a disqualifying foul,

will receive an automatic one-week suspension from basketball activities: playing, coaching, officiating, scoring.

7.5.2. Unsportsmanlike Fouls

A player who receives two unsportsmanlike fouls will be ejected.
This ejection does *not* trigger the automatic one-week suspension, unless the behaviour meets the threshold for a behavioural report.

7.5.3. Reporting Requirement:

This bylaw does not prevent referees from submitting an official report where behaviour warrants further review. The Tribunal may impose additional appropriate sanctions.

7.5.4. Coach Ejections Caused by Player Behaviour:

If a coach is ejected solely due to the actions of a player, the automatic suspension does not apply.

7.5.5. Definition of Ejection:

An ejected person must leave the playing area and any location from which they can view the remainder of the game.

7.5.6. Failure to Leave:

If an ejected person refuses to leave the defined area, the referees will stop the

game. The Court Supervisor will instruct referees to abandon the match, recorded as a 0–20 forfeit loss to the offending team/team follower.

7.5.7. Suspension Period:
The automatic suspension begins at the conclusion of the game in which the ejection occurred.

7.5.7.1. The suspension is not a stadium ban.

7.5.7.2. The suspension is not officially recognised outside our competition thus does not apply to players playing for steelers or for other associations.

7.5.8. Repeat offenders:
If a member is ejected a 2nd time in the same season the penalty is increased to 2 weeks. If they get ejected a 3rd time the penalty is 3 weeks and so on.
These reset at the commencement of each season.

7.5.9. Spectator Behaviour:
If a team follower or spectator engages in unruly or offensive behaviour, referees should stop the game and notify the Court Supervisor. The Supervisor may direct the individual to leave the court area or the stadium.
Failure to comply may result in the game being abandoned as per 7.4.6.

7.5.10. Appeals:
A written appeal may be submitted to the WBA Executive Board within 48hrs.
Once an appeal is lodged, the individual is permitted to continue participating until the appeal is heard.

7.5.10.1. Once an appeal is submitted the offender is presumed innocent thus can continue to play until the appeal is heard.

8. TIMING CONDITIONS

8.1. 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. While waiting for a 4th player to arrive for every minute the clock runs down 2 points shall be awarded to the opposition team.

8.1.2. After 10 mins (1/4 time) the game is declared a 20-0 unnotified forfeit.

8.1.3. 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.

8.2. Under 10's - The clock does not stop.

8.2.1. No substitutions allowed in the last minute of each ¼ (time wasting).

8.2.2. No timeouts allowed in the last 2 minutes of a game.

8.3. U12's to Seniors - Clock stops on time outs and every whistle or score in the last 2 minutes of the game.

8.3.1. 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.

9. PLAYER QUALIFICATION RULES

9.1. Definitions

9.1.1. **Junior Player:** Any player eligible, by age, to play in the highest junior grade offered by the WBA.

9.1.2. **Senior Player:** Any player in eligible, by age, to play in the highest junior grade offered by the WBA.

9.1.3. **Division:** Each age group is be classed as a "Division". Eg Under 12's, Under 16's, Senior Men.

9.1.4. **Grade:** Each sub level of an age Division will be classed as a "Grade". E.g. WA Grade, WE grade, U14GB, U12BA, etc

9.1.5. **Registered Grade:** Any Grade that a player is a permanent member of e.g. Not a Borrowed player.

9.1.6. **Qualification Committee**: Resolve issues arising from the Qualification BY-LAWS. The committee shall consist of no less than 3 WBA Executive members.

9.2. Senior competition players may only have one senior registered grade.

9.2.1. Senior players may play 1 additional game in a higher grade per round as a Borrowed player complying to 9.8.

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

9.3.1. Junior players, who ONLY register to play in a senior grade, shall be regarded as senior players as per 9.2.

9.3.2. Age eligible Juniors may only play 1 senior grade per Rnd.

9.3.3. Juniors may play above their registered Senior grade as a borrowed player if they don't play in their registered senior grade that rnd.

9.4. Juniors may play a maximum of 2 junior games per rnd.

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

9.6. 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.

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

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

9.9. Players may not play for 2 different teams in the same grade.

9.10. In the event of a forfeit, players on the non-forfeiting team will have the game credited to them for the purpose of qualification (as long as they are on the team nomination sheet and not a borrowed player).

9.11. Representative Players

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

9.11.1. 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.

9.11.2. A long-term player is defined as a player that has played with the club for at least 2 years. Representative player Definition:

9.11.3. A Representative player is designated for the following winter and summer seasons, after 9.11.1 qualifies them as a Representative player.

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

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

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

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

9.13. Within an age group a junior player may play up from B to A grade as a Borrowed player in the same round. However, once they have played 5 or more Minor round games for the higher Grade, they get reregistered to that higher Grade.

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

9.15. Import rule

The philosophy of using imports is to supplement and develop our local competition, not destroy it!

9.15.1. A WBA team can only import **2** players that live 60Km outside of Whyalla.

9.15.2. To qualify for finals an Import player must play at least **50%** of the season.

9.15.3. Players will remain import players if they are not residing in Whyalla, regardless of how long they have played at that club.

9.15.4. If the WBA requests the support from an outside town to fill a whole team in a grade, we should request that this be a club level team not a group of representative players.

9.16. 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 fair competition.

9.17. Disputes and protests for player qualification bylaw shall be handled by the Qualification Committee.

9.18. 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 12.

10. GAME RESULTS

10.1. 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.

10.2. U10's don't play for Premiership points or finals.

11. FORFEITS

11.1. 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 6.4.
- The provisions of By-Law section 9

11.2. 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 Board shall be issued.

11.3. NOTIFIED - To waive the above forfeit fine, a team / club representative has to notify the WBA competition organizer by phone by 6pm the day before the game.

11.4. Teams that wish to reschedule a game rather than forfeit may do so if the below criteria is adhered to.

11.4.1. The request to reschedule must be communicated at least 1 week in advance.

11.4.2. Request must be due to a basketball or compulsory school event.

11.4.3. Must leave the team with less than 4 players available.

11.4.4. The requesting team must lock in a new day and time that the opposition agrees to within 1 week of original scheduled time else the original forfeit stands.

11.4.5. This negotiation is not the role of the WBA.

11.4.6. If an agreement can't be made the team that can't make the original scheduled match, will receive a forfeit.

11.5. Competition Organiser may withdraw any team with 3 or more forfeits in a season. The penalty for the withdrawal of the team shall be a forfeit fine to the club.

12. 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.

13. HOT WEATHER POLICY

13.1. If INSIDE Stadium Temperature is between 35 & 38 degrees – WBA enforces 1 minute compulsory timeout each quarter for junior and senior games.

13.2. If INSIDE Stadium Temperature is Over 38 degrees – Junior games are to be Abandoned. WBA enforces 1 min compulsory timeout each quarter for senior games.

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

14. BLOOD RULE

The WBA refers to SACBC Blood policy. http://www.sacbci.com.au

15. FINALS

15.1. UNEVEN COMPETITIONS

In competitions where teams play an unequal number of games, final ladder positions will be determined by Game Ratio rather than Premiership points.

Calculated: (Wins + Forfeit Wins + (1/2xDraws) - Forfeit Losses) / Games Played.

15.2. TIED COMPETITIONS

When teams are tied on premiership 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 required. If they finish with the same head-to-head percentage then the full season for/against percentage shall be used. 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.

15.3. 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 2 minute of any extra period.

15.4. FINALS FORFEITS

In the event of a forfeit the winning team advances to the next round unopposed.

15.5. PLAYER QUALIFICATION RULES

15.5.1. To qualify to play finals in your registered grade, as nominated at the start of the season to the WBA, players must have been ticked "in play" in at least **5** minor round games for that team in that season.

15.5.2. Qualified Borrowed players (filled in for 3 or 4 games) can be used in finals above their own registered grade to fill to a max of 6 players.

15.5.3. If a borrowed player has become registered in a higher grade by playing 5 or more games up, they are no longer a borrowed player thus may play in that grade without restrictions. Once they have played 5 games up, they can no longer go back down to their previous grade.

15.5.4. A max of 2 qualified borrowed players per game may be used in finals.

15.5.5. Senior players may play in a maximum of 2 "Final Series".

15.5.6. If qualified, Junior players may play a "Finals Series" in 2 Junior and one Senior grade.

15.5.7. A Division B Junior can play in a Division A final's series as a Borrowed player if they have qualified in this team in the minor round as per 15.6.2.

15.5.8. In the event of sickness, injury, or extenuating circumstances 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 notified via the club delegate email, etc and contain supporting evidence.

15.6. 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:

15.6.1. Exempted Borrowed players shall not make a team better.

15.6.2. 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.

15.6.3. The WBA is not obligated to change Final schedules to suit clubs that choose to use players in more than 1 grade.