

# RULES OF COMPETITION - SENIOR

MARCH 2024



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# INTRODUCTION

Whittlesea City Basketball Association (WCBA) aims to provide opportunities for all those involved in basketball to continuously learn and develop their skills, knowledge and understanding of the game of basketball, thus enhancing, and prolonging their enjoyment of the game.

The WCBA Management reserves the right to adjudicate in the best interest of basketball, on any matters not specifically covered by these By-Laws. The WCBA Management also reserves the right to vary or set aside the application of these By-Laws, in the best interest of basketball.

The WCBA Board, WCBA Management, and all participants (players, coaches, assistant coaches, team managers, and technical officials) and spectators, are obligated to abide by the relevant Basketball Victoria “Codes of Conduct” and to obey any reasonable direction given by WCBA staff.

WCBA supports and abides by the Basketball Victoria “Anti-Discrimination By-laws”

WCBA adheres to the Basketball Australia “Blood Policy”

WCBA adheres to the Basketball Victoria “Tribunal Bylaws” and “Member Protection Policy”

The following by-laws assume the usage of: Whittlesea City Basketball Association (WCBA) website [www.wcba.org.au](http://www.wcba.org.au) and all applicable software relevant to the website, including but not limited to PlayHQ and associated packages.

# I. COMPETITIONS

## 1.1 Structure

Whittlesea City Basketball Association (WCBA) will offer competitions as follows:

### Senior Competitions:

- Men
- Women
- Mixed

Competitions will be conducted only if a minimum of five(5) teams register. The day/night on which a competition will be offered is at the discretion of the WCBA Management.

From time to time, WCBA Management may conduct other competitions

## 1.2 Competition Governance

Competitions will be conducted in accordance with:

- these By-Laws
- the F.I.B.A. Official Basketball Rules
- all WCBA policies not specifically addressed within these By-Laws

## 1.3 Grading

Competitions will commence each season with a grading period (generally 4 rounds for seniors). At the commencement of each season, teams are registered by clubs or team delegates, into grades/sections in a way that ensures sections/grades are as even/fair as possible – based on previous season performance, total team entries received, and information submitted with team registrations.

Decisions are made with the interests of the competition as a whole in mind and not necessarily to cater for the requests of individual teams and/or clubs.

The WCBA reserves the right to grade/re-grade team entries to ensure fair competition.

Competitions must be graded into separate grades/sections if 15 or more teams are entered. Competitions may be graded if less than 15 teams are entered. Graded grades/sections may be played as separate fixtures or as a single fixture with separate finals for each grades/section at the discretion of the WCBA Management.

Promotion and/or relegation of teams will be at the discretion of the WCBA Management.



## II. TEAM REGISTRATION

### 2.1 Application for Entry

#### 2.1.1 Senior Teams

Senior teams must register via the online registration portal on the WCBA website. An online registration portal will be opened on the website not less than four (4) weeks prior to the start of a season.

Entries for mixed competition must comply with the gender conditions in the mixed competition rules. Teams will be classified as “Existing” or “New”.

Teams must make payment of the prescribed fees as specified by the WCBA Management. “New” teams will be subject to a non-refundable application fee at time of registration as determined by WCBA Management.

#### 2.1.2 Club Based Membership

Application by a club for membership in WCBA Domestic Competitions must be made in writing to WCBA management with the applicable application fee (if the club is not successful in entering the competition, the application fee will be refunded).

Applications will be assessed on a case-by-case basis in the best interests of the association and existing affiliated clubs. WCBA management may at its discretion reject any application by a club for membership.

A prospective club which makes application for membership shall not be considered as a member unless it has received written notification of approval of the membership application from the WCBA management and has paid the required fees.

Each club shall nominate two (2) individuals (delegates) to be the point of contact or be available for contact by WCBA management, club members or the public with queries, information or enquires. It is encouraged that clubs have a club email address for communication rather than personal email addresses to store historical information. Clubs must ensure the club email is monitored on a regular basis.

It is the responsibility of the club's nominated delegates to inform their members of decisions from WCBA management &/or relevant sub-committees.

Registration of club-based teams and members are the responsibility of the designated club administrator / registrar. WCBA will provide all relevant documentation, databases and training.

Teams and players registered via clubs are, affiliated members, of WCBA and BV, and therefore covered by relevant insurance and bound to all policies governing those competitions.

After the acceptance of the membership of a club, the WCBA management may cancel that membership upon being satisfied that such club has persistently engaged in conduct which is prohibited by these By-Laws or if such club fails to comply with any relevant WCBA or BV policies.

## 2.2 Acceptance of Entry

Receipt of the team entry and payment of the required fees does not guarantee acceptance of the entry into WCBA competition.

Teams may be refused entry due to:

- competition exceeding venue / resource capacity
- non-compliance with policies &/or acceptable standards of behavior
- continued delay in payment of invoices and/or outstanding unpaid fines
- proving unreliable in previous seasons (i.e., continual walkovers)
- previous withdrawal from fixture competition
- non-payment of prescribed fees
- WCBA Management decision taken in the best interest of basketball for this Association.

## 2.3 Existing Teams

Existing Senior teams can be re-registered via the registration link provided by WCBA only by the registered team delegate. The entry must be lodged in accordance with the provisions as set out in these By-Laws.

## 2.4 New Teams

New Senior teams can be entered via the WCBA website. The entry must be lodged in accordance with the provisions as set out in these By-Laws. All new senior teams are required to pay a non-refundable application fee.

Where competition entries exceed venue / resource capacity priority is given to existing teams. WCBA will offer alternative competitions for new teams where possible. Should a new team not be accepted due to venue / resource capacity all fees paid will be 100% refundable.

## 2.5 Late Entries

Teams may enter after the registration portal has closed at the discretion of WCBA management. Late team entries received before fixture publication may be included in the initial season fixture or grading fixture. Teams may be added to a fixture at any time at the discretion of the WCBA Management. The registration fee may be applied for all late team registrations.

## 2.6 Withdrawal of Entry

Teams may incur a withdrawal fine after submission of entry. Once teams have been included in a fixture, a withdrawal fine may be applied and/or may forfeit any/all fees paid.

## 2.7 Promotion and Relegation

Promotion and relegation is not currently applied to senior competitions.

For senior competition, teams are able to select the grade/section they wish to play at time of registration. However, if they are significantly 'too good' for a competition, we can move them during grading'

## 2.8 Disqualification from Season

A team may be disqualified from competition at the discretion of the WCBA Management, when the team:

- gives two (2) consecutive walkovers (teams/clubs will be contacted for clarification of walkover prior to removal)
- gives three (3) walkovers in a season (teams/clubs will be contacted for clarification of walkover prior to removal)
- declines to pay invoices and/or fines incurred within gazette payment terms
- breaches acceptable standards of behavior as per BV codes of conduct
- failure to abide by Notice of Behavior
- any reasons deemed appropriate by the WCBA management, in the best interest of basketball and/or its members.

## 2.9 Disqualification from Finals Series

A team may be disqualified from participating in a final's series for its duration, at the discretion of the WCBA Management, when the team, gives a walkover for any game during the finals series (Semi Final, Preliminary Final or Grand Final).

In such cases, at the discretion of WCBA Management, the next placed eligible team may be inserted into the final's fixtures.

## III. PLAYER REGISTRATIONS

### 3.1 Procedure

All players must be registered to their team in PlayHQ via the means provided by the WCBA. Information required for each player includes full name, email address, mobile number, gender, date of birth, postal address, postcode and suburb.

WCBA management may alter or add additional mandatory information based on association needs and in response to technological adaptations. All registered players become 'participating members' of the WCBA subject to the provisions of the WCBA constitution.

Registrations will close once there are no longer enough rounds remaining for newly registered players to accrue the required number of games for finals eligibility.

### 3.2 Registration Restrictions

The following restrictions are applicable for domestic competitions at WCBA:

- Teams may register as many players as they wish, however a maximum of ten players may participate in single game.
- NBL, WNBL, NBL1 and Big V players may only register in teams fixtured in Men's or Women's A grade competition as appropriate to their gender. These players may apply to WCBA management for exemption.
- Individuals currently under suspension by the Basketball Victoria Tribunal or WCBA management may not register until the suspension is served.
- Players must meet the age group eligibility criteria;
  - In senior competitions, the player must be aged 15 years old or older. Exemptions to this must be put in writing to WCBA management.
- Players may not change teams (transfer from team to team in club or clearance from club to club) after commencement of the regular a season without the approval of the WCBA Management and follows the process for transfers and clearances.

### 3.3 De-Registration of Players

Club delegates can remove players from their teams at their discretion at any point during the season for internal club reasons (i.e. non-payment of fees, club discipline matters etc.).

Players who have been registered to the club, however, prior to the commencement of the season, can only be removed from a team's playing list by team / club nominated delegate(s).

### 3.4 Multiple Registrations

Senior players may play in one team per competition. For example, a player can play in a team in Monday Men and Wednesday Men competitions but cannot play in two teams in Wednesday Men.

No restrictions are applicable regarding multiple registrations across different divisions. For example, a player can compete in A grade on Sunday and C grade on Thursday.

Multiple registration rules do not restrict players in relation to fill-in player provisions.

### 3.5 Player Transfers/Clearances

At the conclusion of each season players are considered "free agents" and are free to move from a team or club without restriction, pending fulfilment of all financial obligations to the outgoing team / club.

Transfer is defined as movement from team to team within the same club

Clearance is defined as movement from club to club

The transfer or clearance of players during the same season (including the grading period) is not permitted. Exemptions may be granted in special circumstances at written request to and approval by WCBA Management.

### 3.6 Late Player Registrations

#### 3.6.1 Unregistered Players

Players not registered to a team after the first round of competition has been played are deemed late registrations. Players must register online via the applicable registration form supplied by WCBA. It is the responsibility of the Team Delegate to allocate newly registered players to the regular playing list for the team.

#### 3.6.2 Competitive Balance

Player registration after the commencement of the season will be permitted at the discretion of the WCBA.

Senior and independent teams must contact the WCBA when adding late player registrations that will alter the competitive balance of the team.

### **3.6.3 Right of Refusal**

WCBA reserves the right to deny or withdraw any late player registrations that unfairly compromises the integrity of the competition. Alternatively, teams may be re-graded as a result of a late player registration; however, this decision remains solely at the discretion of WCBA, pending factors such as competitive balance, time of season and impact on other teams within the competition.

## **3.7 Trans-Gender Participation**

At the WCBA, there is plenty of opportunity for both girls and boys alike to play basketball across many levels (including representative level). It is strongly recommended that an individual participates in the competition for the gender with which the individual identifies.

## **3.8 Player Insurance Cover**

All players must be registered with Basketball Victoria to be covered by the Basketball Victoria insurance. Further information is available <https://vinsurancegroup.com/basketball/documents/>

However the following information should be noted;

### **3.8.1 Ambulance**

It is recommended that all members have an appropriate level of ambulance cover. WCBA Staff and competition Supervisors will, if they believe it is required, call an ambulance. The cost of the ambulance will be at the players expense and/or parent/guardian or team/club delegate.

### **3.8.2 First Aid**

Basic first aid supplies are available at each venue. All teams (independent or club) are advised to have their own first aid supplies and a first aid qualified person present.

### **3.8.3 Private Health Insurance**

Registered players have limited medical/injury cover under the Basketball Victoria Insurance Policy. It is recommended that all members have an appropriate level of private health insurance.

## IV. PLAYER EQUIPMENT

### 4.1 Team Uniform – General Regulations

All teams are required to provide their own uniform, comprising of singlet and shorts. Teams are encouraged to have reversible singlets or a second set available for color clashes.

Singlets must be uniformly colored in the same dominant/base color and legally numbered front and back.

Shorts must be uniformly colored. Different shades of a color are considered different colors i.e. black, navy blue and royal blue are all considered different colors. Shorts CANNOT have pockets.

Each club and team shall register the colors of their uniform on the WCBA registration form when entering the competition. The colors registered shall be the dominant color of the shirts and the dominant color of the shorts. The registered colors shall comprise the registered uniform.

### 4.2 Specification of Uniforms

The uniform of the players must comply with the Official Basketball Rules with the following additions and/or exemptions:

- Short Sleeve or Long Sleeve T-Shirts (providing there is a medical exemption) may be worn under the playing singlet (same color as singlet, or black or white)
- Compression garments may be worn under shorts &/or singlets, however they must be the same color for all members of the team (same color as shorts, or black or white)
- Shorts may not have cuffs, pockets (even if they are turned inside out), belts, buckles, or external drawstring
- Numbers 0, 00 and 1 to 99 are permitted (Number 69 is discouraged)
- Playing in a singlet without a number is not permitted
- Taped or hand-written numbers are not permitted
- Use of club uniforms by non-affiliated teams must have written consent from that club
- Tops must be tucked into shorts
- Socks can be any length and any color

### 4.3 Condition of Uniforms

Players who have faded or damaged singlet or shorts, indistinct or damaged numbers, or generally poorly maintained uniform, may be ineligible to take the court.

Clubs and Teams are encouraged to update uniforms on a regular basis.

### 4.4 Uniforms – Grading

During Grading, all clubs/teams should strive to meet the following Criteria when issuing their teams with playing uniforms. The uniform of all team members shall consist of: Singlets of the

same dominant colour front and back. Shorts of the same Dominant colour front and back, but not necessarily of the same colour as the shirts. The shorts must end above the knee. Clubs/Teams may combine their old and new playing singlets so that all players have a singlet if they don't clash with the opposition team. Players may wear different colour shorts (eg half in black, half in navy)

#### 4.5 Incorrect Uniform

Players who are not clothed in the registered uniform singlet or Shorts, may be permitted to play in an alternate singlet or shorts, however a penalty (5 points) shall be awarded to the opposing team prior to the conclusion of the first half.

Disputes regarding incorrect uniforms are to be directed to the Referee on duty. The Referee should make the necessary adjustment to the Score. The decision by the Referee stands for that game. If a club or team wishes to appeal the decision of the Referee, an email must be sent by the club or team delegate to the WCBA Management. The decision by WCBA management is final.

#### 4.6 Clash of Uniform Colors

Where a clash of uniform colors occurs, the **first** named team on the fixture and on the electronic scoring system (i.e. the away team) must wear alternate color singlets. On mutual agreement between the teams,

The game clock will commence, although the game will not 'tip-off' until the team changing tops are completed.

Late start penalty points will be allocated to the non-offending team, of one (1) point per minute or part of thee. Penalty points will be added to the electronic scoring/scoresheet by the Supervisor prior to the game tip-off.

The decision by the supervisor on duty stands for that game. If a club or team wish to appeal the decision of the supervisor, an email must be sent by the club or team delegate to the WCBA Management. The decision by WCBA management is final.

#### 4.7 Use/Hire of Alternate Singlets

Alternate singlets/bibs are available to borrow at all venues when one or more players are unable to take the court due to incorrect uniform. When singlets/bibs are in use they must be worn by all players on the team. All players must supply their own shorts.



## 4.8 Security Deposit

Teams hiring Alternate singlets must leave a security deposit with the supervisor when collecting the tops. The deposit may consist of keys, money, wallet or purse or any other item of value. The deposit shall be returned only when the issued alternate tops are returned.

If the alternate tops are returned in damaged condition (e.g. ripped, knots tied in the elastic, etc.) or if any of the tops are missing the team (senior competition) will be required to cover the cost of replacement.

## 4.9 Prohibited Items

Players shall not wear equipment (objects) that may cause injury to other players. All players must comply with the FIBA Official Basketball Rules unless an exemption is specified in these By-Laws.

Referees are to not permit any player to wear objects that may cause injury to other players. Team Coaches and/or Team Managers, should assist by ensuring the players are complying.

If a player claims that a particular item cannot be removed, it must be suitably covered (i.e. with medical tape) to the satisfaction of the referees.

If there is any confusion the supervisor should be consulted. The supervisor will have the final decision on the eligibility of the player to play the game.

### 4.9.1 Jewellery

All items of jewellery that can be removed must be removed. Items of jewellery that cannot be removed may be worn so long as they are adequately covered or padded (via medical tape) so as not to create a danger for other players.

If the padding is not considered adequate, the player may not take the court. The decision of the supervisor will be final.

### 4.9.2 Fingernails

The referee may inspect the fingernails of all players, male and female, prior to the commencement of each game or at the request of a Coach or Team Delegate.

Players with fingernails that are not closely cut must do any of the following before taking the court:

- Cut and file their fingernails,
- Cover the nails with approved soft nail tape (e.g. Elastoplast), or
- Wear approved gloves (e.g. netball gloves).

### **4.9.3 Hair and Hair Accessories**

In general, hair accessories are not to be worn. Hair accessories include but are not limited to any metal or hard plastic device for securing hair, beads and/or any other item designed for hair decoration.

If the length of hair obscures the number on the back of the playing shirt, the hair must be 'tied up' or placed inside the collar of the singlet.

## **4.10 Penalties**

### **4.10.1 Points Penalty**

A team penalty is applicable for any player(s) identified to be infringing the prescribed uniform policies. The consequence shall be a game points penalty awarded in favor to the opposing team as a flat rate per team – 5 points in Senior Competitions.

This penalty will be administered immediately upon discovery of an infringement (usually at the commencement or half time of the game), is not negotiable and is not at the discretion of the opposition or referees. Supervisors will ensure the penalty is applied.

No Penalties will be administered during the grading rounds of the season.

### **4.10 .2 Uniform Exemptions**

Any team seeking an exemption from the prescribed uniform requirements must submit in writing to the WCBA Management outlining the rationale and timeframe required to rectify the infringement. An exemption may be granted based upon the information submitted at the discretion of WCBA management and reserves the right to overturn an exemption at any time.

If a team and/or player claim to have an official uniform exemption, however, are unable to produce a copy of the uniform exemption on game day, the supervisor may permit the player to take the court and play the game. The Supervisor will notify WCBA Management of name of the team, competition, and player name and number. If it is found the player did not have an official uniform exemption, the team will forfeit the game.

Requests will not be recognized until a written response has been received from the WCBA Management.

No members of game day operations have the authority to issue a uniform exemption and must apply the penalties where no exemption exists.

Uniform penalties will not be retrospectively adjusted for an exemption granted after the application of a uniform points penalty.

## V. GAME ADMINISTRATION

### 5.1 Game Fixtures

#### 5.1.1 General

The WCBA Management will publish fixtures for each competition prior to the first round of each season. Fixtures will be released as soon as practically possible, usually within four (4) days notice.

The fixtures shall show:

- The name of the competition,
- The names of all teams entered in the competition, and
- The date, start time and location of each game.

The first listed team shall be designated as the “home” team and the second listed team the “away” team.

#### 5.1.2 Senior Competitions

Senior competitions utilize a time flow equalization method to ensure the fairest distribution of games across the course of an individual season. This system does not guarantee an equal spread of times for all teams, however generally most teams would expect to receive a fair allotment of allocated times for their scheduled division.

Venues are allocated as evenly as possible for each division, with exception for A grade for player and referee development / quality control.

#### 5.1.3 Fixture Requests

Generally, requests for specific times and venues cannot be provided due to the inequities this creates for other teams within the competition. Requests for byes on specific dates cannot be guaranteed due to the unbalancing impact this may have on distribution of games against opposing teams across the course of a season.

Teams are expected to be available for all scheduled dates, including finals, and should not expect to have requests honored to not be scheduled on particular dates. All competitions are

scheduled on specific days and requests to reschedule on another day for any reason is not considered a reasonable request on WCBA resources or opposition teams.

#### **5.1.4 Finals Fixtures**

All teams must be readily available to participate in finals games, subject to finals qualification and structure. The WCBA Management will schedule games in accordance with applicable competition structure, however teams should be aware of unique timing regulations and not expect to play at the same times or venues as the regular season.

## **5.2 Game Fees**

Senior competition Game fees are paid on game day

Un-financial teams / clubs may have sanctions imposed by WCBA management, including but not limited to;

- denial of registration for upcoming season
- loss of premiership points across all club registered teams
- cancellation of scheduled games
- withdrawal from competitions
- a monetary fine

Individual teams players and players within the club environment are bound by club fee structure.

## **5.3 Supervisors & Game Referees**

SSV is responsible for appointing and managing supervisors for SSV managed/hired venues. WCBA is responsible for appointing and managing supervisors for WCBA managed/hired venues.

Supervisors will endeavor to have two (2) game referees for all games, however the following circumstances may be present under normal operating procedures:

- Single / solo referee appointed to a game
- Supervisor also appointed as game official
- Trainee / green or black shirt officials appointed to games
- Referee coaches / Referee Advisor present for game official education & development

Any of the above noted circumstances does not constitute a right for reduced or refund of game fees.

## **5.4 Scoring Systems**

### **5.4.1 Electronic Scoring**

Games are primarily scored using electronic devices located on each score bench using PlayHQ software.

Players whose names are not visible on the electronic devices are by definition unregistered and must register themselves using the applicable online registration form before the game commences.

#### **5.4.2 Paper Scoresheets**

Where technical difficulties prevent the use of the electronic scoring system, or any other reason deemed appropriate by WCBA, paper scoresheets may be used. Teams are required to ensure the following information is clearly written in the appropriate fields:

- Team name
- Player first name & family name
- Player jersey number

Failure to clearly write all the above information may result players not being credited towards final eligibility. WCBA will enter the final game result only. Individual player statistics will not be uploaded.

Unregistered / Fill In players will not be credited as played from paper scoresheets unless they registered to the regular playing list within 24 hours of the game played. Clubs or Team Delegates are responsible for emailing WCBA Management to have game played allocated to the player within 24 hours of the game played.

### **5.5 Scoretable Officials**

#### **5.5.1 Team Responsibility**

Each team must supply a competent person to act as score bench official for each game. Scoretable officials should be a minimum of 14 years old unless agreed otherwise by both teams and the game officials. One scorer shall be responsible for the electronic scoring system (PlayHQ) and the other shall be responsible for the scoreboard and timekeeping.

If a team cannot supply a component person to act as their Scoretable official, the captain of the side will nominate a player to act as their score bench official. This person may act as a substitute during the game but only if their replacement on the score bench is also a capable person.

#### **5.5.2 Scoretable Responsibility**

Scoretable officials must work together to ensure the scoreboard and electronic scoring system are correct and remain at the scoretable until one of the referees has completed and signed off the scoresheet or electronic scoring device at the conclusion of the game.

Whilst scoring, scoretable officials should confirm all 'actions' with one another. For example, "2 points red 5", "Foul Green 21", "time out Blue", "clock stop, clock start" etc.

Whilst fulfilling a role on the scoretable, scorers are recognized as officials of the game and are expected to be always impartial and act professionally. Communication and teamwork, between the scoretable officials and referees are essential.

### **5.5.3 Disputes**

Both scoretable officials are equally responsible for both the scoreboard and electronic scoring system. Should there be a disparity between the scoreboard and scoring system the scoretable officials should attempt to resolve & correct the error.

In the event the scoretable officials acknowledge the error and agree to the resolution but are unable to correct due to technical difficulties or limitations, they should call over the referees &/or supervisor for assistance.

If a consensus cannot be reach between the scoretable or teams, the recognized result is what is recorded on the electronic scoring system (or paper scoresheet), not the scoreboard. If a team disputes the result, they should notify their club delegate, and the club delegate or team delegate is to email WCBA Management.

The dispute will be investigated by WCBA management with resolution to be reached before the next scheduled round of competition. The decision of WCBA management will be final.

### **5.5.4 No Scorer Provided**

In the case of a team having only four (4) players and no capable person to act as scoretable official, the opposing team may perform the functions of both score bench officials to the best of their ability.

Failure to provide a scoretable official will result in a ten (10) point penalty being administered. This penalty is not negotiable and is not at the discretion of the opposition or referees. The penalty shall be awarded against the infringing team at half time.

If neither team has a scoretable official, the game shall not commence. Under no circumstances may either of the rostered game officials complete the duties of score bench officials.

## **5.6 Commencement of Fixtured Game**

Teams are required to be able to take the court at the published fixtured time for their game. A team may commence a game with a minimum of four (4) players. All pre-game administration (inclusive of uniform requirements) should be completed before the published start time for the game.

The game officials will start the game clock at the published time or as soon thereafter as possible. Both teams must be ready to commence playing when the game clock is started. A team that is not ready to commence playing when the game clock is started shall be penalized for a late start where applicable.

## 5.7 Disrupted Games

### 5.7.1 Late Starts

The clock shall be started at the scheduled time for the game appearing on the competition fixture. Any team failing to take the court with a minimum of four (4) players at the time of tip-off will be penalized one (1) point per minute or part thereof up until 10 minutes into the game at which point the game shall be declared a walkover. For example, if the game commences with 16:38 displayed on the game clock, the penalty will be 5 points to the non-offending team.

The non-offending team will be awarded a 20-0 victory with all registered players credited as played for finals qualification purposes. The offending team is awarded 0 competition points and no player credited as played.

Late start penalty points will be administered at the commencement of the game, is not negotiable, and is not at the discretion of the opposition or referees. Supervisors are responsible for ensuring the late start penalty is applied.

### 5.7.2 Walkover Games

A game may commence when a team has a minimum of four (4) players present. A walkover occurs when one or both teams fail to take the court and 10 minutes has elapsed on the time clock.

Teams are expected to make every reasonable effort to avoid giving a walkover for a scheduled game; including all possible options as noted under the Fill In player provisions in these By-Laws. When a walkover is unavoidable, the team delegate must notify the WCBA as soon as is reasonably possible; ideally at least one weeks' notice is requested, and an absolute minimum of 24hrs is expected.

The non-offending team will be awarded a 20-0 victory with all registered players credited as played for finals qualification purposes. The offending team awarded 0 competition points and no player credited as played.

In the case of a walkover by both teams i.e. 'double walkover' the result of the game shall be a double forfeit. A final game score of 0 – 0 shall be recorded and no players credited as played. Both teams would be required to pay the applicable walkover fine.

The offending team(s) must pay the applicable walkover fine fees; these will vary depending on the amount of notice provided. The game fee for the opposing team is fully refundable, or may be credited to account or next scheduled game.

Once notification of a walkover has been provided, it cannot be revoked.

Disqualification from the competition (left to the discretion of the Competition administrator) and possible refusal of further admission from the Association may occur after the 3<sup>rd</sup> Walkover.

### **5.7.3 Injury Management**

In the event of an injury the referees will stop the game, however the game clock will continue to run in accordance with the applicable timing regulations. If the injured player cannot be safely moved off the court, the Abandoned Games section is applicable, if the game cannot be resumed before the conclusion of the allocated time.

### **5.7.4 Abandoned Games**

Games abandoned at the discretion of WCBA management &/or supervisor for any reason (for example, uncontrollable on- or off-court behavior by one/both teams/players, unruly coach/spectators etc.) will have the following applied;

- (i) If a game is abandoned before it commences or during the first half, it is counted as a wash out, with all registered players credited as played for finals qualification;
- (ii) If a game is abandoned before it commences or during the first half, it is counted as a wash out, with all registered players credited as played for finals qualification and points equal to a Draw allocated;
- (iii) If a regular season game or grading game, is abandoned it will not be rescheduled or replayed. Under exceptional circumstances and at the discretion of Whittlesea City Basketball Association (WCBA) management, the game may be rescheduled on a day, time and location agreed upon by both teams.
- (iv) If a finals game is abandoned, and the game result will determine progression of a team/s to the next round of finals, the game will be rescheduled on a day, time and location as determined by Whittlesea City Basketball Association (WCBA).

### **5.7.5 Cancellation of a Fixtured Game**

If due to circumstances beyond WCBA's control a game is cancelled the games will not be rescheduled. The game will be declared a wash out with registered players credited as played for finals qualification.

### **5.7.6 Power Failure or Restrictions**

In the event of power restrictions or failure the WCBA reserves the right to determine whether games will continue as fixtured.



## 5.8 Rescheduling of a Fixtured Game

If due to circumstances beyond the control of WCBA, a game is unable to be played as fixtured (except forfeits), WCBA reserves the right to reschedule the game. The rescheduled game under normal circumstances should be at a date and time agreeable between both teams involved and ideally should take place within 14 days of the original date and time. Where a game is unable to be rescheduled the game will be recorded as a 20-20 draw with all registered players credited as played for finals qualification.

## 5.9 Fines and Penalties

Fines levied against senior teams it is the joint responsibility of all players registered to that team.

Non-payment of a fine may result in disqualification of the team from competition. Where a team is disqualified, each registered player remains responsible for their share of the fine. Continued participation in other teams may be contingent on payment of this amount.

Teams may be penalized for any breach of these By-Laws at the discretion of WCBA management.

Breaches incurring a penalty include but are not limited to:

- playing an unregistered player
- playing an ineligible player
- unacceptable conduct

Repeated breaches of these By Laws may result in disqualification from competition.

# VI. COMPETITION RULES

## 6.1 Game Rules – General

All games will be conducted in accordance with the FIBA Official Basketball Rules except as modified by these By Laws.

### 6.1.1 Timing Regulations – Grading & Regular Season Games

- Games are scheduled on a 50-minute timeslot
- Teams are allocated a 2-minute warm-up.
- Games shall be played in two halves.
- Each half shall be 20 minutes in length.
- Half time interval will be 2 minutes
- Clock stops on all whistles in the final one (1) minute of the first half ;
- Clock stops in the second half during the last two (2) minutes for all whistles and time outs.
- 24 Second Rule does not apply unless specified.
- Each team is permitted a maximum of two (2) timeouts per half
- Team foul penalty applies on the ninth (9th) and subsequent fouls in each half.
- The result of a drawn game stands in the grading and regular season games
- No time out allowed in the last 1 minute of first half.

### **6.1.2 Timing & Game Regulations – Finals Games**

Finals games shall be played under regular season timing and game regulations except for the following amendments:

- Games will be scheduled on extended timeslots (generally 50-60 minutes)
- Each team is permitted a maximum of two (2) time-outs per half.
- Clock stops on:
  - all whistles and timeout during the last minute of the first half,
  - all whistles, including time-outs, in the last three (3) minutes of the second half.
- Drawn games shall have an overtime period comprised as follows:
  - Three (3) minute overtime period
  - One (1) time out per team, per overtime period
  - Clock stops on all whistles during the final one (1) minute and for timeouts
  - Team & player fouls carry over into each overtime period
  - Teams shall play in same direction as second half
  - If the result is still a draw at the end of overtime, another overtime period will be played until a win/loss result has been achieved.

### **6.1.3 Game Referee Obligations**

The game clock will be started at scheduled time as appearing on the competition fixture. If the previous game has run late, the game clock will be started as soon as possible after the completion of the previous game. The game referees are required to give a verbal warning to teams to be ready to play. The game clock shall start when then ball is touched in the tip-off.

## **6.2 Game Rules – Competition Specific Modifications**

### **6.2.1 Ring Height**

- Seniors – regular height

## 6.2.2 Ball Size

Competition	Gender	Ball Size
Senior	Women	6
Senior	Mixed & Men	7

## 6.2.3 Sin Bin Policy

Any player who receives a technical foul must immediately leave the court and is not permitted to return to the game until five (5) playing minutes have elapsed on the game clock.

A substitute is permitted to replace the player

## 6.2.4 Senior Mixed Competition

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

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

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

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

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

Player fouls – Both Female and Male players are allowed five fouls.

- A. No player will be allowed to score more than ten (10) points. When all players are present, and recorded on the electronic scoring system/score sheet have scored ten points, then all players (excluding those who can no longer participate) are allowed to score a further Four (4) points and a team score may advance in increments of four (4) points per player until the end of the game.

- B. If an injured player who has not scored his/her 10 points is subbed out of the game, and all other players score their 10 points. The court captain has to inform the referee if the injured player will return to the game before any further points can be awarded to the team. If the decision is made that the player won't return to the game then under no circumstances can the injured player take any further part in the game. (For example in the event players are fouled out)
- C. Prior to all players scoring ten points the following will apply:-
- If a player on nine points scores a field goal, only one point is allowed.
  - If a player on ten points receives an unsportsmanlike foul she/he may nominate another player in their team to take the free shots
  - If a player on ten points shoots and the basket is good, a violation will be called and no score will be allowed and the opposing team will be awarded the ball from the sideline.
  - If all players in a team have reached their 10 points except for one who then becomes fouled out then the rest of the team players can revert back to 6.2.5 A.
  - Unduly rough play will not be condoned, nor will rude or obscene language. h) All other rules of basketball will apply.

### 6.2.5 Coaches

Senior teams may nominate a player to act as the coach.

## 6.3 Ladders

Ladder positions are determined by Ladder points and then by percentage (points for / points against).

Competition points are awarded as follows:

- 3 – win
- 2 – draw
- 1 – loss
- 3 – bye
- 0 – loss by walkover

Results of games during the grading period will only be retained if there are no changes to that section at the conclusion of the grading period.

## 6.4 Player Participation

### 6.4.1 Players per Game

A minimum of four (4) players are required on court for a team to start the game. A game can continue with three (3) players, however there must be a minimum of two (2), if a player is unable to continue due to injury or being fouled out. A maximum of 10 players can play for a team in any given game.

### 6.4.2 Late Arrivals

Players can be added to the scoresheet / electronic scoring device and take the court as long as they arrive prior to Half time and providing the player is registered into the team playing list, after being beckoned by a referee.

If the player is not registered, they must wait until a break in the game (i.e. half time or time out) to manually register/add themselves to the team.

### 6.4.3 Fill In Players

Fill in players may participate subject to the following conditions:

- Can only participate if the team has less than four (4) regular players at the game to commence playing.

Players are not deemed fill ins if:

- They are not registered with any team in the same competition in the current season at WCBA. These players would be deemed new player registrations
  - *For example; Monday Men player also joins a Wednesday Men team. The player would be deemed a multiple registration.*
- Currently registered at another basketball association

The use of fill in players does not preclude the individual from applicable registration fees with that team or club.

### 6.4.4 Playing Under False Identity

Any player found to be playing under a false identity will have the any/all of following sanctions imposed:

- Each game where the infringement has occurred overturned to a 20-0 walkover loss
- The individual reported under Basketball Victoria's Tribunal
- The team reported under Basketball Victoria's Tribunal
- Player &/or team placed on a good behavior bond

Playing under a false identity due to ignorance or issues with player registration procedures will not be considered grounds for appeal. Team Coach, Team Delegate or Team Manager, are responsible for ensuring the playing list is correct for each game.

## 6.5 Finals

### 6.5.1 Finals Format

After the completion of the last round of the regular season a finals series shall be held for the top 4 teams in each division, (unless otherwise specified for multi-grade fixtures). Finals format will be determined by WCBA Management prior to the commencement of the season.

Page-McIntyre System (3 weeks)

- Semi Finals – Game 1 = 1st v 2nd / Game 2 = 3<sup>rd</sup> v 4<sup>th</sup>
- Preliminary – Game 3 = Loser Game 1 v Winner Game 2
- Grand Final – Winner Game 1 vs Winner Game 3

Elimination format (2 weeks)

- Semi Finals – Game 1 = 1st v 4th / Game 2 = 2nd v 3rd
- Grand Final – Winner Game 1 vs Winner Game 2

In the event a team gives a walkover for a final, the team will be ineligible to participate in any further in the 'finals series'.

If a team withdraws from finals (prior to the scheduled game day), where the WCBA deems appropriate, feasible and possible, teams below may be promoted up a seed.

The team withdrawing or giving walkover will still be subject to the applicable fines.

### 6.5.2 Finals Eligibility

Only those players, who can be shown to be “regular players”, appearing on the regular player list of teams involved in the finals series, shall qualify to participate in those finals. Players who have not made a substantive contribution to a team during the season, because of work commitments, etc. should not expect to be able to participate in final's series. The only exception being for illness which will require a medical certificate.

To be eligible for finals, each player must:

- be registered as a WCBA member (inc. members registered via clubs)
- be registered to that team
- fulfil all registration requirements to the affiliated club (where applicable)
- participate and registered in a minimum of:

- Senior Competition – seven (7) fixtured games

Playing under false names does not constitute grounds to contest finals eligibility and WCBA is not obligated to alter game data after a game has been signed off by the game officials.

All players added to the game in “PlayHQ” will be credited with a game. Players that have not played in a game must be removed from the game before game completion by the game officials. It is the responsibility of the appointed team manager / team delegate from each team to ensure the correct players have been assigned for the game. Any disputes must be lodged with WCBA within 24 hours of the completion of the game.

Registered players at the time of a walkover received will be credited with a game for finals eligibility. Bys will count towards finals eligibility if the player is registered at the time of the Bye. Unregistered players are not eligible to accrue games for finals eligibility.

In the case of lost results or un-played games all players registered to the team will be deemed to have played.

In the case of the cancellation of a fixtured round/s of games all players registered to the team will be deemed to have played.

### **6.5.3 Finals Exemptions**

Players may be granted an exemption and credited with games in particular games whilst registered that they were unable to play due to a medical condition. Application for exemption must be supported by a medical certificate.

A player attending a medical practitioner for a medical condition/injury, must submit a medical certificate within seven (7) days of attending such appointment.

- Senior Competition – medical certificate must be submitted to team delegate and forwarded to WCBA Management.

There are no limits on the number of players that may receive medical exemption requests, however each player must be registered to the team and have played at least two (2) games during the season.

If a team will have less than six (6) eligible players available (including medical exemptions), the WCBA may grant an exemption to the next most qualified and available player(s) so the team has six (6) player available to participate. These players must be registered to the team and have played at least two (2) games during the season.

All qualification issues must be lodged in writing (i.e. email) to the WCBA Management no less than seven (7) days before the scheduled finals. Playing ineligible players during finals may result in automatic forfeiture of those games and possible sanctions placed against the team / club, including but not limited to refusal of entry in upcoming seasons.

Players that have missed games, including late season registrations, for any other reasons should not presume to expect eligibility consideration.

The WCBA reserves the right to assess individual circumstances on a case-by-case basis that fall outside the finals exemption section, if it deems in the best interests of the team or competition to do so.

## **6.6 External Policies**

### **6.6.1 Heat Policy**

WCBA competitions will follow the Basketball Victoria's Participant Protection By-Laws

### **6.6.2 Blood Policy**

WCBA competitions will follow the Basketball Australia's Blood Policy.



## VII. SCHEDULE OF FEES

The following fees are applicable to all regular WCBA domestic competitions (i.e. Summer / Winter seasons). Fees are reviewed and adjusted accordingly each season and included with each season's registration.

### 7.1 Payments

Senior Competition:

- Team Registration is paid online at the time the team is registered into the competition by the team delegate
- Game Fees are paid on the night/session of competition via EFT or cash.
- Walkover Fines are to be paid within seven (7) days of which the fixture game occurred.

### 7.2 PlayHQ Processing Fees

PlayHQ processing fees are applied by PlayHQ and not at the discretion of WCBA.

### 7.3 Game Fees

Game fee rates are set by WCBA on a seasonal basis.

Senior Competitions: Grading and Regular season game rates will be advertised during the registration period. All Finals games will have a surcharged added and will be advertised on a season basis.

### 7.4 Walkover Fines

Walkover games is disruptive to competitions, and teams have a reasonable expectation to play all scheduled games. Teams giving walkovers games are required to notify WCBA as soon as is reasonably possible and will have the following fines levied:

#### All Competitions

- 24hr+ notification = normal game fee
- Less than 24hrs notice = double normal game fee
- Un-notified (no-show on game day) = double normal game fee plus 50%

Notifications received outside of usual business operating periods are not considered received until confirmation has been acknowledged. Notice periods are inclusive of WCBA management capacity reply and contact / confirm walkover with opposing teams.

Fines noted above are inclusive of the applicable game fees. Teams receiving a forfeit will have a credit and/or refund applied to their team account.

## 7.5 Registration Fees

All teams registering into WCBA competitions are required to pay a team registration fee.

Senior Competition: Team Delegate (individual responsible for organizing the team) will be required to pay the applicable team registration fee when registering the team. For all new teams to competitions, the team will be required to pay an application fee. Team Registration fee and Team Application Fee will be published on a seasonal basis.

## 7.6 Withdrawal Fees

Teams are expected to play through the complete season schedule as per the season calendar. Should a team not be able to fulfil their competition schedule, including finals, for any reason they must contact the WCBA Management immediately.

Withdrawing from competitions has a significant impact on venues, WCBA Management and the integrity of those competitions. The following fees are applicable to teams that withdraw after fixtures have been released:

- Senior Competitions – The scoresheet fees for the remainder of the season or \$400.00 whichever is the Lesser.

## 7.7 Application Fees

Senior independent teams (non-club based) within WCBA domestic competitions will be required to pay an application fee when registering the team online. The application fee is non-refundable and non-transferable. If a team does not register for a period of two (2) consecutive seasons, if the team choose to register, the team will be required to pay a new application fee.

## VIII. COMPETITIONS SPECIFIC GAME RULES

Competition specific game rules for:

- Grading & Regular Season – Senior Men, Women & Mixed
- Finals – Senior Men, Women & Mixed
- Grading, Regular Season & Finals – Premier League

# Senior Competition Game Regulations

## Grading and Regular Season Games

<b>Competitions</b>	<b>Senior Men, Women &amp; Mixed</b>
<b>Timing</b>	Two (2) x 20-minute halves. Two (2) minute half time break.
<b>Time Outs</b>	Two (2) time outs per half per team. No time out allowed in the last 1 minute of first half.
<b>Game Clock</b>	Clock stops on time outs, substitutions, and free throws during the last two (2) minutes of the second half.
<b>Defence</b>	No restrictions.
<b>Keyway violation</b>	3 seconds.
<b>Team Fouls</b>	Free throws awarded from the 9 <sup>th</sup> team foul (defensive) per half.
<b>Technical Fouls</b>	Two free throws and possession in front court awarded to opposing team.
<b>Sin Bin</b>	5 minute compulsory substitution for any player that receives a technical foul.
<b>Foul Line</b>	Normal foul line.
<b>Game Ball</b>	Men's & Mixed Competition – Size 7. Women's – Size 6.
<b>Ladders &amp; Finals</b>	Ladder – Ladder Points Top 4 teams – 2 round elimination format (1v4 / 2v3)

<b>Competition</b>	<b>Senior Mixed only</b>
<b>Gender</b>	A maximum of 3 of any one gender can take to the court at any given time.
<b>Keyway Restriction</b>	First Half – Male players restricted Second Half – Female players restricted
<b>Scoring Restriction</b>	Maximum 10 points per player until all players on your team have reached 10 points. Players cap then increased by Four (4) points per player.

# Senior Competition Game Regulations

## All Finals Games

### Competitions      **Senior Men, Women & Mixed**

<b>Timing</b>	Two (2) minutes Warm Up Two (2) x 20-minute halves Two (2) minute half time break
<b>Time Outs</b>	Maximum two (2) time outs per team per half.
<b>Game Clock</b>	Clock stops on all whistles in the final one (1) minute first half. Clock stops on all whistles and timeouts in the final three (3) minutes of second half.
<b>Defence</b>	No restrictions.
<b>Keyway Violation</b>	3 seconds.
<b>Team Fouls</b>	Free throws awarded from the 9 <sup>th</sup> team foul (defensive) per half.
<b>Technical Fouls</b>	Two free throws and possession in front court awarded to opposing team.
<b>Sin Bin</b>	5-minute compulsory substitution for any player that receives a technical foul.
<b>Foul Line</b>	Normal foul line.
<b>Game Ball</b>	Men's & Mixed Competition – Size 7. Women's – Size 6.
<b>Extra Periods (Drawn Results)</b>	Three (3) minute overtime period(s) One (1) time out per team, per overtime period Clock stops on all whistles during the final one (1) minute and for timeouts Team & player fouls carry over into each overtime period Teams shall play in same direction as second half

<b>Competition</b>	<b>Senior Mixed only</b>
<b>Gender</b>	A maximum of 3 of any one gender can take to the court at any given time.
<b>Keyway Restriction</b>	First Half – Male players restricted Second Half – Female players restricted
<b>Scoring Restriction</b>	Maximum 10 points per player until all players on your team have reached 10 points. Players cap then increased by Four (4) points per player.

## What is not allowed



Same base colour but different trim



Running Shorts



Leggings worn without shorts over the top



Same base colour but different coloured numbers



Damaged/missing numbers



Compression/Bike Shorts without shorts over the top



Taped numbers



Same base colour but different trim



Pockets in shorts

## What is allowed



All team members matching



Leggings with shorts over the top

## 9.2 Glossary

Term	Definition
<b>+/-</b>	Refers to a timeslot before or after a scheduled time
<b>BA</b>	Basketball Australia
<b>BV</b>	Basketball Victoria
<b>Competition</b>	Structure competition usually a season base or school term base
<b>Complaint</b>	A Complaint is a general expression of dissatisfaction with a situation or the behaviors of other person(s) within the association
<b>Fill-In</b>	A player who plays for a team, however, was not included in the team playing list as a regular player
<b>Forfeit</b>	When a team is unable to play a fixtured game due to having less than two (2) players eligible to play
<b>Grades/Sections</b>	A grouping of teams for a competition
<b>Grievance</b>	A Grievance is a more specific and serious feeling of wrongdoing that relates to harassment, discrimination, or vilification by person(s) within the WCBA
<b>Medical Certificate</b>	Document provided by a certified Medical Practitioner
<b>Medical Exemption</b>	An email/letter provided to an individual by WCBA Management.
<b>MPBS</b>	Mill Park Basketball Stadium
<b>Natural Age-Group</b>	For under-age competitions, it is the age-group a player qualifies to play in determined by the competition date of birth 'cutoff date'
<b>Notice of Behavior</b>	A letter sent to Teams or individuals, that demonstrate poor or unacceptable behavior.
<b>PlayHQ</b>	Competition Management Software
<b>Regular Player</b>	A player who is on the team playing list at the time of team registration
<b>Season Information Pack</b>	A document containing information for a specific season. Topics covered are; key dates, fees, competition structure, competition calendar, and other association information.
<b>SSV</b>	Sports Stadiums Victoria management group
<b>Un-Notified Walkover</b>	A club or team delegate does not inform WCBA Management of the intention not to play. Commonly referred to as a 'no-show'
<b>Unregistered Player</b>	A player who is not registered in any WCBA competition
<b>Walkover</b>	When a fixtured game, is not played due to a team not having the required number of players present
<b>WCBA</b>	Whittlesea City Basketball Association
<b>WCBA Board</b>	WCBA elected Board (Executive Committee)
<b>WCBA Management</b>	WCBA administration team responsible for the day-to-day operations of WCBA