



DOMESTIC COMPETITIONS BY-LAWS

OCTOBER 2025





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INTRODUCTION

Wyndham Basketball Association (WBA) 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.

With the issue of these Competition By-Laws, all previous and prior Rules and By-Laws previously known as “Rules and Regulations for Competitions” are revoked.

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

These rules shall be followed at all times and can only be revised by the WBA Executive and/or appointed Sub-Committee’s, and must be endorsed by the WBA Executive Committee before taking effect.

The WBA Board, WBA 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 WBA staff.

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

WBA adheres to the Basketball Australia “Blood Policy”

WBA adheres to the Basketball Victoria “Tribunal Bylaws”, “Member Protection Policy” and “Concussion Policy” and others as circulated from time to time.

The following by-laws assume the usage of: Wyndham Basketball Association (WBA) website www.wyndhambasketball.com and all applicable software relevant to the website, including but not limited to PlayHQ and associated packages.



I. COMPETITIONS

1.1 Structure

Wyndham Basketball Association (WBA) will offer competitions as follows:

Senior Competitions:

1. Men
2. Women
3. Mixed

Junior Competitions:

1. Age Group based competitions defined by WBA Management

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 WBA Management.

From time to time, WBA Management may conduct other competitions

1.2 Competition Governance

Competitions will be conducted in accordance with:

1. these By-Laws
2. the F.I.B.A. Official Basketball Rules
3. Basketball Victoria Rules relating to domestic competitions
4. all WBA policies not specifically addressed within these By-Laws

1.3 Grading

Team Registration

1. Teams will be nominated in the appropriate age grade in division A, B, C or D
2. Where grades have a large number of teams expected to be nominated, divisions B – D will consist of 3 sub-divisions e.g. B1, B2, B3, C1, C2, C3 etc
3. Where grades have a small number of teams expected to be nominated, they will remain as A, B, C and D
4. When nominating teams for summer season, clubs should use the previous winter season as a guide for team placement
5. In transition from summer to winter season, the two teams in ladder positions 1st and 2nd at the conclusion of the summer season will be promoted to the grade above



6. If there is a significant change to personnel in either teams finishing 1st or 2nd at the conclusion of summer season, they may request an exemption to remain in the same grade for the following winter season
7. The Community & Competition Manager in conjunction with the Domestic Chair will review each request on a case-by-case basis to determine where that team shall be nominated
8. If the winning premiership team from the summer season did not finish in either 1st or 2nd position at the conclusion of the season, they too will be promoted to the grade above
9. The bottom 2 teams on the ladder at the conclusion of summer season may be relegated to the grade below at the discretion of the club
10. The following table will provide a guide for team placement at time of nomination
11. Please see the Representative Player Points Policy for total player points allowed per team dependant on the grade
12. If a club wishes to register additional player/s to a team after team registrations have closed, you must obtain approval from the Community & Competition Manager prior to the player/s being allocated to the team

Grading Guidelines

GRADING GUIDELINES	Division
VC, VJBL 1, VJBL 2 & VJBL 3 level representative players or similar skill level	A
VJBL 4 and below representative players or similar skill level	B
No more than three (3) VJBL 5 level and below representative players or similar skill level	C
Basic skill level, new to competition and NO representative players	D

Note: clubs are in the best position to understand the makeup of teams and have the discretion on the initial placement at time of nomination. If there are less than four (4) teams in a grade, the Community & Competition Manager may shift teams in order to develop a fixture for round 1 of grading.



Grading Process

13. The Community & Competition Manager will reach out to clubs requesting volunteers for a Grading Committee prior the commencement of each junior domestic season
14. The Community & Competition Manager along with the Domestic Chair will then determine the Grading Leads and grading working groups for each age group
15. Where possible have two (2) grading leads per gender age group
16. The Grading Leads should must declare any conflict of interest they have (e.g. coaching within the age group) to the Community & Competition Manager
17. The Grading Working Groups will then follow grading guidelines to ensure teams are placed in the correct grade at the conclusion of the grading period
18. In the summer season, grading will consist of 4 rounds of fixture commencing in week 1 of the competition and concluding on week 4 of the competition
19. In the winter season, grading will consist of 3 rounds of the fixture, commencing in week 1 of the competition and concluding on week 3 of the competition
20. The WBA reserves the right to move teams at any time at their discretion
21. Teams will not keep their points/percentage at the conclusion of grading and not carry into the regular season
22. The grading working groups will watch games of their specified age group over the grading period to determine the final placement of teams at the conclusion of said grading period
23. The grading working groups will follow the grading guidelines to ensure that teams are placed in the correct division at the conclusion of the grading period
24. To encourage teams to play in the A grade competition of each age group, at the conclusion of the grading period, the grading lead, along with the Community & Competition Manager and Domestic Chair will determine if there is a need for a reserve grade final in that competition
25. If a reserve grade final is deemed appropriate, this will not be shared with the wider competition any earlier than 3 weeks prior to the end of the regular season to ensure teams play to win and earn a spot in the top 4 on that competitions ladder



II. TEAM REGISTRATION

2.1 Application for Entry

2.1.1 Senior Teams

Senior teams must register via the online registration portal on the WBA 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 WBA Management. “New” teams will be subject to a non-refundable application fee at time of registration as determined by WBA Management.

2.1.2 Junior Club

WBA recommends all junior players / teams register via an affiliated domestic club.

An online registration portal will be opened on the website not less than four (4) weeks prior to the start of a season. Teams must register a minimum of five players on their team entry.

Independent teams will not be eligible to register into the junior domestic competition.

2.1.3 Club Based Membership

Application by a club for membership in WBA Domestic Competitions (junior & senior) must be made in writing to WBA 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. WBA 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 WBA 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 WBA 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 WBA management &/or relevant sub-committees.

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

Teams and players registered via clubs are, affiliated members, of WBA 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 WBA 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 WBA 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 WBA competition.

Teams may be refused entry due to:

1. competition exceeding venue / resource capacity
2. non-compliance with policies &/or acceptable standards of behavior
3. continued delay in payment of invoices and/or outstanding unpaid fines
4. proving unreliable in previous seasons (i.e., continual walkovers)
5. previous withdrawal from fixture competition
6. non-payment of prescribed fees
7. WBA 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 WBA only by the registered team delegate. The entry must be lodged in accordance with the provisions as set out in these By-Laws.

Team Names must be in good taste and not deemed offensive by WBA Management.

Existing Junior teams can be re-registered via their affiliated domestic club with WBA.

2.4 New Teams

New Senior teams can be entered via the WBA 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.

Team Names must be in good taste and not deemed offensive by WBA Management.

New junior teams must be registered via an affiliated domestic club.

Where competition entries exceed venue / resource capacity priority is given to existing teams. WBA 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 WBA 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 WBA Management, however, Registrations will close once there are no longer enough rounds remaining for newly registered team players to accrue the required number of games for finals eligibility.

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 junior and 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'

For junior competition, teams will be placed in grades/sections at time of registration. Grading will assist in ensuring team are placed into competition relevant to their age and skill levels.

Team playing list may remain the same from Summer to Winter if the players are not changing age group.

2.8 Disqualification from Season

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

1. gives two (2) consecutive walkovers (teams/clubs will be contacted for clarification of walkover prior to removal)

2. gives three (3) walkovers in a season (teams/clubs will be contacted for clarification of walkover prior to removal)
3. declines to pay invoices and/or fines incurred within gazette payment terms
4. breaches acceptable standards of behavior as per BV codes of conduct
5. failure to abide by Notice of Behavior
6. any reasons deemed appropriate by the WBA 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 WBA 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 WBA 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 WBA. Information required for each player includes full name, email address, mobile number, gender, date of birth, postal address, postcode and suburb. Additional information for players in junior competitions is also be collected such as junior representative (VJBL) status and school.

WBA 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 WBA subject to the provisions of the WBA 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.

From time to time WBA Management may request proof of age of any player within the competition.

3.2 Registration Restrictions

The following restrictions are applicable for domestic competitions at WBA:

- 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 or equivalent as appropriate to their gender. These players may apply to WBA management for exemption.
- Individuals currently under suspension by the Basketball Victoria Tribunal or WBA management may not register until the suspension is served.
- Players must meet the age group eligibility criteria;
 - In junior the player must comply with the 'Year of Birth' criteria set for that competition, or
 - In senior competitions, the player must be aged 15 years old or older. Exemptions to this must be put in writing to WBA 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 WBA Management and follows the process for transfers and clearances.

3.3 Representative Player Points

Purpose

The purpose of the Representative Player Points Policy is to ensure fairness and balance within the Wyndham Basketball Association (WBA) junior domestic competition by regulating the number of high-level representative players permitted in a team.

The policy promotes long term player development within clubs, whilst preventing the formation of dominant teams.

Player Points Allocation

1. Each player in the WBA junior domestic competition that plays representative basketball will be
2. allocated points based on the VJBL grade that they play.
3. Players who do not play representative basketball will be allocated 0 points
4. Player points are allocated for Summer 2026 based on VJBL 2025
5. From Winter 2026 player points will be allocated based on the VJBL 2026 season, and remain in
6. place for 12 months
7. Each winter season points will review based on player's VJBL grade
8. Clubs will be responsible for the allocation of player points in PlayHQ
9. Points allocation will be based on the below table:

VJBL Grade	Points Allocation
VC (Victorian Championship), VC Reserve & VJBL 1	8 points
VJBL 2 & 3	6 points
VJBL 4 & 5	4 points
VJBL 6 & below	2 points

Who is a Representative Player?

1. A player who is currently playing representative basketball on a VJBL team (or



2. equivalent), or has played on a representative team in the past 12 months
3. All representative players who are playing representative basketball will be allocated a grading point according to their current or last VJBL grade (refer to table above)
4. Former representative players no longer playing representative basketball, but continuing to play in the WBA's junior domestic competition, will have points allocated for the next 12 months of domestic basketball directly following their retirement from representative basketball
5. Players who are deemed to be home-grown players will receive a 50% discount (e.g. a player in VC will have an allocation of 4 points if they are considered a home-grown player)
6. Players playing up an age group in addition to their natural age group will receive a 50% discount
7. Players who are playing up an age group, however not playing in their natural age group will receive full points allocation
8. A player may only receive one instance of player discount (e.g. they are not able to receive a home-grown and playing up discount)
9. Should a player be unable to play in their natural age group due to extenuating circumstances, the club may apply for an exemption for that player/s to receive at 50% playing up discount, this must be done in writing to the Community & Competition Manager in conjunction with the Domestic Chair
10. Should a club fold, any player from that club can apply for an exemption to retain their homegrown status at their new club
11. The Community & Competition Manager and Domestic Chair will review all exemption requests and advise the club/s of the outcome
12. Should the club wish to appeal, this will be done in writing to the Domestic Chair to raise with the Executive

Team Player Allowance

13. At the time of registration of the team into PlayHQ, the final list of players registered to the team should not exceed the total team points allowed for the grade the team is registered to.
14. If the points threshold has not been reached for any given team and a club wishes to register additional representative player/s after team registrations have closed, you must obtain approval from the Community & Competition Manager prior to the player/s being allocated to the team.
15. The additional player must be registered and allocated to the team in PlayHQ prior to the commencement of a fixtured game.
16. If a player or players are absent on game day, their representative points will still count toward the team's total allocation

The maximum number of points per team permitted:

A grade – 30 points

B grade – 22 points

C grade – 8 points

D grade – 0 points

** **NOTE:** This includes all sub-divisions in each grade*

Who is a Home-Grown Player?

1. All players registered in a Club for the Winter 2025 season are deemed as home-grown players

2. If a player transfers to a new club for the WBA Summer 2026 Season, will be allocated full representative points at their new club
3. If a player transfers between clubs and has not played representative basketball previously, their current club will be considered their “home grown” should they start playing representative basketball post transfer.
4. Representative players from other associations that have not played junior domestic basketball at WBA will be considered “imports” and **WILL NOT** be considered home-grown, they will be allocated full representative points
5. Players transferring clubs in the WBA within the junior domestic competition, must play for two (2) full calendar years at their new domestic club before they become considered “home-grown” and eligible for a home-grown discount
6. Each time a player transfers between clubs, their home-grown status resets and the time period qualification applies as per the point above.

Fill-in/Alternate Players

7. Fill-in/alternate players must be sourced as per the fill-in policy
8. Fill-in/alternate players must not cause the team to exceed the team allowance for the grade they are filling in for
9. Fill-in/alternate players do not qualify for any player discounts

Penalties

10. Should there be any infringement on the policy, the affected game/s will result in a forfeit
11. Any breaches identified on game day are **NOT** to be raised with Game Day Supervisors, all concerns must be emailed to the Community & Competition Manager through the relevant club official and will be dealt with retrospectively

3.4 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).

A player may be subject to de-registration at the direction of the WBA Executive Committee.

3.5 Multiple Registrations

3.5.1 Senior Competitions

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 Monday and C grade on Wednesday.

3.5.2 Junior Competitions

Junior players may play in more than one competition subject to the following eligibility criteria:

- Players should play in their 'natural' age group. 'Natural' age group is defined as the age group the player qualifies for based on their year of birth.
- A player may play in multiple teams in different age groups (*e.g. U10 Boys and U12 Boys*) provided the player is compliant with age group requirements (*U10 player can play up in U12, but an U12 player cannot play down in U10*)
- A player cannot play more than one (1) age group above their natural age group. (e.g. U10 cannot play in U14, U14 cannot play in U18).
- Players registered to play in more than one (1) competition on the same day of competition should not expect that special fixturing will be undertaken to allow them to play in both teams each round.

3.6 Transfers and Player Movements

At the conclusion of each season players are considered "free agents" and are free to move from Domestic Clubs (Juniors)

A transfer is when a player wishes to move from one club to another.

Player movement is when a player wishes to move from one team to another within the same club during a season.

1. The regular season commences at round 1 of the competition post grading.
2. Players wishing to change clubs must be granted a transfer from their current club during the transfer window.
3. The transfer window will open when the new season registration opens and will close when the finals eligibility window closes.
4. All transfers must be approved or declined within ten (10) days of the application being lodged, otherwise the transfer will be automatically granted.
5. Transfers can be refused by clubs where a player (or other family members) may be unfinancial or have property belonging to the club. Once all obligations have been met, the club cannot refuse the transfer.
6. Players not registered in the current season may request a transfer to another club at any time until the close of the transfer window, unless unfinancial or have equipment outstanding the transfer shall be granted.

7. A transfer will still be required for any player transferring out of a club that is no longer affiliated with WBA. If assistance required please contact the CCM.
8. Any player who has their transfer request denied may appeal the decision to CCM
 - I. Appeals must be in writing to the Community & Competition Manager with seven (7) days of refusal
 - II. Accepted appeals must be heard within fourteen (14) days by the Community & Competition Manager in conjunction with the Domestic Chair (In the event of a conflict of interest for the Domestic Chair, another Executive Member will review the appeal)
 - III. No appeal will be heard by the WBA unless the applicant has discharged all financial
 - IV. obligations to their original club
9. Clubs that have more than one team in any one age group may move players only once between teams during the grading period.
10. Should a player need to move teams a second time a request must be made in writing by the club for approval by the Community & Competition Manager in conjunction with Domestic Chairperson
11. Once the regular season has commenced, a club may move a player from a lower grade to a higher grade within the same age group, however finals eligibility will be at the discretion of the WBA. The club must advise the Community & Competition Manager in writing of the change.
12. Any movement during grading of players must be advised to the CCM prior to game day (where practical).
 - I. -Once the regular season has commenced, if a club wishes to move a player from a higher grade to a lower grade within the same age group, they must seek approval from the Community & Competition Manager or Domestic Chair and provide sufficient evidence to support the request.

Senior Teams

13. A player must lodge a request to the Community & Competition Manager should they wish to be transferred between teams within the one competition of that season. If granted, the Community & Competition Manager will unallocate the player from the former team and then allocate the player to the new team.
14. In the event that a player requests to move teams due to their team folding the competition, at the discretion of the Community & Competition Manager, finals eligibility qualifications may be carried over to the new registered team.

3.7 Late Player Registrations

3.7.1 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 in PlayHQ.



It is the responsibility of the club to allocate newly registered players to the regular playing list for the team.

3.7.2 Competitive Balance

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

Club delegates are responsible for ensuring that late player registrations will not significantly impact the competition balance of the grade/division the team competes in and must notify the WBA.

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

3.7.3 Right of Refusal

WBA 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 WBA, pending factors such as competitive balance, time of season and impact on other teams within the competition.

3.8 Junior Age Groups

All “under-age” competitions (i.e. u08, u10, u12 etc.) are deemed junior competitions and player eligibility for each age group is based on year of birth.

Players must be under the age of the age group in the year of which the season concludes. For example, in the Winter 2023 season, players participating in the Under 14 age group must not turn 14 during 2023.

Players cannot play up more than one (1) age group above their natural age group. For example, an U14 aged player may play in U16 competition, but not in U18 (or older).

Clubs may request an exemption by submitting an email outlining the reasons for the player to play in the competition, to WBA management.

3.8.1 Age Group Classification

Age group classification will be included in the Season Competition & Registration Information document released to all clubs and teams.

3.8.2 Age Group Exemptions

Exemptions may be granted for players to play outside of the age restrictions. For an application for a player to "play down" to be considered, the following must be provided:

- Rationale/justification
- Declaration by the club delegate that the player will not pose a danger to opposition players due to being significantly physically larger
- Medical documentation from a medical practitioner outlining a recommendation for the player in question not be playing in their "natural age group"

For an application for a player to "play up" more than one age group to be considered, the following must be provided:

- Rationale/justification
- Declaration by the club delegate that the player in question will not be in any danger by being significantly smaller than opposition players
- Declaration by the club delegate that opposition players will not feel the need to compromise their style of play when playing against the player in question

The player is not permitted to play, until such time an exemption is granted in writing from WBA Management. An exemption is not evergreen and should be applied at the beginning of each competition seasons.

3.9 Trans-Gender Participation

At the WBA, 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.

The following guideline applies for cross-gender participation:

- Under 12 and below – in accordance with the Victorian Equal Opportunity Act, competitions are mixed competitions (boys can play in girls competitions and girls can play in boys competitions)
- Under 14 and above – competitions may be gender specific, however, a player may participate in competitions for the gender to which they identify



3.10 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;

3.10.1 Ambulance

It is recommended that all members have an appropriate level of ambulance cover. WBA 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.

3.10.2 First Aid

Limited 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.

3.10.3 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 must not have pockets or zips.

Tracksuit pants may be worn, however, they must be the same color as the registered uniform color and must not have pockets or zips.

Each club and team shall register the colors of their uniform on the WBA 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:

- I. Short Sleeve or Long Sleeve T-Shirts may be worn under the playing singlet (same color as singlet, or black or white)
- II. A mixture of T-Shirts and Compressions is acceptable, however they must be the same color for all members of the team
- III. 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)
- IV. Shorts may not have cuffs, pockets, belts, buckles, or external drawstring
- V. Numbers 0, 00 and 1 to 99 are permitted (Number 69 is discouraged)
- VI. Playing in a singlet without a number is not permitted
- VII. Taped or hand-written numbers are not permitted
- VIII. Use of club uniforms by non-affiliated teams must have written consent from that club
- IX. Tops must be tucked into shorts/track pants. An exemption can be made to the CCM for uniform regulations. These may include a request for exemption on tucking in shirts due to body image or medical reasons. Such a request is expected to normally be granted but a request must be made
- X. Clean athletic footwear must be worn. No flashing lights are permitted.



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 Incorrect Uniform

Players who are not clothed in the registered uniform singlet shall not be permitted to take the court. The team may borrow singlets to avoid a walkover, however regulation shorts must be provided by teams for all players.

Under extenuating circumstances (i.e. preventing a walkover) a player may be permitted to play.

Players who are not clothed in the registered uniform singlet, may be permitted to play in an alternate singlet, however a penalty (for Juniors 5 points and for Seniors 10 points) shall be awarded to the opposing team prior to the conclusion of the first half.

Players who are not clothed in the registered uniform shorts, may be permitted to play in an alternate pair of shorts, however a penalty (for Juniors 5 points and for Seniors 10 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 supervisor on duty. 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 WBA Management. The decision by WBA management is final.

4.5 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 home 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 WBA Management. The decision by WBA management is final.

4.6 Use/Hire of Alternate Singlets

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

4.7 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 club (junior competition) or team (senior competition) will be required to cover the cost of replacement.

4.8 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.

Players wearing shorts with pockets (even if they are turned inside out) or zips, jewellery of any kind other than a flat wedding band, fingernails that protrude past the tip of the finger will not be permitted to take the court.

If a player claims that a particular item cannot be removed, it must be suitably covered (i.e. with medical tape) and must seek approval from the Supervisor prior to taking the court. The supervisor will have the final decision on the eligibility of the player to play the game.

4.8.1 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.

4.8.2 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).

4.8.3 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, it is recommended the hair be 'tied up' or placed inside the collar of the singlet.

4.9 Penalties

4.9.1 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 – 10 points in Senior Competitions and 5 points in Junior 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.

4.9.2 Uniform Exemptions

Any team seeking an exemption from the prescribed uniform requirements must submit in writing to the WBA 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 WBA 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 WBA 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 WBA Management.

No members of game day operations (i.e. Supervisors, Referees etc.) 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 WBA Management will publish fixtures for each competition prior to the first round of each season. Fixtures will be released prior to the commencement date of the competition, 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 Junior Competitions

Games are scheduled across numerous venues mostly within the City of Wyndham. Wyndham Basketball Association (WBA) is committed to providing a consistent approach to fixtured times, following an age group flow system, starting with the youngest age groups, and concluding with the oldest age group. Factors including, but not limited to, venue availabilities, team registration numbers and referee availabilities may result in slight variations to the age group flow system.

Times for each age group may vary slightly each season due to fluctuations in total team entries for each age group, i.e. an increase in team entries will result in each age group starting later than the previous season. Ordinarily the impact on competition times would be minimal unless there was a substantial increase or decrease in overall team entries.

U8 games will be played at venues with adjustable backboards to assist in lowering the backboard/ring level for competition.



Venues are allocated as evenly as possible for each age group and division, with exception for A grade for player and referee development / quality control. The Saturday competition utilizes a substantial number of venues and therefore teams should not expect to be scheduled across all venues during the course of an individual season.

5.1.3 Senior Competitions

Senior competitions utilize a time flow equalization method to ensure the fairest distribution of games across the course of an individual season for each grade/division. 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.

5.1.4 Fixture Requests

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 are not considered 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 WBA resources or opposition teams.

5.1.5 Coaching / Playing Multiple Teams

WBA recognizes the important role coaches play in supporting junior domestic competitions.

As such the WBA recommends coaches coaching multiple teams on the same day of competition, recommend clubs follow the below guidelines:

- The teams should have at least a one age group gap (e.g. U10 and U14)
- Coaches with multiple teams are advised to have assistant coaches

Players are permitted to play in multiple teams in junior or senior competitions subject to applicable policies contained within these by-laws (e.g. age groups). Players opting to participate in multiple teams on the same day of competition should not expect to have special fixturing considerations undertaken so they can attend both games each week, including finals. Where a fixture clash occurs, the player must decide which game they will participate.

5.1.6 Finals Fixtures

All teams must be readily available to participate in finals games, subject to finals qualification and structure.



The WBA 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 via method outlined in season information pack.

Junior competitions game fees are via invoicing. Club delegates, will receive an invoice for the games their teams have played for a period as set by WBA Management.

Un-financial teams / clubs may have sanctions imposed by WBA 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

Senior players are bound by their individual team structures.

Junior players within the club environment are bound by club fee structure.

5.3 Supervisors & Game Referees

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

The WBA endeavors 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 (except all U8 games have single/solo referees appointed)
- Trainee / green 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 WBA, 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. WBA 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 WBA 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 one (1) competent person to act as scoretable official for each game.

Scoretable officials should be a minimum of 14 years old. If a person is under 14 years of age, they must be accompanied by an adult.

One (1) 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 scoretable official. This person may act as a substitute during the game but only if their replacement on the scoretable 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 reached 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 (Junior Competition) or team delegate (Senior Competition) is to email WBA Management.

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

If neither team has a scoretable official, the game shall not commence. Under no circumstances may either of the rostered game referees complete the duties of scoretable 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 referees 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 WBA as soon as is reasonably possible; ideally at least one week's 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.

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

When a game is abandoned as a result of the Referee or Comp Supervisor deeming a team's conduct warrants a cancellation, the following shall occur:

- 1) If a game is abandoned in the first half, it is counted as an abandoned game, with all registered players credited as having played for finals qualification;
The result will be recorded as 0-0.
- 2) If the game is abandoned after the completion of the first half due to behaviour:
 - I. If the team responsible through their actions for such actions is leading the game, the opposing team will be awarded three (3) premiership points and score of 20-0 shall be recorded for percentage purposes. The team responsible for the abandonment shall be awarded zero (0) premiership points.
 - II. If the team responsible for such actions is trailing in the game, the score will stand. The winning team will receive three (3) premiership points, and the losing team will receive zero (0) premiership points.
 - III. If both teams cause the issue, then neither team will receive premiership points and the score will go down as 0-0.
 - IV. The referees or Competition Supervisor CCM shall determine which team is at fault and who shall be awarded points
 - V. Referees or Competition Supervisor must submit a report the team/s at fault BV Tribunal.
- 3) If for Administrative reasons or unforeseen circumstances outside of the WBA's control, a regular season game is unable to proceed:
 - VI. Prior to the completion of the first half – the game will be deemed as cancelled, with all registered players credited as having played for finals qualification
 - VII. After the completion of the first half – the current score and result of the match will stand.
- 4) If a regular season game or grading game, is abandoned it will not be rescheduled or replayed.

- 5) If a finals game is abandoned, the competition will abide by the Finals Cancellation Policy as set out in Appendix B of the Competition By-Laws.

Cancellation of a Fixtured Game

- 6) If due to circumstances beyond WBA's control a game is cancelled, the games will not be rescheduled.
- 7) The game will be declared a non-played game with registered players credited as played for finals qualification.

Delayed Start

Should a game be delayed out of WBA or team's control (ie not players being late), the game can commence any time up until half time

- 8) The game clock shall commence at the scheduled start time of the game
- 9) If the game can commence in the first half, the duration of the first half will be determined by the time remaining on the game clock
- 10) No points shall be allocated to either team for the time that has expired
- 11) The second half of the game will continue as normal
- 12) If the game clock for the first half expires (Once 20 mins has expired/lapsed), the game shall be deemed abandoned and the result of the game will be as per the Abandoned Games policy

5.8 Rescheduling of a Fixtured Game

If due to circumstances beyond the control of WBA, a game is unable to be played as fixtured (except forfeits), WBA 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.

5.10 Fines and Penalties

Fines levied against junior teams are responsible to the club, and for 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 WBA 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 45-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. (U8 will be 17 minutes)
- Half time interval will be 2 minutes. (U8 will be six (6) minutes with each player shooting two (2) free throws. Any scores will count towards score).
- Clock stops on all whistles in the final one (1) minute of second half if the score difference is 10 points or less.
- 24 Second Rule does not apply unless specified.

6.1.2 Game Regulations – Grading & Regular Season Games

- Timeouts:
 - Seniors: Each team is permitted a maximum of two (2) time-out per half.
 - Junior: Each team is permitted a maximum of two (2) time-out 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

6.1.3 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 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.

6.1.4 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.

6.2 Game Rules – Competition Specific Modifications

6.2.1 Ring Height

- U08 – lowered ring (where available)
- U10 to Seniors – regular height

6.2.2 Ball Size

Competition	Gender	Ball Size
U8, U10 & U12	Boys & Girls	5
U14 and above	Girls	6
U14	Boys	6
U16, U18 & U20	Boys	7
Senior	Women	6
Senior	Mixed & Men	7

6.2.3 General Court/Game Regulations – Junior Competitions

	U8	U10	U12	U14	U16	U18	U20
Ball Size	5	5	5	6	Girls – 6 Boys – 7	Girls – 6 Boys – 7	Girls – 6 Boys – 7
Free Throw Line	Advance of short line	Short Line	Short Line	Normal Line	Normal Line	Normal Line	Normal Line
3pt Line	Short Line	Short Line	Short Line	Short Line	Normal	Normal	Normal
Time in Key	N/A	5 secs	5 secs	3 secs	3 secs	3 secs	3 secs
Ring Height	Lower	Normal	Normal	Normal	Normal	Normal	Normal
No Charge Semi- Circle	N/A	If marked	If marked	If marked	If marked	If marked	If marked

6.2.4 Technical Fouls, Unsportsmanlike Fouls & Sin Bin

As per Basketball Victoria Rules all technical fouls on a player will result in the following penalty:

- a) 2 shots plus possession, and
- b) 5 minute sin bin penalty (game clock).

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

The scoretable will note the time the player/s leave the court and inform the coach of the playing time.

A substitute is permitted to replace the player. A sin bin player, may if required, fulfill scoretable duties.

If under Article 42 Special situations as per the FIBA rulebook, where player/s of opposing receiving technical and/or unsportsmanlike fouls, and the on court penalties will cancel out, the sin bin penalty for the player/s, will sit apply.

There is no discretion for the Sin Bin.

6.2.5 Senior Mixed Competition

A maximum of three (3) of any one gender can take to the court at any given time.

Once a player's score tally in a game equal or exceeds 10 points, they're deemed to be "scored out" (is ineligible to score any more points). If a player scores whilst "scored out", the score will be cancelled, and the opposition awarded the ball at the free throw line extended.

If a "scored out" player is fouled in the act of shooting, their team will be awarded the ball out of bounds (unless the opposition are in the team foul penalty). Free throws arising to a player who is "scored out" whilst the opposition are in the team foul penalty must be taken by an eligible team-mate.

However, players who reach 10 points during a set of free throws are eligible to complete the set of free throws and have those points count if successful. Likewise, players who score a field goal (which takes them to 10 points or more) and are fouled in the act of shooting (AKA And 1) are eligible to shoot the subsequent free throw and have it count if successful. Once all players on the team (excluding those who can no longer participate) have scored 10 or more points, each player is then eligible to score up to the next multiple of 10 points.

In the first half, male players are permitted in the keyway, and in the second half, female players are permitted in the keyway. In all overtime periods (finals), females are permitted in the keyway.

A player not entitled to be in the keyway, will be called for a violation, and the ball awarded to the opposition for a throw-in.

6.2.6 No Zone Policy

WBA highly recommends the use of man-to-man defence particularly at the younger age groups. Our philosophy is that the use of zone defence doesn't teach players good defensive habits, hinders the long-term development of players, and limits the offensive development and fun of opposition players.

Definition of a zone: a method of defense, in which each member of the defensive team guards a specified area of the court, typically around the key within the 3-point area.

WBA Junior domestic basketball games:

- U08: Any defense permitted, however, after a team has scored, all their players must 'defend' an opposition player in their defensive half of the court. Players are not permitted to 'line up' across the center line.
- U10 & above – man to man encouraged although not compulsory. However, after a team has scored, all their players are encouraged to 'defend' an opposition player. Players are not permitted to 'line up' across the center line.

6.2.7 Mercy Rule

The junior domestic competitions are there to give all players an opportunity to have a go and enjoy their basketball. The mercy rule is in place to promote sportsmanship and to stop teams from dominating a particular game to the point of demoralizing their opposition.

The mercy rule is applicable to the following WBA junior domestic competitions:

- U8 10-point lead
- U10 15-point lead
- U12 & above 20-point lead
- Seniors Not applicable

All players on defence are required to retreat to and remain within their defensive 3-point line whenever their team is leading by applicable points or more, after a score, subject to the following provisions:

- Enforcement of rule optional to the losing team
- Violation (throw-in from sideline or baseline) for breach of rule
- Not applicable in grading period or finals

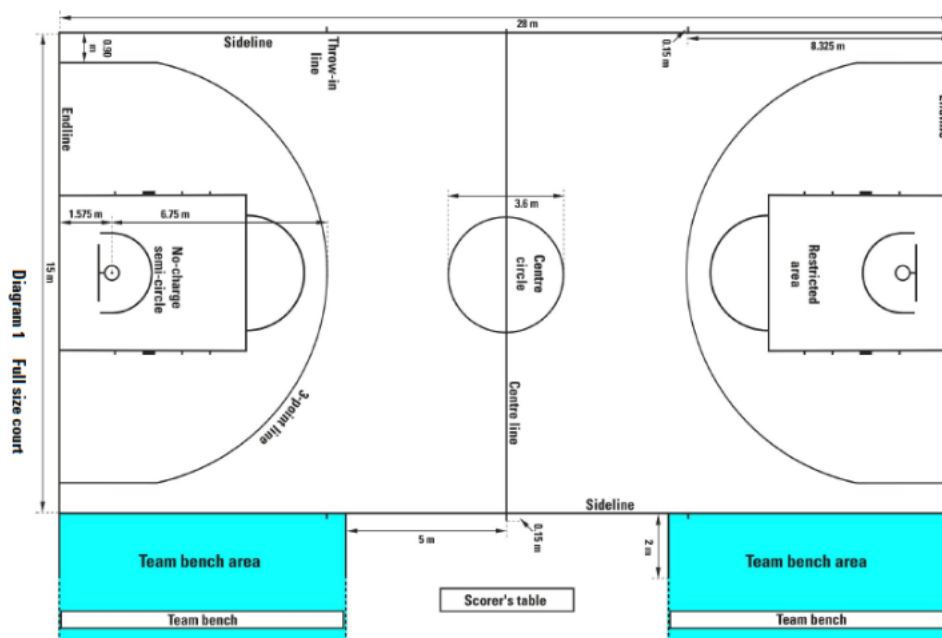
Where the mercy rule is enforceable and not being followed by appropriate team, the referees may stop the game and instruct players to retreat within the defensive 3-point line to play defense. A Supervisor may be approached to assist in this situation.

The mercy rule is not enforceable during grading games. This is to ensure teams can play at their full competitive potential and be graded to the most appropriate division. Both coaches can mutually agree not to enforce the mercy rule but can independently elect to have it enforced at any future time during the game.

6.2.8 Club Officials

Coaches will be bound by the following :

- 1) Each coach/assistant coach in the junior competition must be registered in PlayHQ and allocated to the appropriate team (parents filling in due to a coach being absent are exempt from this).
- 2) Each coach in the junior competition must comply with the applicable Child Protection Policy, including Working with Children guidelines.
- 3) Whenever actively coaching, coaches are required to have their WWC card with them.
- 4) All coaches must be 12 years or older.
- 5) Unless exempted a coach under 18 must have an adult nominated as an assistant coach or team manager or face having the coach replaced.
- 6) Any parents who are fill-in coaches due to the main coach being away must also have a valid WWC card
- 7) Each team must have an identified coach present before and during each game.
- 8) If a team has a Coach and an Assistant Coach, only one (1) coach is permitted to be standing at any time.
- 9) Coaches must remain inside the coach's box during the game, with the exception of approaching the score table to request a time out, or obtain player information on the scoring tablet



- 10) For junior competition Under 8 – Under 18, all coaches must be non-playing in that game
- 11) For all junior competition under 20 and higher, if a coach is not allocated, the team must allocate a captain which must be recorded in PlayHQ.
- 12) The allocated captain must make themselves known to the referees prior to the start of the game.
- 13) Senior teams may nominate a player to act as the coach or captain and must be recorded in PlayHQ.
- 14) In the event that the senior coach/captain is not available on any given fixture, the stand-in must make themselves known to referees prior to the start of the game.

Coaching dress code

- 15) Coaches are encouraged to wear enclosed footwear
- 16) Coaches are encouraged to wear official club apparel where possible (playing singlets are not permitted)
- 17) Coaches are not permitted to wear any representative club apparel whilst coaching Domestic games

Team Managers

- 18) Each team manager must be registered in PlayHQ and allocated to an appropriate team
- 19) Each team manager in the junior competition must comply with the applicable Child Protection Policy, including Working with Children guidelines.
- 20) Whenever actively involved with the team, team managers are required to have their WWC card with them.

- 21) It is encouraged that each team have an identified team manager present before and during each game to deal with any game related issues
- 22) Team managers are encouraged to wear official club apparel where possible so they can be identified easily by WBA match day staff

Club Committees

- 23) All members of club committees must be registered in PlayHQ as a volunteer
- 24) Each club committee member must comply with the applicable Child Protection Policy, including Working with Children guidelines.
- 25) Whenever actively involved with junior players, club committee members are required to have their WWC card with them.
- 26) Club committee members are encouraged to wear official club apparel where possible on match days so they can be identified easily by WBA staff to discuss any issues
- 27) All club officials must sign the Member Protection Declaration Form each season.
- 28) All club officials are bound by Basketball Victoria's Code of Conduct and must actively encourage spectator behaviour to also conform to Basketball Victoria's Policy.

6.3 Ladders

Ladder positions are determined by :

1. points average (competition points / games played) and then
2. by percentage (points for / points against).

Competition points are awarded as follows (Excluding under 8 competition)

- I. 3 – win
- II. 2 – draw
- III. 1 – loss
- IV. 0 – Forfeit given
- V. 0 – bye
- VI. 3 – Forfeit received

Results of games during the grading period will be reset 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 at any stage of a game, providing the player is registered into the team playing list.

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 and Substitute Players

Domestic Clubs (Juniors)

Fill-in player

Definition - a player in the same age-group in a lower grade required to stop a walkover

Substitute player

can be one of the following:

- I. A player from a lower age group playing up to assist a team in an age group one level above their natural age group (e.g. Under 12 player playing up in an under 14 team)
- II. A player who doesn't play in their natural age group in the regular season, who may be required to assist a team below in their natural age group

1. All players must be registered with Basketball Victoria and the WBA affiliated basketball club for the current season prior to taking the court.

2. A fill-in player may be added to the team list courtside based on the following:

- I. The fill-in player makes the fourth (4th) player on the team to avoid a walkover
- II. A Competition Supervisor is advised of the situation and has approved player to be added courtside
- III. Should a regular player arrive, the fill-in player must stop playing for the regular player to take court and take no further part in the game (The game does not count towards finals eligibility for the fill-in player)
- IV.

3. Substitute players can be added to the team list to make up to seven (7) players on the day of competition

4. Once a substitute player has played three (3) regular or fill-in games for a team, they are ineligible to play for another team in the same age group nor fill in for any other team within the same age group irrespective of grade..
5. Substitute players must play in a grade that matches their regular team's grade and not grades lower.
6. The substitute player playing up an age group can only play in one grade lower than their natural age group e.g. Under 12 A can only play Under 14 A or Under 14B
7. A substitute player playing down an age group can play in the same grade or above in the natural age group e.g. under 14 player playing under 16 B2, can play under 14 B2, B1 or A, they cannot play any lower than under 14 B2.
8. Where a club does not have a higher equivalent grade for that person to play as a substitute (Eg club has U12A but only an U14D) then an exemption can be applied for from the CCM.
9. Substitute players must be added to the regular team list in the backend of PlayHQ before the games scheduled start time.

Senior Teams

10. A player may be eligible to fill in for another senior team in the same competition (same night) as a fill-in player to avoid a walkover.
11. The player must be the fourth (4th) player named on the electronic scoring system.
12. In the event that another registered member of the team arrives to play, the fill-in player is required to leave the game and no longer participate.
13. Once a fill-in player has played three (3) regular or fill-in games for a team, they are ineligible to play for another team in the same competition. If they wish to continue playing, the fill-in player must then register with that team.

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.

6.6 Finals

6.6.1 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 WBA Management prior to the commencement of the season.

Page-McIntyre System (3 weeks)

- Semi Finals – Game 1 = 1st v 2nd / Game 2 = 3rd v 4th
- 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 WBA 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.

6.6.2 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.

To be eligible for finals, each player must:

- be registered as a WBA 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
 - Junior Competition – "half plus one" of fixtured games (i.e. 20 rounds equals 11 games) in the regular season (including grading games).

Playing under false names does not constitute grounds to contest finals eligibility and WBA 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 WBA 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.

Byes do count towards finals eligibility, providing the player has played the game prior to the bye and played the game after 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.

6.6.3 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.

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

A Senior player who is registered and misses or it is possible to miss, a number of games due to work commitments (interstate travel, shift workers) must submit via their team delegate an email to WBA Management prior to the last three (3) rounds of the regular season. WBA Management will make a decision in the best interest of the competition and this decision will be final.



Junior Players who miss games due to school commitments, family travel or extenuating circumstances, must submitted relevant supporting documentation to their Club. The Club will submit this to WBA Management as early as practical. WBA Management will make a decision in the best interest of the competition and this decision will be final.

If a team will have less than six (6) eligible players available (including medical exemptions), the WBA 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 WBA 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 WBA 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.

6.7 External Policies

6.7.1 Heat Policy

General

In the event there is hot, or extreme weather conditions forecasted. The CCM will determine if the heat policy requires invocation on 35oC forecast or above. In order to be fair and equitable across all venues and timeslots, the Heat Policy comes into effect across all courts/venues once declared by the CCM. This ensures no team is disadvantaged by playing time and avoids any confusion and interpretation. The following will take place in conjunction with Basketball Victoria's guidelines once the heat policy is enacted..

Please note that an abandoned game is one that has commenced as opposed to a cancelled game which has yet to commence.

Court Supervisors will monitor court temperature throughout the day

Measurement of temperature will be taken using the laser temp sensor at least the following times

For Saturday scheduled games

- I. 11am
- II. 1pm
- III. 3pm

For games scheduled in the evening

- IV. 5pm
- V. 7pm
- VI. 9pm

Temperatures will be submitted to the Supervisor WhatsApp Group, the lead supervisor at Eagle Stadium, they will then make the decision of game abandonment implementation of the heat policy. In the event that the Heat Policy is enacted then games will be played under the following timing rules:

- I. Game time must be reduced to 2 x 18-minute halves
- II. Referees must call a compulsory referee's time-out close to the halfway mark of each half (approx. 9 mins)
- III. The clock will stop for the referee time-out
- IV. Each team will be permitted two (2) time-outs per half
- V. The clock will remain running for each team time-out as per normal game timing rules
- VI. Half-time will be two (2) minutes
- VII. In the event that the court temperature reaches 40oC on a specific court, , all games on that court will be cancelled for the remainder of the competition day and if a game is in progress then that game will be abandoned.
- VIII. Where the need for games to be abandoned may occur, each court will be assessed on a court-by-court basis by the Competition Supervisor on duty at Eagle.
- IX. Should a game be abandoned please refer to the abandoned game by-law under game regulations

6.7.2 Blood Policy

Foreword: The following policy is adopted from Basketball Australia's Blood Policy and is applicable to all competitions managed by WBA.

All members need to be aware of the following policy in relation to the safety of the basketball court and the risk of viral transmission. As a practical guide the following interpretation of court safety is to be followed.

- I. During the game the official shall order any player who is bleeding or has an open wound, to leave the playing court and cause this player to be substituted.
- II. Before the player is allowed back into the game the wound should be treated (no further bleeding) and the affected area completely and securely covered.
- III. A bleeding player who has received treatment, and the affected area covered, may remain in the game at the expense of a team time-out (as for an injured player).
- IV. If there is blood on the uniform the player should change the uniform immediately. (It will be necessary to carry a spare number uniform for this purpose.) Under no circumstances should a player with wet or dry blood stains on their uniform be allowed on the court.

- V. Prohibit a player returning to the court with a blood stained uniform, unless the uniform has been soaked in the recommended solution for at least five minutes and thoroughly rinsed off with water.
- VI. Destroy the HIV with a solution of 0.5% bleach and 2% detergent mixed with water and applied for five minutes. (Normal machine washing would kill the virus on pieces of clothing.)
- VII. Blood on the ball - replace the ball.
- VIII. Blood spilled on the floor or benches should be wiped thoroughly with the bleach and detergent solution.
- IX. A "Blood Kit" should be available at all venues during competition games. The Kit should be used only for the purpose of dealing with spilt blood on the floor or benches.

Persons Tending to Bleeding Players and Blood on Surfaces should;

- X. Take precautions so as not to come into contact with body fluids, particularly blood, or with soiled objects, even if the risk is low.
- XI. Take care to avoid blood from the wounded person coming into contact with skin punctures or cuts, particularly on the fingers, or reaching the eyes or the mucous membranes of the nose or mouth.
- XII. Spray the bleach and detergent solution directly onto the spilt surface, then wipe the surface with paper towels.
- XIII. Always wear latex, disposable surgical gloves in anticipation of contact with body fluids, particularly blood from the nose, mouth or a wound when touching nasal mucous membranes or broken skin (abrasions, dermatitis) or when handling soiled objects. The gloves must be discarded after use.
- XIV. Place soiled linen, and uniforms into sealed plastic bags, to then be washed in a normal machine-wash process.
- XV. After placing soiled paper towels, surgical gloves, compresses, dressings and bandages into a sealed bag. Destroy or dispose of the bags in garbage disposal bins.
- XVI. Thoroughly wash hands with a bleach and detergent solution before and particularly immediately after contact with the person being treated, even if gloves have been worn. Wash all areas that have come into contact with body fluids.
- XVII. Do not use sponges, especially not to clean several wounded persons in succession.
- XVIII.

VII. SCHEDULE OF FEES

The following fees are applicable to all regular WBA 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

Junior Competition:

- Team Registration fees will be invoiced to Junior Domestic clubs prior to commencement of season
- Game fees, including walkover fines, will be invoice on a monthly basis following the game being played

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 TeamPay (or approved application).
- 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 WBA.

7.3 Game Fees

Game fee rates are set by WBA 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.

Junior Competitions: Grading and Regular season game rates will be advertised within the 'season Information pack' distributed to clubs prior to the opening of 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 WBA 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 WBA 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 WBA 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.

Junior Competition: For club-based teams, Club Delegate will be responsible for registering the club teams. For Independent Teams, the Team Delegate (individual responsible for originating the team)

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 WBA Management immediately.

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

- Senior Competitions – double game fee
- Junior Competitions – double game fee

7.7 Application Fees

Senior independent teams (non-club based) within WBA 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. SCHEDULE OF FINES & PENALTIES

The following fees & penalties are applicable, but not limited, for WBA competitions. Fees are reviewed and adjusted accordingly each season:

8.1 Damage to Stadium Tops

- Repair only – full cost of repair
- Replacement – full cost of replacement

8.2 Notice of Behavior & Behavior Bonds

Teams or individuals that demonstrate poor or unacceptable behavior may be issued with a Notice of Behavior.

- Junior Competition: Notice of Behavior letter will be sent to the club delegate (club-based teams) to be passed onto teams and/or individuals.
- Senior Competition: Notice of Behavior letter will be sent to the team delegate, to be passed onto teams and/or individuals.

Teams or Individuals who continue to demonstrate poor or unacceptable behavior, after receiving a Notice of Behavior, may have a Good Behavior Bond levied against them. Bonds will vary in amount & time at the discretion of WBA management.

Bonds will be fully refundable upon expiry of the bond agreement or conclusion of the team's participation in WBA competitions, pending any outstanding fees or fines.

8.3 Damage to WBA Property

In the case of willful damage to WBA property or equipment a fine not less than the cost of repair or replacement of the damaged item will be levied at the discretion of WBA Management.

8.4 Game Score Penalties

- Incorrect uniform:
 - Junior Teams = 5-point penalty
 - Senior Teams = 10-point penalty
- Absence of scoretable official = 10-point penalty
- Late start – one (1) point for each minute or part thereof

All infringements must be brought to the attention of the team captain/coach, prior to the penalty being applied. All score penalties must be added to the scoresheet prior to signing off the first half. The penalty is not negotiable and is not at the discretion of the opposition or referees. Supervisors will ensure the penalty is applied.



8.5 Premiership Point Penalties

Teams will lose three (3) premiership points for any game in which they:

- Play an unregistered player
- Play an ineligible player
- Select a player under another players name
- Select a player under suspension

IX. GOVERNANCE & POLICIES

9.1 WBA & Basketball Victoria Policies

All clubs, teams, players, and their members (inc. spectators, coaches & administrators) must be familiar with WBA Competition By-Laws / Policies and Basketball Victoria Codes of Conduct / Policies. These documents are available from the WBA website

By entering into WBA competitions & venues you agree to the following;

- The team will abide by the WBA By-Laws & Policies.
- The team will comply with BV Codes of Conduct.
- The team will comply with all requirements in relation to child protection legislation.
- The team will ensure that all fees, game payments and fines incurred will be paid promptly.

Basketball Victoria policies are available
<https://www.basketballvictoria.com.au/resources/association-resources/policies>

9.2 WBA Sanctions & Basketball Victoria Tribunal

Any member that fails to adhere to applicable policies will be subject to possible sanctions. This may include:

- **Wyndham Basketball Association (WBA) Sanctions** – these decisions are at the discretion of the WBA for all WBA governed programs & competitions.

A Notice of Behavior for minor indiscretions may be sent to an individual, team, or club, which demonstrate poor or unacceptable behavior.

Junior Competition, the Notice of Behavior will be sent via the Domestic Club to pass onto the individual or team.

Senior Competition, the Notice of Behavior will be sent directly to the individual or team, in the case of a team, to the Team Delegate.

- **Basketball Victoria Tribunal Hearing** – BV tribunals are comprised of an independent panel that oversee BV related misconduct, with findings/outcomes applicable across all BV affiliated leagues/programs.

It is not a requirement that the Referee/s or Supervisor notifies the person of their intention to report individuals at the time of the incident. Officials of the WBA have the power to report players, coaches, team managers and/or spectators in breach of BV codes of conduct.

Those to attend the Tribunal may include:

- the reported person
- any other person involved in the incident



- referees &/or supervisors.

For more information the Tribunal By-Laws are available at the BV website: www.basketballvictoria.com.au/policies/

9.3 Basketball Victoria Codes of Conduct

All patrons of the WBA are subject to the relevant Basketball Victoria Codes of Conduct. Separate Codes of Conduct apply for:

- I. Players
- II. Coaches
- III. Parents
- IV. Spectators
- V. Officials
- VI. Administrators

These documents can be found on the WBA or BV website

9.4 Photography & Filming Policy

Participants in WBA competitions, programs, and events, consent to video & photographs being taken and used for website and/or promotional purposes. Any individuals not wishing for their image to be published please email info@wyndhambasketball.com

WBA will follow Basketball Victoria's Photograph & Filming Policy which is available on the WBA website www.wyndhambasketball.com

Basketball Victoria recognizes that there are many legitimate reasons why still and video photography at sports is very common and does not wish to unnecessarily restrict or curb that photography.

It is perfectly normal and acceptable for parents to want to film their children's sports to keep as a memento of their growing up. This is becoming increasingly so with the technology being widely owned.

Coaches who wish to video their own team's games or training for training purposes should also normally be allowed to do so. As a courtesy, opposing team coach &/or team manager should be informed before a game commences if any member of the team intends to film/take photography during the game. Parents of the coach's own team should be advised by the coach if it is intended to regularly video games or training and the reason for it.

Should any person take objection to the photographing or videoing, they should be asked the reason why they object. It should be explained to them that normal policy in these circumstances is that the photography or videoing should be allowed.

However, if the person objecting has a legitimate and strong reason why the objection is made, then a bar should be placed on the photography or videoing. A strong reason may be that the child concerned is the subject of contested custody proceedings or has been the subject of violence or threats and publication of a video or photograph may compromise the safety of the child.

9.5 Working with Children Check (WCC)

WBA requires all coaches, team managers, and volunteers, over the age of 18, working with children, to abide by the *Working Screening Act 2020*. Further information can be found here [Legislation | Working with Children](#). Some members of the community are exempt from requiring a WCC, and individuals can visit [Do I need a Check? | Working with Children](#) to determine whether it is required. Further information is www.workingwithchildren.vic.gov.au

9.6 Complaint & Grievance Process

This policy has been created to aid as guidance in the process of a complaint or grievance.

If a report is laid by a game official (completed report form) this will be passed to our Tribunal Convener to hold a tribunal. The Tribunal will conduct the tribunal as outlined by the Basketball Victoria Tribunal Bylaws.

The WBA Complaint & Grievance Process, compliments the BV Tribunal By-Laws by providing a mechanism for incidents to be investigated and acted upon where they are not observed by game referees or do not occur in the direct context of a basketball game.

It should also be noted that once any game-based incident is acted on by game referees and the officials consider the matter dealt with, the WBA would only take further action under this policy in exceptional circumstances.

This process defines the difference between a 'Complaint' and a 'Grievance' as follows:

- A Complaint is a general expression of dissatisfaction with a situation or the behaviors of other person(s) within the WBA – generally a complaint will be able to be managed within an individual competition or program
- A Grievance is a more specific and serious feeling of wrongdoing that relates to harassment, discrimination, or vilification by person(s) within the WBA– generally a grievance will be managed at Association level. The terms 'harassment', 'discrimination' and 'vilification' are defined in the Member Protection By-laws of Basketball Victoria.
- Mediation is the attempt to affect a peaceful settlement between disputing parties via the facilitation of another independent third party, with all parties and the mediator present at the same time. A mediator can be appointed by mutual agreement between the parties, or failing such agreement, by WBA Management. The parties involved in the dispute determine the resolution themselves rather than have it imposed on them.



Complaints Process

1. Any person who feels unhappy with a situation or the behaviors of other person(s) within the association should attempt to resolve the matter directly with the other party in a calm and orderly way
2. Should the person be unable to resolve the matter and wish to take further action, they should raise a complaint either verbally or in writing with their member club delegate to attempt to resolve the matter.
3. Should an incident occur in a manner or context that there is no related club delegate, the stakeholder should raise the complaint with the WBA General Manager.
4. Any person who feels dissatisfied with an action or outcome from their member club should raise the matter in writing with the WBA General Manager who will initiate a review by an appropriate official and decide if there is further action required.
5. If the official, after discussions/meetings with the parties involved, decides there is a case, he/she will complete a report and advise the parties of the next steps to resolution.
6. The WBA must attempt to mediate the matter within two (2) weeks of receiving the complaint – this may include meetings between affected parties and involve other relevant people.
7. At a mediation each party must be given the opportunity to be heard. At a mediation, the mediator must ensure that natural justice is accorded to the parties throughout the mediation process.
8. Should a mediation hearing between parties resolve a complaint, then no further action is required.
9. If the complaint is not resolved at mediation, the complainant may lodge a grievance with the WBA Complaints & Welfare Officer which must be in writing.
10. Should either party be unhappy with the outcome of the complaints process, they may lodge a grievance with the association secretary, which must be in writing within seven (7) days of the finalized complaints process outcome.

Grievance Process

1. WBA Management will only receive grievances in writing and will log all grievances in an appropriate register to record the date of receipt, name of the complainant and general nature of the grievance
2. The General Manager must initially assess a grievance on the basis of the written information within seven (7) days of receipt of the grievance. Following the initial assessment, the General Manager must adopt one of the following courses of action:
 - a. determine that the grievance is vexatious or trivial. In these circumstances, the complainant should be notified in writing and the grievance closed;
 - b. determine that a grievance is more appropriately handled as a complaint and refer the matter to be dealt with by the relevant person between the parties; or
 - c. determine a grievance to be legitimate and in need to action. In these circumstances, the General Manager must consult with the WBA President to convene a Grievance Panel – the Panel should consist of three people who are impartial to the event and may include but is not limited to; the WBA General Manager, members of the Board, external parties. The recommended size of this panel is three (3) but not restricted to.

The following will apply to Grievance Panel hearings:

1. The Panel must meet within one (1) month of being formed;
2. The Panel will invite all parties in the matter to be heard;
3. All parties will be advised in writing of the outcome of the Panel hearing, once recommendations are ratified by the WBA Board.
4. The Panel Chair has the discretion to determine if the Panel hearing should be conducted in the form of a mediation (refer definition), or as a tribunal (where parties present their views separately without the other present).
5. The WBA notes that the Basketball Victoria Member Protection By-Law states that whether or not behaviors are Harassment or Bullying is determined from the point of view of the person receiving the harassment.
6. All internal processes for hearing a grievance should be completed within three months of the initial grievance being lodged.
7. Once an outcome of the grievance is determined, the WBA Board or WBA General Manager should close the grievance in the register and record the outcomes of the matter. If a matter that has been dealt with as mediation and fails to deliver an acceptable resolution to both parties, then it will refer to the tribunal format and the panel can decide whether or not this held at a set time over a period to gather further facts and may or may not require the parties central to the dispute to provide further accounts.
8. Should the aggrieved party not be satisfied with the outcome, they should advise the WBA General Manager in writing and the grievance should be escalated to Basketball Victoria under the provisions of the Member Protection By-Law

All participants at the WBA should be aware of the very clear definition of harassment, discrimination or vilification contained in the Member Protection By-Law of Basketball Victoria as under the By-Law, ignorance is not an excuse.

Any complaint of a member protection issue must be sent directly to Basketball Victoria the association will act as a conduit between the two (2) parties.

9.7 Discretion of WBA Management

Exceptions to these rules and penalties (including loss of premiership points and financial sanctions) for breach of competition rules are at the discretion of the WBA Manager or WBA Board.



X. COMPETITIONS SPECIFIC GAME RULES

The following are competition specific game rules for:

1. U08 Competition Rules
2. Grading & Regular Season – Senior Men, Women & Mixed
3. Grading & Regular Season – Juniors
4. Finals – Senior Men, Women & Mixed
5. Finals – Juniors
6. Grading, Regular Season & Finals – Premier League
7. Competition Penalties



Under 8 Competition Specific Game Rules

	Top Age Teams		Bottom Age Teams	
	When Called	Not Called	When Called	Not Called
Timing Rules	17-minute halves - 6 minute half time			
Ball Size	Size 5			
Ring Height	Lower height			
Fouls	Any contact is made on the dribbler or contact is made on the shooter (will result in free throws)			
Out of Bounds	As normal			
Defense	After a score defense players must go back to half court After a whistle defense is permitted to play defense Man to Man encouraged throughout the game. Zone is permitted although must not line up across the centre line			
Mercy Rule	10-point lead			
Travelling	As normal	Player gathers ball when on ground and stands up	Player commences to walk or run with ball, and makes no attempt to dribble	Player is sitting on floor and stand up, or, Player uses two steps to gather balance commencement or ending of dribble, or receiving a pass
Double Dribble	As normal	No exceptions	Player continually to dribble with two hands	Player is dribbling picks the ball up and dribbles again, providing they are not avoiding defense.
Cross Court	Ball by rule is in front court and offensive player dribbles into the back court to avoid defense, passes to a team mate, or dribbles towards wrong basket	Player not being defended and goes into back court	Rule is not applied	
Free Throws	Player must be behind mark to begin the shot	No violation for jumping line after releasing shot	Player can shoot from a distance where their attempt will at least make contact with basket	No violations
Alternative Possession	As normal	No exceptions	Not applied	
Jump Balls	Only at start of game	No exceptions	Throughout game	In jump ball situations, alternate players to allow all players to have a go
Jump Ball Violation	Catching or punching the ball by the jumper (explain rule)	Non jumpers moving around circle	Catching or punching the ball by the jumper (explain rule)	Non jumpers moving around circle
Coaches	Only permitted to between the 3pt line and the sideline. Not permitted in key (exception setting players for free throws)		Permitted all over the court except in key area and assist players in positions for defense providing there is no obstruction to offensive team	
Additional Information	All players shoot two (2) free throws each at half time with points scored added to score. Allowances to be made to lesser skilled players. No ladder for competition visible on the website		All players shoot two (2) free throws each at half time with points scored added to score. Allowances to be made to lesser skilled players.	
Referees	One (1) referee per game. Referees are encouraged to participate in the game and assist the coaches by providing direction and information to players.			



Senior Competition Game Regulations

Grading and Regular Season Games

Competitions	Senior Men, Women & Mixed
Timing	Two (2) x 20-minute halves. One (1) minute half time break.
Time Outs	Two (2) time outs per half per team. No time out allowed in the last 1 minute of first half.
Game Clock	Clock stops on all whistles in the final one (1) minute of second half if the score difference is 10 points or less.
Defence	No restrictions.
Keyway violation	3 seconds.
Team Fouls	Free throws awarded from the 9 th team foul (defensive) per half.
Technical Fouls	Two free throws and possession in front court awarded to opposing team.
Sin Bin	5-minute compulsory substitution for any player that receives a technical foul or unsportsmanlike foul.
Foul Line	Normal foul line.
Game Ball	Men's & Mixed Competition – Size 7. Women's – Size 6.
Ladders & Finals	Ladder – Points Ratio (competition points / games played) Top 4 teams – 2 round elimination format (1v4 / 2v3)

Competition	Senior Mixed only
Gender	A maximum of 3 of any one gender can take to the court at any given time.
Keyway Restriction	First Half – Male players restricted Second Half – Female players restricted
Scoring Restriction	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.



Junior Competition Game Regulations (except U08)

Competitions

Juniors

Timing	Two (2) x 20 minute halves. Two (2) minute half time break.
Time Outs	Maximum two (2) per half. No time-out can encroach on the last minute of the first half.
Game Clock	Clock stops on all whistles in the final one (1) minute of second half if the score difference is 10 points or less.
Defence	U08 – Any defense, however ‘man to man’ encouraged after a score. U10 and above – No restrictions, however ‘man to man’ encouraged.
Mercy Rule	U8 – 10-point lead U10 – 15-point lead U12 & above – 20-point lead
Keyway Violation	U12 and below – 5 seconds. U14 and above – 3 seconds.
Team Fouls	Free throws awarded from the 9 th team foul (defensive) per half.
Technical Fouls	Two free throws and possession in front court awarded to opposing team.
Sin Bin	5-minute compulsory substitution for any player that receives a technical foul or unsportsmanlike foul.
Foul Line	U12 and below – Short foul line. U14 and above – Normal foul line.
3pt Line	U10, 12 & U14 – Shorter 3pt line (where 2 lines are marked). U16 and above – Regular 3pt line.
Ring Height	U10 and above – Regular / Full Height.
Game Ball	Boys & Girls U10 & U12 – Size 5 Boys & Girls U14 – Size 6 Girls U16 and above – Size 6 Boys U16 and above – Size 7
Ladders & Finals	Ladder – Points Ratio (competition points / games played) Finals – structure will determined following grading phase



Senior Competition Game Regulations

All Finals Games

Competitions Senior Men, Women & Mixed

Timing	Two (2) minute Warm Up Two (2) x 20-minute halves One (1) minute half time break
Time Outs	Maximum two (2) time outs per team per half.
Game Clock	Clock stops on all whistles in the final one (1) minute first half. Clock stops on all whistles in the final three (3) minutes of second half.
Defence	No restrictions.
Keyway Violation	3 seconds.
Team Fouls	Free throws awarded from the 9 th team foul (defensive) per half.
Technical Fouls	Two free throws and possession in front court awarded to opposing team.
Sin Bin	5-minute compulsory substitution for any player that receives a technical foul or unsportsmanlike foul.
Foul Line	Normal foul line.
Game Ball	Men's & Mixed Competition – Size 7. Women's – Size 6.
Extra Periods (Drawn Results)	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

Competition	Senior Mixed only
Gender	A maximum of 3 of any one gender can take to the court at any given time.
Keyway Restriction	First Half – Male players restricted Second Half – Female players restricted
Scoring Restriction	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.



Premier League

Grading, Regular Season & Finals

Timing	Sixty (60) minute time slot Four (4) x 10-minute quarters Two (2) minute half time break One (1) minute first & third quarter break
Time Outs	One (1) time out per quarter per team
Game Clock	Clock stops on all whistles in the final one (1) minute of each quarter Clock stops for time outs
Defence	No restrictions
Keyway violation	3 seconds
Team Fouls	Free throws awarded from the 5th team foul (defensive) per quarter.
Technical Fouls	Two free throws and possession in front court awarded to opposing team.
Sin Bin	5-minute compulsory substitution for any player that receives a technical foul.
Foul Line	Normal foul line.
Game Ball	Men – Size 7 Women – Size 6
Shot Clock	24 Second Shot Clock (where available)
Officials	3 x Referees (where available) 1 x Shot Clock Operator Teams required to supply 1 x score table operator each
Ladders & Finals	Ladder – Points Ratio (competition points / games played) Top 4 teams – 2 round elimination format (1v4 / 2v3)
Extra Periods (Drawn Results)	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



Junior Game Regulations All Finals Games (except U08)

Competitions

Juniors

Timing	Two (2) minute Warm Up Two (2) x 20-minute halves Two (2) minute half time break
Time Outs	Maximum two (2) time outs per team per half.
Game Clock	Clock stops on all time outs. Clock stops on all whistles in the final one (1) minute of first half. Clock stops on all whistles in the final three (3) minutes of second half.
Defence	U10 and above – No restrictions, however ‘man to man’ encouraged.
Keyway Violation	U12 and below – 5 seconds. U14 and above – 3 seconds.
Team Fouls	Free throws awarded from the 9 th team foul per half.
Technical Fouls	Two free throws and possession in front court awarded to opposing team.
Sin Bin	5-minute compulsory substitution for any player that receives a technical foul.
Foul Line	U12 and below – Short foul line. U14 and above – Normal foul line.
3pt Line	U10, 12 & U14 – Shorter 3pt line (where 2 lines are marked). U16 and above – Regular 3pt line.
Ring Height	U10 and above – Regular / Full Height.
Game Ball	Boys & Girls U10 & U12 – Size 5 Boys & Girls U14 – Size 6 Girls U16 and above – Size 6 Boys U16 and above – Size 7
Keyway Violation	U12 and below – 5 seconds. U14 and above – 3 seconds.
Extra Periods (Drawn Results)	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



Game Penalties Regular Season & Finals

Competitions All - Juniors & Seniors

Late Start	One (1) point per minute of part of the Forfeit after 10 minutes
Incorrect Uniform	Junior Competitions = 5 points per team Senior Competitions = 10 points per team Not applicable during Grading games
No Scoreable Official	10-point penalty to infringing team Game will not commence if both teams have no scorer
No Coach	Juniors: Game does not commence (late start penalty applies) Seniors: Player may be appointed as captain / coach
Illegal Players	20-0 forfeited loss
Playing under False Identity	20-0 forfeited loss BV Tribunal reportable offence
Late Player Registrations	Teams must notify WBA if adding late player registrations after grading phase. Games may be overturned to 20-0 forfeited loss if in breach of competition balance & integrity.

X. APPENDICES

APPENDIX A – Uniform Example Images

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



T-Shirt under playing jersey – all the same colour

APPENDIX B – Finals Cancellation Policy:

If for Administrative reasons or unforeseen circumstances outside of the WBA's control, a finals game is cancelled and/or abandoned:

Semi-finals

1. In the event that a WBA domestic Semi-Final is abandoned, the WBA will
 - a. In the case of the game being abandoned prior to the completion of the first half, reschedule the game at a mutually agreed time prior to the day of the Grand Final.
 - i. Both teams and their respective clubs will be consulted and must mutually agree to the rescheduled game time
 - ii. In the event that an agreement cannot be reached; the CCM in conjunction with the Domestic Chair will schedule the time and date the game will be played. Any team not available will give a forfeit. The team that finished in the highest ladder position at the end of season, shall be granted the semi-final win and advances to the grand final.
 - b. In the case that the game is abandoned after the completion of the first half, the results at the time of the abandonment will stand and the leading team will advance to the Grand Final.

Grand Final

2. In the event that a WBA domestic Grand Final is abandoned, the WBA will,
 - a. In the case of the game being abandoned prior to the completion of the first half, reschedule the game to a later game time on Grand Final day, if no other court is available
 - i. Both teams and their respective clubs will be consulted and must mutually agree to the rescheduled game time
 - ii. In the event that an agreement cannot be reached; the CCM in conjunction with the Domestic Chair will schedule the time and date the game will be played. Any team not available will give a forfeit. The team that finished in the highest ladder position at the end of season, shall be declared Premiers of that competition.
 - b. In the case the game is abandoned after the completion of the first half, the result at the time of the abandonment will stand and the leading team shall be declared the Premiers.



Interruptions to Finals (whole competition)

3. In the event that the WBA domestic finals are interrupted due to unforeseen circumstances outside of the WBA's control, the WBA will
 - a. in the case where Round 1 (Semi-Finals) has not been played and cannot be rescheduled,
 - i. the WBA shall declare that 1st and 2nd place positions at the end of season advance to the Grand Final
 - b. in the case where Round 1 (semi-finals) has been played and Round 2 (grand final) is interrupted,
 - i. the WBA shall declare Premiers to highest ranked team remaining in the finals series.
 - c. in the case where both Round 1 (semi-final) and Round 2 (grand final) games are interrupted and cannot be rescheduled,
 - i. the WBA will suspend the competition,
 - ii. declare Premiers to the team in the highest ladder position at the end of season and declare Runners-up to the team in the second highest ladder position at the end of the season.

APPENDIX C – Glossary of Terms:

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