



MANDURAH BASKETBALL ASSOCIATION DOMESTIC MANUAL

Version History:

Version	Revision date	Revised by	Description
3.1	June 2023	Office Manager	Updates to terminology, formatting and reference to relevant policies
3.2	February 2024	General Manager	Updates to Restricted players (WABL Restrictions)
3.3	April 2024	Competitions Manager	Updates to incorporate bylaws
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1. Definitions

- 1.1. MBA means Mandurah Basketball Association
- 1.2. BWA means Basketball WA.
- 1.3. WABL means West Australian Basketball League
- 1.4. FIBA means the international Basketball Federation
- 1.5. The Board means The Board of Directors at the Mandurah Basketball Association
- 1.6. DCC means the Domestic Clubs Committee
- 1.7. Games Controller means a representative of MBA in charge of overseeing the games on any given competition day
- 1.8. Official means a representative of the MBA not otherwise mentioned here
- 1.9. Competition means a Junior and/or Senior competition managed by MBA

2. Introduction

Mandurah Basketball Association (MBA) aims to provide an enjoyable, welcoming, inclusive and safe environment for members to play basketball. Domestic competition represents the participation arm of our association and encourages participation diverse of ability, culture and background. Our aim is to encourage a love of basketball and a lifelong commitment to a healthy active lifestyle in an environment of equality and mutual respect.

For clarification regarding any points within the Domestic Manual please contact the Competitions Manager.

3. Mandurah Basketball Policies

All MBA policies referred to in this manual can be located on the Mandurah Magic website www.mandurahmagic.com.au/our-association

4. Domestic Competition Communication

- 4.1. Summer competition: any queries regarding the domestic competition should first be directed to your Team Manager and then Club Administrator.
- 4.2. Winter competition: queries regarding domestic competition should initially be raised with:
 - 4.1.1 If entering competition through a Club, your Team Manager then Club Administrator.
 - 4.1.2 If entering competition through MBA, your Team Manager then MBA's Competitions Manager.
- 4.2. Game day: Concerns or questions can be raised by a Coach or Team Manager with a rostered Referee Coach or Games Controller.

5 Game Day Staff

- 5.1 A Games Controller is present during all MBA Domestic Competitions. The Games Controller coordinates game day operations including compliance, fill in players, game day queries and acts as the First Aid Officer.
- 5.1 MBA endeavour to have a Referee Coach present during all MBA Domestic Competitions. The Referee Coach is responsible for overseeing referee management on game day including referee support, rule clarification and explanation to members and assisting with compliance, promoting an enjoyable and safe experience for all participants.
- 5.2 MBA rosters referees for each game. Like similar local sporting competitions, referees are often junior members who, due to interest and dedication to the club, are expanding their basketball pathway to include officiating. MBA support all referees along their development pathway and implore members to do the same. MBA strongly encourage coaches and players to introduce themselves and shake hands with referees at each game.
- 5.3.1 MBA has introduced Green Lanyards to identify referees under the age of 18.
- 5.3.2 Referees wearing grey or green shirts are not to be approached with questions or concerns during or after a game as they are still in the early stages of their development. Team Managers or Coaches may approach officials wearing a black and white striped shirt, or Referee Coaches/Games Controllers in a respectful manner.

6 Working with Children (WWC)

- 6.1 MBA are committed to providing a safe participation environment for all children.
- 6.2 All Coaches and Managers aged 18 years and over must have a valid Working with Children Check unless an exemption applies.
- 6.3 All WWC documentation must be provided to your club or MBA prior to participation in the season.
- 6.4 Should appropriate notification of WWC status not be received by MBA prior to season commencement Coaches/Managers will not be permitted to perform roles until received.

7 Players, Coaches and Managers Register and Fees

- 7.1 MBA maintains a register of all players registered in the applicable season via the Play HQ database and competition management system.
- 7.2 Domestic Competition playing fees and team nomination fees are set by the MBA Board prior to registration links being released for each season. Fees for all domestic competitions are due before the first game upon registration. Fee structures are reviewed prior to each season and published on the MBA website.
- 7.3 Junior Clubs and independent teams must register all Coaches and Managers with Mandurah Basketball through their teams Play HQ registration link.
- 7.4 Junior Coaches (U8-U18) are encouraged to attain, at minimum a Community Coach accreditation.

8 Player Age Groups

- 8.1 Players must register for an eligible age group as determined by MBA. Age group brackets are based on date of birth for all competitions. These will be published by MBA prior to the opening of Winter and Summer team nominations via the MBA website and social media.
- 8.2 Senior Competition - Players must be at least 16 years old by season commencement date to participate in Senior Competition, unless an exemption has been granted by MBA. To apply for an exemption the parent/guardian legally responsible for the child must contact the MBA Competitions Manager.
- 8.3 Junior Competition – In exceptional circumstances, MBA may grant age group exemptions, enabling junior players to participate in an age group whilst overage. To qualify for an exemption request, players must meet the below criteria.
 - 8.3.1 The player's date of birth must fall within 3 months of the age group cut-off date, and;
 - 8.3.2 The player must provide a signed letter from their school Principal confirming they have been held back a year of schooling for developmental reasons, and;
 - 8.3.3 The Player must provide a signed letter and supporting documentation from their school detailing developmental delays are ongoing, or;
 - 8.3.4 For Players with a disability affecting their physical development, a letter from a Specialist Medical Practitioner confirming a diagnosed disability.
 - 8.3.5 Upon receiving an exemption request where the above criteria are satisfied, an assessment of previous performance will be undertaken by MBA prior to any exemption being granted.
 - 8.3.6 Exemptions can only be granted by MBA for one season. Should players wish to apply for further exemptions in the future, the same process and criteria apply. Players granted an age group exemption must reapply for exemption prior to the commencement of every season.

9 Restricted Players (WABL Restrictions)

- 9.1 MBA sets out guidelines regarding allocation of Junior Representative (WABL) players to domestic teams. This ensures Competitions remain equitable and enjoyable for all involved.
- 9.2 Teams are limited to three (3) total WABL restricted players per team from the most recent/current WABL season.
- 9.3 All WABL players from Magic and other Associations are considered restricted.
- 9.4 WABL players playing up a Domestic age group are not considered restricted
- 9.5 WABL Restricted player rules apply to all Junior age groups (U8-U18), the Seniors Competition is not subject to the WABL Restricted Player restrictions.
- 9.6 Teams found in breach of the WABL Restricted player rule will have any games where breaches have occurred result in a forfeit.

10 Player Withdrawal

- 10.1 MBA understand that on occasion players are required to, or choose to withdraw from teams after season commencement.

- 10.2 A player who withdraws within the first three weeks of any season will, following a written request to and approval from MBA, be eligible for a refund. The refund amount will be determined by deducting games played, the association administration fee of \$20 and the BWA affiliation fee.
- 10.3 Any player withdrawing after the first three weeks of competition will not be entitled to a refund of their registration fees. They may however seek approval for a player replacement.
- 10.3.1 The withdrawing and replacement players are required to determine financial settlement between themselves.
- 10.3.2 The replacement player is required to register to the team in the manner advised by the Competitions Manager.
- 10.3.3 The withdrawing player will have their registration cancelled.

11 Fill in players

- 11.1 It is each team's responsibility to ensure any fill in player meets the eligibility criteria below:
 - 11.1.1 Any registered player shall be permitted to 'play up' in a higher division in the same age group, or in any division in a more senior age group.
 - 11.1.2 No player is permitted to fill-in for a team within the same or lower age group or division for which they are registered.
 - 11.1.3 Any player can 'play up' or 'fill in' for no more than three games in total during the season.
 - 11.1.4 All fill-ins and players playing up must check in with the Games Controller prior to playing. Fill-ins are required to pay a fee set by MBA. The fill-in players details must be added to the iPads Play HQ scoring system.
 - 11.1.5 'Playing up' and 'Fill-ins' are permitted to make team numbers up to a maximum of 6 players only.
 - 11.1.6 'Playing up' and 'Fill-ins' are not permitted to play finals
 - 11.1.7 Fill-in fees are not deductible from registration fees if a player later registers to the team.
 - 11.1.8 Fill-in players must be eligible for the age group and not breach WABL Restricted player rules.

12 FIFO Players

- 12.1 FIFO/DIDO employees must send evidence of FIFO/DIDO to the Competitions Manager prior to registering for a team at the start of each season.
- 12.2 Once approved, FIFO/DIDO employees register in the manner directed by the Competitions Manager. FIFO/DIDO players may play an unlimited number of times throughout the season and pay a set fee to the Games Controller prior to playing each game.

13 Player Finals Eligibility

- 13.1 A player is eligible to represent their team in finals provided they have played five (5) qualifying regular season games for the same team. A qualifying game is defined as:
 - 13.1.1 Any game in which a registered player has been legally subbed into and has a full name and playing number recorded on the iPad Play HQ scoring system
 - 13.1.1 Any BYE rounds

- 13.1.2 Any game won by forfeit.
- 13.2 If, through extenuating circumstances, a player does not meet these criteria, the club with whom the player is registered, may submit a request in writing to the Competitions Manager for finals eligibility consideration.

14 Team Grading

- 14.1 All competitions administered by MBA are conducted on a graded basis. Divisions shall be determined by the DCC and/or the Domestic Competitions staff.
- 14.2 For Summer Competition (Term 4-1) Clubs or Independent Senior Teams are responsible for nominating their teams into preferred divisions for each competition.
- 14.3 For the Winter Competition (Term 2-3) Clubs or Independent Junior and Senior Teams are responsible for nominating their team into preferred divisions for each competition.
- 14.4 Teams with Junior Representative players are encouraged to nominate for Division 1.
- 14.5 MBA may decide to re-assign teams from one division to another prior to the start of the competition to facilitate a fair and even competition. At the conclusion of the grading period, MBA may decide to move or re-grade teams into different divisions or competitions in consultation with the DCC.
- 14.6 Mid-Season Re-grading will occur subject to the discretion of MBA in accordance with the following guidelines:
 - 14.6.1 Teams with 0 losses and a percentage >150% will be considered for promotion
 - 14.6.2 Teams with a percentage >175% may be reviewed with a view to promotion
 - 14.6.3 Teams with 0 wins and a percentage <50% will be considered for relegation
 - 14.6.4 Teams with a percentage of <75% may be reviewed with a view to relegation
- 14.7 Additional consideration will include Division sizes, age group dynamics, player or team changes, forfeits, other circumstances impacting competition balance.
- 14.8 Final decisions will be made by MBA and will take into account these guidelines alongside other relevant factors to ensure the overall integrity and balance of the competition.

15 Forfeits, Fines and Penalties

- 15.1 Failure to start a game on time when a team does not have at least four players present and ready to play will result in a 2-point penalty being awarded to the opposition for each full minute that the game is delayed (with the exception of the U8s and U10s competition).
- 15.2 If a team does not have four players who have legally taken the court within 10 minutes of the scheduled starting time, they shall lose by forfeit.
- 15.3 Notified Forfeits – Teams are required to make every effort to find eligible fill ins for games to go ahead. If every effort has been made and a forfeit is unavoidable, Team Managers must notify MBA by using the forfeit form available on the MBA Website.
- 15.4 Where sufficient notice (24 hours) has been given, no fine will be levied in the first instance for the season. Subsequent notified forfeits will be fined \$30 at the discretion of the Competitions Manager.
- 15.5 Where insufficient notice has been given (less than 24 hours), a fine of \$30 will apply for the first and subsequent instances at the discretion of the Competitions Manager.

- 15.6 Where a team has three or more forfeits within a season they may be withdrawn from the competition at the discretion of the Competitions Manager.
- 15.7 Where a team has fielded an ineligible/illegal player an un-notified forfeit will apply, and a \$30 fine may be issued at the discretion of the Competitions Manager.
- 15.8 Players playing under another player's name will be considered an illegal player and an un-notified forfeit will apply and a \$30 fine may be issued at the discretion of the Competitions Manager.
- 15.9 All fines issued are payable prior to the teams next fixtured game.

16 Game Results/Ladders

16.1 Game Points:

Win	3 Points
Draw	2 Points
Loss	1 Point
Bye	2 Points
Forfeit	0 Points for the forfeiting team

- 16.2 Environment Points (E-Points) will be awarded for teams displaying positive game day behaviour. Please see the Environment Points Document.

Actions	Points Scale
Behavioural Technical Foul on Coach and/or Player	-1 Point
Disqualifying Foul	-1 Point
Player, Coach and/or Team Manager reported to Tribunal and found guilty	-1 Point
Poor spectator behaviour eg. Swearing at referee, abusive slurs towards players and/or referees	-1 Point
Breach of Code of Conduct, Zero Tolerance, Domestic Manual or Policy relating to inappropriate Game Day behaviour	-1 Point

- 16.3 Teams who forfeit a game will receive 0 Environment Points.
- 16.4 Ladder ties: In the event two or more teams are level on ladder points at the end of the regular season, the positions in the standings shall be determined by the following:
- 16.4.1 Any team tied on ladder points that has forfeited during the regular season will automatically be positioned below the respective tied teams.
- 16.4.2 If a tie still exists, teams shall be ranked in order of the highest ladder points percentage to the lowest ladder points percentage.
- 16.5 Game Timing for all games will consist of:
- 16.5.1 Warm up – Minimum 3 minutes, Maximum 5 minutes
- 16.5.2 Halves – 2x 20 minutes halves with running clock
- 16.5.3 Half time – Minimum 2 minutes, Maximum 3 minutes
- 16.5.4 Overtime (Finals only) – 2 minute break followed by 5 minutes of overtime
- 16.6 Time Outs: Each team is entitled to two timeouts during each half of the game. Time outs may not be used within the final three minutes of the second half.

- 16.7 Cancelled/Abandoned games: Where a game has been cancelled or abandoned, MBA will determine the results of the game.
- 16.8 Finals: At the Conclusion of the regular season, the Semi Finals and Grand Finals will take place in the following format:

First Semi Final	1 v 4	Winner progresses to the Grand Final. Loser is eliminated
Second Semi Final	2 v 3	Winner progresses to the Grand Final. Loser is eliminated
Grand Final	Winner of First Semi Final v Winner of Second Semi Final	

17 Domestic Uniform Guide

- 17.1 Summer Competition (Juniors) - Each affiliated Club shall select a distinctive uniform which must be registered and approved with MBA. Shorts must be at least mid-thigh length and either Club uniform basketball shorts or MBA branded black Domestic basketball shorts. All players must be wearing the same uniform.
- 17.2 Winter Competition (Juniors) – Teams may wear an approved Club uniform or an approved independent uniform. The colour scheme and pattern on any uniforms must be approved by MBA. Shorts must be at least mid-thigh length and be either Club uniform basketball shorts or MBA branded black Domestic basketball shorts. Matching shorts to independent kits may also be approved. All players must be wearing the same uniform
- 17.3 Senior Competition – Teams may wear an approved Club or independent uniform. Teams must send these to MBA for approval before wearing. Shorts must be at least mid-thigh length and be either MBA branded black Domestic basketball shorts or plain black shorts without pockets or logos or plain black leggings without pockets.
- 17.4 In the event of a uniform clash, team B (Away) shall be responsible for an alternate uniform or clash singlets, these can be sourced from the Games Controller.
- 17.5 Each player within a team shall have a unique number on the front and back of their playing singlet. In accordance with FIBA rules, numbers between 00-99 inclusive are approved by MBA.
- 17.6 Players are permitted to wear clothing under their playing uniform provided it is the same colour as their team jersey or black only and does not pose a safety risk as determined by the Referee Coach or Games Controller.
- 17.7 Non-Compliant Apparel as outlined below is prohibited during game play:
- 17.7.1 Players must ensure they are not wearing any jewellery (jewellery may only be worn if it cannot be easily removed and are covered with medical tape).
- 17.7.2 All fingernails are to be short and blunt. Nails cannot be taped under any circumstances. Sports gloves may be worn.
- 17.7.3 Any medic alert bracelets worn are around the ankle and either taped or secured under a sock.
- 17.7.4 Any headgear, hair accessories or hair styles worn do not have the potential to cause injury.
- 17.7.5 Any finger, wrist, hand, elbow, or arm guards/braces must not consist of leather, plastic, metal or any other hard substances, even if covered with soft padding.

18 Injuries

- 18.1 In the event of an injury to a player, the referees may stop the game.
- 18.2 If the ball is live when an injury occurs and the player is not in the area of play the game will continue until the ball has become dead. If it is necessary to protect an injured player, the referees may stop the game immediately.
- 18.3 If an injured player receives assistance they must be substituted unless the team is reduced to less than 5 players on court.
- 18.4 A Head Coach, Assistant Coach, Manager or parent may enter the court, only after being granted permission by a referee to attend to an injured player.
- 18.5 All injuries are to be reported to the Games Controller. The Games Controller is the appointed First Aid Officer and all parents, coaches, managers, spectators and players are obliged to follow their directions.
- 18.6 The Games Controller has access to a First Aid and Blood spill kit should these be required.

19 Code of Conduct

To protect the health, safety and wellbeing of all people participating in MBA activities, codes of conduct are in place. The MBA Code of Conduct can be found on our website. It is a condition of registering to the MBA Domestic Competition that all participants agree to follow the Code of Conduct.

20 Court Side Etiquette

- 20.1 MBA requests that you consider the following regarding Court side behaviour:
 - 20.1.1 Do not sit at the base line to watch any games, this can be distracting and dangerous
 - 20.1.2 Do not walk along the baseline when the ball is coming toward you, wait until play is at the opposite end of the court.
 - 20.1.3 One Coach per team may stand, however if obstructing the game, the score bench may politely ask them to move or remain seated.
 - 20.1.4 All Junior teams must have an adult (over 18) present on the team bench for all games
 - 20.1.5 Spectators are not permitted to approach the bench or officials at ANY stage of the game (unless invited by the referees)
 - 20.1.6 Ensure all bags and belongings are placed under bench seats and water bottles are kept clear of sidelines to avoid any potential trip hazard.
 - 20.1.7 Please do not allow smaller siblings to play courtside unsupervised
 - 20.1.8 Do not play with a ball courtside when a game is in progress
 - 20.1.9 Cheer and encourage your team
 - 20.1.10 Parents and spectators are encouraged to cheer and praise efforts of all involved and NOT coach from the sidelines
 - 20.1.11 The team bench area is for the Head Coach, Assistant Coach, players and Team Manager. Any other persons shall be in the spectator area.

- 20.1.12 Always remember to have fun, the players are kids, the coaches and managers are volunteers
– It's just a game.

21 Mercy Rule

- 21.1 Upon being notified by the score bench, the referee will instigate the Mercy rule. This consists of defenders starting behind their defensive 3-point line until the ball has progressed over half court. Failure to abide by the Mercy rule will result in a violation being called. The game will be stopped and the ball awarded to the offensive team, to be taken out of bounds closest to where the violation occurred.
- 21.2 The Mercy Rule applies to the Domestic Competition in circumstances outlined below:

U10 Age group	When margin is 15 points or greater
U12 Age group	When margin is 20 points or greater
U14 & U16 Age Groups	When margin is 30 points or greater
U18's & Seniors	No mercy rule applies

22 Score bench Duties

- 22.1 Scorers should arrive at the venue at least 10 minutes before the game starts and should have no other commitments until the score has been signed off at the end of the game.
- 22.2 Each team must provide a scorer over the age of 12
- 22.3 Scoring duties include operating all scoring, fouls and timing duties via the iPad, operating the electronic scoreboard, operating the alternating possession arrow on the score bench, alerting the referee when a team reach 8 team fouls, alerting the referee to any applicable mercy ruleas outlined above.
- 22.4 If any discrepancies exist between the iPad and the scoreboard at the end of the game, the iPad score is considered the official result.
- 22.5 Individual player scores will not be adjusted after a game is finalised by an MBA Official.
- 22.6 When performing scoring duties:
- 22.6.1 Food and drink must not be consumed at the score table
- 22.6.2 Do not leave the score table at half-time or full-time until the iPad has been finalised
- 22.6.3 The score table must be supervised during all intervals throughout the game
- 22.6.4 You are part of the official's team and must remain neutral
- 22.6.5 Work as a team and help each other, calling out singlet numbers of players scoring and fouling.
- 22.7 Before the game:
- 22.7.1 Select all players participating in the game on the iPad. Scorers must remove any players prior to ending the game that did not play.
- 22.7.2 Enter details of any Fill-ins or Playing-up players once they have checked in with the Games Controller. If the players name is missing from the team list it is because the player has not yet registered or is a fill-in. Games played by an un-registered player may result in a team forfeit.
- 22.8 During the game:
- 22.8.1 Check with the other person on the score table that you both agree with the score and foul count on each call. If you are ever in doubt about anything, call the referee over to clarify.

- 22.8.2 When any player reaches three personal fouls, alert their coach. Do the same for the fourth foul. If any player commits five personal fouls, immediately alert the referee by holding up a hand with five fingers extended. The player must leave the court immediately for the rest of the game.
- 22.8.3 Each team is allowed seven team fouls in each half. Notify the referees after the seventh team foul.
- 22.9 At end of game
- 22.9.1 Remove any players names from the team list if they did not play
- 22.9.2 Wait until the referees have checked and approved the iPad before leaving the score table just in case any errors have been made or they have any queries.

23 Zero Tolerance Rules

All patrons entering Mandurah Basketball venues are expected to conduct themselves in an appropriate and sportsmanlike manner in line with all Codes of Conduct.

- 23.1 Coaches and Players will have the following assessed as unsportsmanlike conduct:
 - 23.1.2 Outward disputes about any decisions by a referee or scoring official
 - 23.1.3 Obscene or offensive language toward anyone at any time
 - 23.1.4 Visual displays of dissatisfaction with the official's decision, in a manner that openly embarrasses the official and/or challenges their judgement. This includes approaching with the intent of inciting the officials and opposition match personnel.
- 23.2 In cases where a junior player receives a technical foul requiring removal from the stadium, the player may be escorted from the immediate area to the reception area of the venue until a parent/guardian is available to support. MBA will assist in contacting a parent/guardian if required. At no time will a junior player be required to leave the stadium unsupervised until a parent/guardian is available.
- 23.3 Spectators have similar obligations regarding appropriate behaviours. Officials may stop the game if parents/spectators display inappropriate or disruptive behaviour or interfere with other spectators/participants of the game. Officials will identify and refer parties to the Games Controller or Referee Coach where consideration will be given to removing them from the stadium.
- 23.4 Inappropriate and disruptive behaviour includes, but is not limited to: Using obscene or offensive language, Taunting or ridiculing players, coaches, officials or other spectators. Displaying or threatening physical violence toward any person or Throwing object/s on court or interfering with on-court proceedings.
- 23.5 Unsupervised children under the age of 18 in breach of the Zero Tolerance rules will be removed to the MARC foyer (where practicable) and their parent/guardian contacted.
- 23.6 Officials are required to conduct themselves in a professional, fair and sportsmanlike manner at all times. They must be assertive, yet polite and operate in accordance with FIBA guidelines.

24 Specific Rules Overview

AGE GROUP	AGE GROUP SPECIFIC RULES
Under 8	<ul style="list-style-type: none"> • Size 5 ball (All competitions) • No scoreboard or online ladder • Defence to be played from the 3-point line • No zone defence • No stealing • 8" ring height – Inner 3-point line to be utilised • Free throws from blue line • 1 Coach allowed on court up to the green line
Under 10	<ul style="list-style-type: none"> • Size 5 ball (All competitions) • Stealing allowed (unless Mercy rule in effect) • Full court defence allowed • No zone defence • Scoreboard utilised, no ladder • 8" ring height – Inner -point line to be utilised • Free throws from green line • 1 Coach allowed to walk the whole length of the sideline
Under 12	<ul style="list-style-type: none"> • Size 5 ball (All competitions) • Full FIBA rules • No zone defence • Inner 3-point line • Coach to remain by team bench
Under 14	<ul style="list-style-type: none"> • Size 6 ball (All competitions) • Full FIBA rules • No zone defence
Under 16 Under 18 Senior Men's Senior Women's	<ul style="list-style-type: none"> • Size 6 ball (female competition), Size 7 ball (male competition) • Full FIBA rules
Senior Mixed	<ul style="list-style-type: none"> • Size 7 ball • At least 2 Females on court at any time • Teams must consist of a minimum 8 registered players (at least 3 females) • Males cannot block females (arms may extend upwards but no jumping) • Males cannot steal the ball off a female unless it has left hands (pass) • 2nd half only, 1st female to hit a 3 pointer awarded 6 points (one team only) • All players must be 16 years or older to compete.