



# Competition Guide and By-Laws

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*Westgate Basketball Association Inc*

December 2019

The Westgate Basketball Association aims to foster and administer the development and playing of basketball in the Inner West region and surrounding areas.

The Competition By-Laws for all domestic competitions conducted by the Westgate Basketball Association Incorporated (hereinafter referred to as WBA) are determined by the Board of Management of the Association, otherwise known as the "Board". The WBA Board receives advice on necessary changes from both affiliated clubs and WBA sub-committees. The WBA sub-committees are advisory bodies that take responsibility for making recommendations to the WBA Board on direction and policy, as well as assisting the Board in conducting day-to-day functions which may include grading, presentations and fixturing.

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

The WBA Board, Senior Domestic Committee (should there be a Senior Domestic Committee) and Domestic Competition Sub-Committee require all participants to abide by these Competition By-Laws and to obey any reasonable direction given by WBA members.

The WBA supports, adheres to and abides by all relevant Basketball Australia (BA) and Basketball Victoria (BV) policies and by-laws, including but not limited to:

- BV Blood Policy
- BV Member Protection By-Laws
- BV Tribunal By-Laws
- BV Participants Protection By-Laws
- BV Drugs In Basketball By-Laws

The following by-laws assume the usage of the WBA website, and all applicable software relevant to the website, including but not limited to Sports TG.

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## **A COMPETITION MEMBERSHIP**

### **A1 MEMBERSHIP CATEGORIES**

- A1.1 The Competition By-Laws recognise three levels of Competition Membership
  - A1.1a Club
  - A1.1b Team
  - A1.1c Player
- A1.2 The nature of each type of membership
- A1.3 Competition membership does not confer membership of the WBA upon any individual, team or club (refer Westgate Basketball Association Inc – Constitution).

### **A2 CLUBS**

- A2.1 Club Membership of WBA Competition affords both the Club and the WBA certain advantages that benefit the competitions and the administration of them
- A2.2 Club Membership will be extended to any organisation that enters two or more teams to play in the WBA domestic competition
- A2.3 Clubs will be considered as having an ongoing business relationship to the WBA
- A2.4 Clubs may apply for membership of the WBA (refer Westgate Basketball Association Inc, – Constitution)
- A2.5 Privileges and Expectations of Clubs
  - A2.5a Clubs will be expected to co-ordinate the entries of all teams playing under the Club name and consequently individual teams will not be required to submit entries
  - A2.5b Because of the ongoing business relationship between the Club and the WBA:
    - A2.5b.i The Club will pay the entry fees for all teams playing under the Club name;
    - A2.5b.ii Team bonds will not need to be lodged for teams playing under the Club name;
    - A2.5b.iii The Club will honour any amounts owing by individual teams of the Club
  - A2.5c Clubs may be asked to provide nominations for the WBA Board from time to time
  - A2.5d The WBA may offer certain privileges to Clubs from time to time.

### **A3 TEAMS**

- A3.1 Team Membership is necessary to allow the scheduling of competitions
- A3.2 Teams may join WBA competition as single entities in their own right or as part of a member club
- A3.3 All 'non-club' teams must register a Team Contact: preferably the person responsible for entering the team, who will be the point of contact between the team and the WBA. This person may be eligible for membership of the WBA (refer WBA Constitution)
- A3.4 Teams entered by Clubs must register either a Club Contact or an individual Team Contact, who will be the point of contact between the team and the WBA
- A3.5 The contact person in A3.3 and A3.4 above, must provide:
  - A3.5a An email address, and
  - A3.5b A mobile phone number with SMS activated.

A3.6 Team entry requirements, restrictions and provisions are detailed in Section C – Team Entry.

#### **A4 PLAYERS**

A4.1 All persons wishing to participate in domestic competitions at the WBA must become Player Members of the WBA

A4.2 Player Membership is necessary to facilitate the management of player movement between clubs and/ or teams within WBA domestic competition (refer to Section E - [Permits and Clearance and Permits](#))

A4.3 A person will not be recognised as a Player Member until they have completed the Player Registration process as detailed in Section D – Player Registration

~~A4.4 Individual players are not eligible for membership of the WBA (refer Westgate Basketball Association Inc. – Constitution).~~

## **B COMPETITION ORGANISATION**

### **B1 STRUCTURE**

- B1.1 The WBA may offer competitions as follows
  - B1.1. a Domestic
  - B1.1. b Age Based (e.g. U12) Girls, Boys and/or Mixed
- B1.2 Competitions will be conducted only if a minimum of 4 teams are entered or by discretion of the WBA
- B1.3 Competition Seasons. The year shall be divided into 2 competitive seasons, known as Winter and Summer, approximately based on school terms 2 & 3 and 4 & 1 respectively
- B1.4 The day/night on which a competition will be offered is at the discretion of WBA
- B1.5 Age Limits. For competitions restricted by age, the age eligibility date/time shall be midnight on 31 Dec of the year in which the competition ends
- B1.6. Proof of Age. Any player may be called upon by the WBA to supply proof of age and identity, at any time.

### **B2 CONDUCT**

- B2.1 Competitions will be conducted in accordance with:
  - B2.1a These by-laws, and
  - B2.1b FIBA Official Basketball Rules (as per current FIBA rules)
- B2.2 The WBA Domestic Competitions follow the published FIBA Rules, except as detailed in the body of this document. Refer to Annex K - Key to Local WBA Variations to FIBA Rules, for a summary of these variations.

### **B3 GRADED FIXTURES**

- B3.1 Where sufficient entries are received teams will be placed in separate grades
- B3.2 If 8 or more teams are entered in one grade, consideration by the WBA will be given to creating separate grades
- B3.3 Competitions may be fixtured into separate grades if less than 12 teams are entered. Grades may be played in separate fixtures or in single fixtures with multiple grades with separate finals being conducted for each grade at the discretion of the WBA
- B3.4 Initial Grading Process.
  - B3.4a The initial grading of teams shall be determined at a meeting of the WBA, and shall be based on the team lists of players submitted in accordance with Section C - Team Entry. Teams will be ranked based on their final ladder positions from the previous season
  - B3.4b The WBA will review any grading where players are added or removed from teams subsequent to the lodging of team lists
  - B3.4c The WBA reserves the right to grade/re-grade team entries to ensure fair competition
  - B3.4d Promotion and/or relegation of teams will be at the discretion of the WBA
  - B3.4e Newteams will be placed into the ranking list, with a ranking appropriate to the grade selected on their Team Entry.

### B3.5 Grading Fixtures

B3.5a Grading fixtures will be prepared based on the ranking of teams

B3.5b Based on results during grading, teams may be moved between fixtures to ensure sufficient comparative data exists to grade the teams.

### B3.6 Season Fixtures

B3.6a At the completion of grading, season fixtures will be prepared based on the final ranking of the teams

B3.6b Competition fixtures will be developed based on the number of courts available for competition and the number of games which can be played on each court. In general, this means teams will be placed in groups of 4 to 12 teams. Games will be fixtured on a 50 minute schedule.

### B3.7 Convention for Naming Grades

B3.7a For competitions where finals are played, fixtures will be named Division 1, Division 2, Division 3 and so on. If more than 1 set of finals are to be played in a fixture, then a 'Reserve' grade may be added e.g.: Division 1A/Division 1B. If required, each grade may be divided into separate divisions, e.g.: 1A,1B, 1C etc, preferably to a maximum of 2 divisions. Where only a single fixture is required the fixture may be called 'Open' rather than Division 1

B3.7b Where competitions are played over more than 1 day or night, only a single fixture shall be called Division 1, with all other days or nights of competition commencing with Division 2

B3.7c For special competitions or competitions without finals, e.g. U9, After School, O'35 Men, fixture names should reflect the nature of the competition. Examples of grades names are; Open, Junior, or Gold.

### B3.8 Finals Fixtures

B.3.8a Finals fixtures will be prepared at least 2 weeks prior to the commencement of the finals series. Semi-Finals and Preliminary Finals will be on a 50 minute schedule. Grand Finals will be fixture on a 60 minute schedule.

### B3.9 Re-grading Process

B3.9a Re-grading of teams may occur not later than Round 4 and shall take affect from the round notified by the WBA

B3.9b Notwithstanding the above, WBA may re-grade any team at any time of the season.



## **C TEAM ENTRY**

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### **C1 APPLICATION FOR ENTRY**

- C1.1 To participate in WBA competition, teams must apply for entry prior to the commencement of a new season, as follows:
- C1.1a By completing and submitting the appropriate form by the proscribed date, or
  - C1.1b Via "Digital Services" on the WBA website homepage (if available), or
  - C1.1c Via "Sporting TG", in the case of Club teams, and
  - C1.1d Making payment of the prescribed fees as specified in Annex A
- C1.2 To facilitate entry by "Digital Services" or "Sporting Pulse", an "Entry Window" will be opened not less than 4 weeks prior to the start of a season. The "Entry Window" will close on the prescribed date. Once the "Entry Window" has closed entries are subject to the provisions covered under "Late Entries"
- C1.3 Teams must list a minimum of 5 players on their Team Entry
- C1.4 All players listed must either be Player Members of the WBA or must apply for Player Membership on the day they first take the court
- C1.5 Teams will be classed as "Existing" or "New".

### **C2 EXISTING TEAMS**

- C2.1 Existing Teams are teams that have played at the WBA in a previous season/s and whose details remain in the Competition database
- C2.2 An Existing Team may be re-entered by any method in accordance with section C1.1 above
- C2.3 An Existing Team entry via "Digital Services" can only be made by the registered Team Contact
- C2.4 Subsequent to acceptance of their entry, Existing Teams may be required to pay a bond, if no bond is currently held.

### **C3 NEW TEAMS**

- C3.1 New Teams are teams that have not previously played at the WBA or any team whose details are no longer included in the Competition database
- C3.2 A New Team may be entered by any method in accordance with Section C1.1 above
- C3.3 All New Teams are required to pay a bond (see Annex A).

### **C4 ACCEPTANCE OF ENTRY**

- C4.1 Receipt of the Team Entry and payment of the required fees does not guarantee acceptance of the entry into WBA Competition
- C4.2 The WBA may impose such limitations on the number of teams or other conditions as it sees fit to aid in the management of competitions
- C4.3 Teams may be refused entry due to:
- C4.3a non-compliance with A3.5 and/or C1.3. above,
  - C4.3b unpaid fines,
  - C4.3c proving unreliable in previous seasons,
  - C4.3d previous withdrawal from fixtured competition,

- C4.3e non-payment of prescribed fees, and/or
- C4.3f a WBA Board decision taken in the best interest of basketball for this Association
- C4.3g Failure to comply with competition rules.
- C4.4 Where a Team Entry is not accepted, the prescribed fees will be returned or credited to the team/club bank account.

## **C5 BONDS**

- C5.1 A bond will be held against every team participating in WBA competition except:
  - C5.1a where the competition in which they participate, is exempt (see Annex A), or
  - C5.1b the team belongs to a member Club
- C5.2 New teams are required to pay the bond upon joining WBA domestic competition
- C5.3 The purpose of the bond is to indemnify the WBA against financial loss. The amount of the bond will be determined by the WBA Board and published in Annex A
- C5.4 The bond may be appropriated towards any amount owed by the team to the WBA
- C5.5 Existing teams may be levied for any increase in the scheduled fee or the entire amount of the bond, if a bond is not held against the team
- C5.6 The bond shall be held for as long as the team participates in competition at the WBA.
- C5.7 Forfeiture of Bond
  - A team shall forfeit their bond if:
    - C5.7a The team withdraws from the competition after the fixtures (including grading) have been prepared
    - C5.7b The team is disqualified for any reason
    - C5.7c A request for a refund of the bond is not received within 12 months of the end of the season in which the team last participated.
- C5.8 Refund of Bond
  - C5.8a When a team against which a bond is held does not enter the following WBA domestic competition season, the team is entitled to a refund of their bond, subject to the provision in 5.8.i.c
  - C5.8b Requests for a refund of the bond must be in writing and signed by the team contact as recorded on the teams' last Team Entry
  - C5.8c Refunds will be made by cheque in the name of the team contact and posted to their last recorded address or credited direct to their nominated bank account. Refunds will be made subject to prior settlement by the team of all amounts owing to the WBA.

## **C6 LATE ENTRIES**

- C6.1 Teams may enter after the website "Entry Window" has closed. A "Late Entry Form" can be obtained from the WBA. The Entry Form will be considered the same as a website entry and will be processed in accordance with sections C1, C2 & C3 above
- C6.2 Subject to C4 above, late entries, if accepted, will be processed as follows:
  - C6.2a Late entries received before fixturing may be included in the initial season fixture or grading fixture
  - C6.2.b Late entries received after the initial fixture is published will be included in a fixture at the discretion of the WBA

C6.3 Competition Ladder. The ladder position for late entry teams will be determined by their performance in the competition. No compensation for missed games is necessary due to how ladder position is calculated. (See Match Administration – Competition Ladders).

#### **C7 WITHDRAWAL OF ENTRY**

C7.1 Teams may withdraw their entry at any time prior to their inclusion in a fixture without penalty

C7.2 Once teams have been included in a grading fixture or season fixture, all fees paid as required in C1.1d above are forfeited.

#### **C8 PROMOTION AND RELEGATION**

C8.1 Promotion and relegation of teams from one season to the next will be at the discretion of the WBA

C8.2 Factors including but not limited to previous season results and changes in player personnel will be taken into consideration by the WBA when deciding on promotion or relegation.

#### **C9 DISQUALIFICATION FROM COMPETITION**

C9.1 A team may be disqualified from competition at the discretion of the WBA Board, when the team:

C9.1a gives 2 consecutive forfeits

C9.1b gives 3 forfeits in a season

C9.1c refuses to pay fines incurred

C9.1d breaches acceptable standards of behaviour (see Annex C).

## **D PLAYER REGISTRATION**

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### **D1 PROCEDURE**

D1.1 All participants in WBA competition must be Player Members of the WBA. Participants must register in every team for which they play prior to playing in their first game with that team.

D1.2

To become a Player Member, participants must:

D1.2.a Complete any prescribed Player Membership form via the relevant registration process.

D1.2.b Players must be registered with their club by the round of the season that would allow them to be eligible to play finals in accordance with Section H5.1 of this By-Law.

D1.3 The following personal details are mandatory:

D1.3a Surname

D1.3b First name

D1.3c Date of birth

D1.3d Gender

D1.3e Contact phone number (mobile phone number preferred), and

D1.3f Email address or postal address (email preferred)

D1.4 Date of Effect on Membership. All players must be members on the day that the player participates in the competition for the first time

D1.5 Unregistered Players. Any player who is not a Player Member of the WBA is an unregistered player.

**The Association will endeavour to contact clubs to advise that they are playing an unregistered player/s however may not do so before a team receives a forfeit for playing an unregistered player.**

D1.5a A team playing an unregistered person(s) shall lose premiership points gained from the first game in which that person played whilst unregistered

D1.5b The WBA will notify the team/club via the team contact and club contact as recorded in the electronic database that an unregistered player has played

D1.5c After notification, the team shall lose all subsequent points and the result of affected games will be revised in favour of the opposing team(s), until such time as the player becomes a Player Member

D1.5d In all cases where penalties apply the provisions of Section D5 "Penalties for Illegal Player Movement" shall apply.

### **D2 REGISTRATION RESTRICTIONS**

D2.1 Teams may register as many players as they wish, however only 10 players may play in any game, including Finals. A maximum of 10 players may be added to a match in "Stadium Scoring"

D2.2 Junior players playing at a high representative level with any association (i.e. VJBL 1, 2, 3 or 4) need to adhere to the appropriate division as stated in Annex F. REP PLAYER POINTS SYSTEM

- D2.3 Players in competition may register in a maximum of two (2) teams in a single competition so long as both teams are not in the same grade or in the case of multigrade fixtures, the same fixture.
- D2.4 Players in junior competitions may only register in one (1) team in a single competition (e.g. U10 Boys)
- D2.5 Players wishing to change teams or clubs before or during a season must apply for a clearance from the team or club in which they were first registered (see Section E3 Clearances)
- D2.6 Players playing for a club, may apply for a permit if they wish to play for another club or play for a “non- club” team (see Section E4 Permits)
- D2.7 Individuals currently under suspension by the Basketball Victoria Tribunal or relevant Domestic Competition Sub-Committee may not register until the suspension is served
- D2.8 Players in age restricted competitions must meet the eligibility criteria as set down in “Competition Organisation” below:
- D2.8a to play Under14 competition the player must not turn 14 years old in the year the competition commences
- D2.9 In the interest of player safety:
- D2.9a Players may only play up one age group above their natural age group (i.e. the lowest age group in which the player is eligible to play).
- D2.9b To participate in competition, a player must have turned 6 years of age, unless playing in a competition specifically designed for participants 6 years and younger
- D2.9c To participate in a Senior Competition, a player must have turned 15 years of age
- D2.10 Female players may register in male competition teams up to U12 inclusive. Mixed competition rules do not apply
- D2.11 Male players are ineligible to register in female competition teams
- D2.12 Restrictions apply to ALL players that participate in competitions conducted by the VJBL. Refer to the Rep Player Point System document for details on the application of this rule (Annex F)
- D2.13 General Comment. These rules seek to prevent a team gaining an unfair advantage over other teams, whether by accident or design, through movement of players from one team to another. They are not intended to prevent a player from finding the grade suited to his/her skills or from making a team which might otherwise have to give a walkover. Teams/Clubs are strongly recommended to take any questions regarding the application of these rules to the WBA Board.

### **D3 DE-REGISTRATION OF PLAYERS**

- D3.1 Players can only be removed from a team's list in the electronic database if they have not played during the current season.

#### **D4 MULTIPLE REGISTRATIONS**

D4.1 Senior players may play in more than one senior competition and more than one grade of the same competition, but only twice on the same day/night of competition. Irrespective of the highest grade they play they may participate in any other grade. Players may not play in more than one team in any one grade

NOTE: Teams may be re-graded as a result of the inclusion of a player who plays or has played in a higher grade/division

D4.2 Special fixturing will not be undertaken to ensure that players playing twice on the same day/night are able to participate in both matches in every round

D4.3 Junior players may not be registered for more than one team in the same competition/age group

D4.4 Junior players may only play once in the same round of the same competition/age group and play in no more than two (2) junior games on any day

D4.5 Junior players may play in more than one competition/age group assuming all eligibility criteria are met for the respective competitions,

For example:

D4.5a A player eligible for U12 competition may also play U14 competition

D4.5b A player eligible for U18 competition may also play senior competition

D4.6 Subject to compliance with the rest of this Rule; within a season, until such time as a player has played three (3) games with a team, or up until the end of Round 5, a player may move between teams from the same Club that are playing in different grades or different sections of the same grade, within the same age group. Once the player has played three (3) games with any team, they must remain with that team and may not move to any other team for the remainder of the season. After Round 5, a player who has played less than three (3) games with any one team must remain with only one team for the remainder of the season

D4.7 Players registered to play in more than one grade/fixture or age group on the same day/night of competition should not expect that special fixturing will be undertaken to allow them to play in each competition round.

#### **D5 PENALTIES FOR ILLEGAL PLAYER MOVEMENTS**

D5.1 The penalties described below shall apply to illegal player movements.

Definition – illegal player movement shall include

D5.1a Playing a player who has not been cleared to transfer from another Club to this team

D5.1b Playing a player who, by virtue of their Rep Player points, causes the team to exceed the maximum points

D5.2 Where a team that illegally plays a player in a game and wins that game, the game shall be treated as a forfeit and the game will have the result 0 - 20 recorded, with the team that played an illegal player awarded 0 ladder points

D5.3 Where a team that illegally plays a player, loses such a game, that game result shall stand

D5.4 For the team to be allowed to continue playing, they must remove players (played illegally) from the team, so as to comply with the ruling of the WBA

D5.5 If this change to the team and its results occur late in the season (i.e. where this team will not get the chance to have at least one result against all other teams in their fixture), the team should be dropped to the bottom of the ladder, continue playing for no points and shall not play finals

D5.6 Games illegally played by a person shall NOT be credited to the player's total games for finals eligibility (refer to Section H5 Qualification for Participation in Finals Series).

## **E CLEARANCES AND PERMITS**

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### **E1 PLAYER STATUS**

- E1.1 All registered players are associated to the team/s in which they are registered and additionally the club/s to which those teams belong
- E1.2 Once a season has commenced ALL players registered with a club require a clearance if they wish to move to another club
- E1.3 If a team withdraws from competition or is otherwise removed from competition, ALL registered players wishing to continue playing must adhere to the clearance procedures.

### **E2 MOVEMENT BETWEEN CLUBS**

- E2.1 Junior players may only play for one Club during a season, except where a Permit has been granted by their 'home' club and accepted by the WBA. Movement of players between clubs is controlled.

### **E3 CLEARANCES**

- E3.1 A player wishing to transfer to another team/Club, teams/Clubs involved in the subsequent clearance applications, and the WBA shall observe the following requirements:
  - E3.1a The Club the player is transferring to, will submit an on-line Transfer via SportsTG
  - E3.1b Automatic notification will be emailed to the Club the player is transferring from, for their approval.
  - E3.1c Once both clubs have approved the transfer, the WBA Administrator will check all details & complete the approval process
- E3.2 Clubs must deal with any clearance request received by the date specified by the WBA Administrator at [admin@westgatebasketball.com.au](mailto:admin@westgatebasketball.com.au)
- E3.3 A player lodging a transfer application prior to Round 1, which is subsequently approved by the WBA, will be eligible to play immediately
- E3.4 Any disputes in regards to Clearance given must be submitted to the WBA Administrator at [admin@westgatebasketball.com.au](mailto:admin@westgatebasketball.com.au) so it can be determined by the WBA Board
- E3.5 Where the WBA deems that the transfer of a player would adversely affect the competition the player involved may either:
  - E3.5a Remain with the team of previous registration, and participate for the remainder of the season in question, or
  - E3.5b Be transferred to the new Club, but remain ineligible to participate in the season which is already underway
- E3.6 In exercising discretion, the WBA will be guided by the following general principles and considerations:
  - E3.6a The overriding desire shall be to ensure that persons wishing to play basketball are not prevented from doing so;
  - E3.6b Where contracts exist, or financial or property matters are contested, the WBA may determine that a clearance is denied, until such time as the monies owing are re-paid, or property is returned;



E3.6c Any transfer request after Round 1 of any season will be considered only where the player's transfer would not change the overall makeup of either team or relative strengths of the two grades, where this is relevant

E3.7 Penalties for breaches of this Rule shall include the immediate forfeit of premiership points gained in the first instance of the breach, as described in Section D5 Penalties for Illegal Player Movements. No further penalty shall be incurred until official notification has been made to the team/Club. From that time all penalties applied shall be as described in Section D5 Penalties for Illegal Player Movements (refer to D5).

#### **E4 PERMITS**

E4.1 The effect of the Permit is to allow the player to participate with another Club (e.g, where the Club, to which the player is registered, does not have a team at the desired age or grade level) for the duration of a season, but the player will remain registered with their original Club

E4.2 A Permit must be submitted on the prescribed form and is valid for one season only

E4.3 A Permit will be accepted only where both Clubs approve of the arrangements and the arrangement commences prior to the half way point of the season. All Permits requested after the end of the Grading period are subject to approval by the relevant WBA Board.

#### **E5 APPEALS**

E5.1 If a player is denied a clearance or permit the player may appeal the decision and lodge a "Clearance Appeal Form" and a representative from the WBA will hear the appeal typically within 14 days, with all parties present.

## **E PLAYER EQUIPMENT**

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### **F1 REGISTERED TEAM UNIFORM**

- F1.1 The Full Uniform shall be deemed to include shorts and singlet. Up until Round 5, allowances will be made to the strict application of the following rules, to accommodate new teams and new players, except where such allowances may cause or exacerbate colour clashes
- F1.2 Each team must register the colours of their uniform when entering the competition. The colours registered shall be the dominant colour of the shirts and the dominant colour of the shorts
- F1.3 The registered colours shall comprise the registered uniform.

### **F2 SPECIFICATION OF UNIFORMS**

- F2.1 The uniform of the players must comply with Rule 3, Article 4, and Paragraph 4.3 of the Official Basketball Rules with the following additions and/or exemptions.
- F2.2 Singlets The following restrictions apply to singlets:
- F2.2a The singlets worn by the players of each team must be uniform in design and colour
  - F2.2b All numbers from 0 through to 99 are acceptable playing numbers
  - F2.2c Playing in a shirt without a number is not permitted
  - F2.2d Taped or hand written numbers are not permitted
  - F2.2e White tee shirts only are permitted to be worn under a player's singlet. Medical permission is not required for players to wear T-Shirts under the playing singlet
  - F2.2f Singlets are not required to be tucked into the shorts
- F2.3 Shorts The following restrictions apply to shorts:
- F2.3a Shorts worn by the players of each team must be basketball shorts of the same colour
  - F2.3b Small manufacturer's logos are permitted
  - F2.3c Shorts may NOT have cuffs, pockets, belt loops or buckles
  - F2.3d Stripes no thicker than a centimetre are acceptable; stripes thicker than a centimetre are only acceptable when everyone on the team has the same
- F2.4 Shoes. Only suitable sports shoes with non-marking soles are to be worn on the court
- F2.5 Garments worn under the uniform, such as skins, are permitted to be worn. Garments such as full length skins are not permitted to be worn unless approved by the WBA or Session Supervisor.

### **F3 CONDITION OF UNIFORM**

- F3.1 Players who have faded or damaged shirts or shorts, indistinct or damaged numbers, or generally poorly maintained uniforms will be warned by the Session Supervisor
- F3.2 The warning will be recorded by the Session Supervisor
- F3.3 The team, player or players will have two weeks to repair or replace the defects or they will not be allowed to play.

#### **F4 INCORRECT UNIFORM**

- F4.1 Junior Competition. After Round 5, players in incorrect uniform will be unable to take part in the game
- F4.2 Senior Competition. After Round 5:
- F4.2a Players in incorrect singlets will be unable to take part in the game
- F4.2b Players in incorrect shorts may take part in the game, with a 5 point penalty score being awarded to the opposition
- F4.3 Disputes regarding incorrect uniforms are to be directed to the session Supervisor in the first instance and then to the WBA.

#### **F5 CLASH OF UNIFORM COLOURS**

- F5.1 Teams are not expected to have a second contrasting set of shirts or singlets. However, in the case of a colour clash in any fixtured or Finals game, the following shall apply:
- F5.1a Priority on Colours. The first named team on the fixture for each game shall be deemed the home team, and will be required to wear an alternative, non-clashing set of shirts (no team or club has automatic priority in the case of colour clashes, other than by being listed as the home team for that game)
- F5.1b Change by Agreement. By mutual consent between the teams involved, rule 5.1i
- F5.1c Sourcing Alternate Shirts. Teams may use their own alternate shirts or may borrow a set made available by the association (these can be obtained from the Session Supervisor)
- F5.2 Refusal to Change Shirt. If a team, listed as the home team, refuses to change to an alternative colour, that team will be deemed to have given a forfeit (refer to Section G6 Commencement of a Fixtured Match and Section G12 Forfeits). If a game is played, the Forfeit Fines may be waved at the discretion of the WBA.

#### **F6 USE/HIRE OF STADIUM TOPS**

- F6.1 The stadium tops are available for use at no charge when there is a clash of uniform colours
- F6.2 The stadium tops are available for hire at any time when one or more players are unable to take the court due incorrect uniform. The hiring fee is as specified in Annex A
- F6.3 When stadium tops are in use the following protocol applies:
- F6.3a Stadium tops must be worn by all players of the team using the tops.
- F6.3b Once the game has commenced the stadium tops must be worn for the whole game even if the team is able to revert to their registered uniform as a result of players coming in late
- F6.4 Security Deposit
- F6.4a Teams wearing stadium tops may be asked to leave a security deposit with the Session Supervisor when collecting the tops
- F6.4b The deposit may consist of keys, money, wallet or purse or any other item of value
- F6.4e The deposit shall be returned only when the issued stadium tops are returned

#### F6.5 Damage to Stadium Tops

F6.5a If the stadium tops are returned in damaged condition (e.g. ripped, knots tied in the elastic, etc) or if any of the tops are missing the team will be fined as proscribed in Annex B.

### **F7 OTHER EQUIPMENT (JEWELLERY, HAIR ACCESSORIES, ETC)**

F7.1 In accordance with current FIBA rule:

**“Players shall not wear equipment (objects) that may cause injury to other players.”**

**All players must comply with this Rule with the following additions and/or exemptions.**

#### F7.2 Jewellery

F7.2a All items of jewellery that can be removed should be removed

F7.2b Items of jewellery that cannot be removed may be worn so long as they are adequately padded so as not to create a danger for other players

F7.2c The referee in conjunction with the Session Supervisor shall be responsible for deciding if an item of jewellery has been adequately padded. If the padding is not considered adequate, the player may not take the court. The decision of the officials will be final

#### F7.3 Fingernails

F7.3a The referee shall inspect the fingernails of all players, male and female, prior to the commencement of each match

F7.3b Players with fingernails that are not closely cut must do any of the following before taking the court:

F7.3b.i Cut and file their fingernails

F7.4b.ii Cover the nails with approved soft nail tape (e.g.: Elastoplast)

F7.4b.iii Wear approved gloves (e.g.: netball gloves)

#### F7.4 Hair and Hair Accessories

F7.4a 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 (see Annex J)

F7.4b Long hair must be secured in a ponytail or other suitable arrangement that will stop the hair from “whipping” into the eyes of other players

F7.4c If the arranged hair obscures the number on the back of the playing shirt then the hair must be placed inside the collar of the shirt so that the number is not obscured

#### F7.5 Religious & Cultural Exceptions

F7.5a The WBA recognises that in circumstances where religious and cultural beliefs conflict with the standard dress code, modification to that dress code may be required

F7.5b The WBA requires that headscarves are permitted to be worn, as (by rule) they pose no threat of injury. This includes head scarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips (see Annex J)

F7.5c It is recommended that the colours of head scarves or other garments should resemble the registered colours of the team the player is representing.

## **G MATCH ADMINISTRATION**

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### **G1 MATCH FIXTURES**

- G1.1 Publishing of Fixtures
  - G1.1a Grading Games: Monday prior to each grading game (if grading games occur)
  - G1.1b Normal season games: Within 3 days from final grading game, remainder of season's games will be published
  - G1.1c Finals season games: No later than Round 6 of a season
- G1.2 The fixtures shall show:
  - G1.2a The name of the competition
  - G1.2b The names of all teams entered in the competition
  - G1.2c The date, start time and location of each match
- G1.3 Where 2 or more divisions are fixtured in a single fixture, the teams will be coded so as to identify to which division they belong or the fixture shall specify the ladder positions that will qualify for the finals in each grade  
Example: U10B1 – Under 10 Boys Division 1, U10B2 – Under 10 Boys Division 2 etc.
- G1.4 The first listed team shall be designated as the "home" team and the second listed team the "away" team. The teams shall be designated Team A and Team B respectively in Stadium Scoring or on the pre-printed scoresheet.

### **G2 MATCH FEES**

- G2.1 Playing basketball incurs a fee, which will be borne by the whole team. The WBA Board shall determine the amount of this fee (see Annex A).
- G2.2 Pre-payments (Single Team). Match fees may be paid in advance by prior arrangement with the WBA Administrator at [admin@westgatebasketball.com.au](mailto:admin@westgatebasketball.com.au).
- G2.3 Bulk Payments (Multiple Teams). Clubs may arrange with the WBA Administrator at [admin@westgatebasketball.com.au](mailto:admin@westgatebasketball.com.au) to make bulk payment of match fees in respect of more than one team.

### **G3 MATCH OFFICIALS**

- G3.1 The WBA shall roster 2 qualified officials (being either a Session Supervisor and/or Referee Supervisor) for all fixtured matches (except U9 & U10 where only 1 official must be rostered). The more qualified official, either by qualification level or by time in 'grade' shall act in the capacity of "referee" and the other official in the capacity of "umpire". The WBA reserves the right to roster 1 training official (green shirts program) for all fixture matches where 2 officials are required and as directed by the Session Supervisor.

### **G4 RECORDING OF MATCH DETAILS**

- G4.1 Details of matches will be recorded using the Stadium/Courtside Scoring or pre-printed scoresheets may be used if Stadium/Courtside Scoring is not available
- G4.2 Stadium/Courtside Scoring. Before the scheduled start time each game the Team representative/manager shall complete the following in preparation for the start of the match:
  - G4.2a Ensure details of all players appear on the match list

- G4.2b Ensure the correct singlet number is recorded against each player
- G4.2c Any player whose details are not shown on the Stadium/Courtside scoring, cannot participate in the game
- G4.2d New players must complete the Player Membership requirements outlined in Section D prior to the game. Teams that play unregistered players may be penalised in accordance with Section D1.5

#### G4.3 Scoresheets

- G4.3a The scoresheet will only be used if Stadium/Courtside scoring is not available. Scoresheets must have the following detail and will always be used to record the half time and final scores:
  - G4.3a.i The name of the competition
  - G4.3a.ii The match round
  - G4.3a.iii The date, start time and location of the match
  - G4.3a.iv The names of the competing teams
  - G4.3a.v The names of all registered players (both given and family names)
- G4.3b Unregistered Players: Players whose names are not pre-printed on the scoresheets are by definition unregistered. They must complete the Player Membership requirements outlined in Section D prior to the beginning of the game. Teams that play unregistered players may be penalised in accordance with Section D1.5
- G4.3c The referee shall ensure that the scorer, other score bench officials and the umpire complete their duties in respect of the scoresheet in accordance with Section B.12 "Summing Up" of the Official Basketball Rules

G4.4 Absence of Players from Game. The referee must ensure that prior to game completion in Stadium/Courtside Scoring or finalisation of the scoresheet, the names of players that have not taken part in the match, must be removed from the 'Stadium Scoring' team list or be deleted from the scoresheet by drawing a line through their name (if sheet is being used)

G4.5 Clubs or teams playing players under a false name shall lose all premiership points for that game and shall be reported to the Tribunal and may be penalised in accordance with Section D1.5

G4.6 If scores are in dispute at the end of the match, the referee must make a decision as to the correct score prior to game completion in 'Stadium Scoring' or the finalisation of the scoresheet.

#### **G5 SCORE BENCH OFFICIALS**

G5.1 Each team will supply a competent person to act as score bench official for all matches except Grand Finals. The "home" team shall be responsible for the "Stadium Scoring"/scoresheet recording and the "away" team shall be responsible for the scoreboard and timekeeping

G5.2 If a team cannot supply a competent person to act as their score bench official, the captain of the side will nominate a player to act as their score bench official. This person may act as a substitute during the match but only if their replacement on the score bench is also a competent person

- G5.3 In the case of a team having only 5 players and no competent person to act as score bench official, paragraph G5.2 above will apply and the team must play with 4 players
- G5.4 In the case of a team having only 4 players and no competent person to act as score bench official, the opposing team shall perform the functions of both score bench officials to the best of their ability
- G5.5 Under no circumstances may either of the rostered match officials act as score bench officials
- G5.6 Grand Finals. The WBA, shall supply score bench officials for Grand Final matches.

#### **G6 COMMENCEMENT OF A FIXTURED MATCH**

- G6.1 Teams are required to be able to take the court at the published time for their match. All pre-match administration (e.g. provision of alternate uniforms) should be completed before the published start time for the match
- G6.2 The match officials will start the match clock at the published time or as soon thereafter as possible. Both teams must be ready to commence playing when the match clock is started
- G6.3 A team that is not ready to commence playing when the match clock is started shall be penalised for a "late start". If both teams are unable to commence playing, a penalty shall be recorded against both teams. The penalty shall be as specified in H1.8 Late Start.

#### **G7 DEFERRAL OF A GAME**

- G7.1 A game may be deferred only with the approval of the WBA (or nominated representative), provided:
- G7.1a A formal request has been submitted to the WBA, and if both teams agree to the deferral
- G7.1b Deferral is practical and appropriate
- G7.1c The result of the game may affect the Premiership Ladder position for Finals
- G7.2 Approval to defer is entirely at the discretion of the WBA. If not approved, the original fixture shall stand.

#### **G8 RESCHEDULING OF A FIXTURED MATCH**

- G8.1 If due to circumstances beyond the control of the WBA, a match is unable to be played as fixture (except forfeits), the WBA reserves the right to reschedule the match
- G8.2 The rescheduled match must be at a date and time agreeable to both of the teams involved and must take place within 14 days of the original date and time
- G8.3 Where a match is unable to be rescheduled the match will be removed from the fixture.

#### **G9 CANCELLATION OF A FIXTURED ROUND OF MATCHES**

- G9.1 If due to circumstances beyond the WBA's control an entire round of a fixture is cancelled, the matches will not be rescheduled. No premiership points will be awarded for that round and the round shall be deleted from the fixture.

#### **G10 POWER FAILURE OR RESTRICTIONS**

- G10.1 In the event of power restrictions or failure the onus is on the teams to verify whether games are continuing as fixtured.

#### **G11 COMPETITION LADDERS**

- G11.1 Weekly results of all matches and a ladder showing team positions will be displayed via WBA website [www.sportstg.com](http://www.sportstg.com) (or similar) by WBA staff prior to the next round of competition for all senior and junior competitions except for those where finals are not played
- G11.2 Premiership Points (PP): Premiership points will be allocated for all 'Home & Away' matches as follows:
- G11.2a Win – 3 points
  - G11.2b Loss – 1 point
  - G11.2c Draw – 2 points
  - G11.3d Win by Forfeit – 3 points
  - G11.3e Loss by Forfeit – 0 points
  - G11.3f Bye – 3 points
- G11.3 PP% Ladder. Ladder position is determined by the ratio of premiership points earned to the maximum points possible from the games played, expressed as a percentage
- For example:
- If a team has played 5 times, they could have earned 15 points
  - If they have won 3, lost 1 & drawn 1, they would have 12 points. This would give them a percentage of 80%
  - A team with a record of 3 wins, 1 loss & 1 bye, has only played 4 times & has earned 12 points
- G11.4 Teams with the same PP%. If two or more teams have the same PP%, then ladder position will be determined by:
- G11.4a PP%, then
  - G11.4b F/A%, being Points For (total cumulative score recorded by the team) divided by Points Against (total cumulative score by opposing teams) expressed as a percentage
  - G11.4c At the end of the 'Home & Away' matches, if teams are still tied, aggregate score differences in games played between the two (or more) team will determine the placing
- For example:
- Team A won by 7 points, then later in the season lost by 8 points to Team B – Team B finishes above Team A
- G11.5 This PP% Ladder reduces the advantage some teams have when not all teams have the same number of byes. It also means that if re-grading of teams does occur, no compensation for games played in the higher or lower grade needs to be made as position in the new ladder is determined only by games played in the new grade.

#### **G12 FORFEITS**

- G12.1 A match may commence when a team has a minimum of 4 players present (see also Section G5 above). A forfeit occurs when one or both teams fail to take the court before 10 minutes has elapsed on the time clock
- G12.2 In the case of a forfeit by one team the result of the match shall be a win in favour of the team that was ready to play. A final match score of 20 – 0 shall be recorded in "Stadium Scoring" or on the scoresheet which shall also be clearly marked "Forfeit"



G12.3 In the case of a forfeit by both teams i.e. 'double forfeit' the result of the match shall be a double forfeit. A final match score of 0 – 0 shall be recorded in "Stadium Scoring" or on the scoresheet which shall also be clearly marked "Forfeit"

G12.4 When a forfeit occurs premiership points will be awarded as indicated in paragraph G11.2 of this section

G12.5 Notified Forfeit. A forfeit shall be declared a 'notified forfeit' when the team forfeiting notifies the WBA either in writing or by telephone not later than 5pm on the day prior to the match except for Sunday and Monday fixtures which must be advised not later than 5pm on the Friday prior to the match

G12.7 Penalties for Forfeiting

G12.7a A fine shall be levied, the amount of the fine to be determined by the WBA Board (see Annex B). Teams shall be invoiced for monies owing and payment must be made by the due date as described on the invoice.

### **G13 FINES AND PENALTIES**

G13.1 Fines

G13.1a Fines levied against teams are the joint responsibility of all of the players registered to that team

G13.1b Non-payment of a fine/s may result in disqualification of the team from competition

G13.1c 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

G13.1d For specific fines see Annex B.

G13.2 Penalties

G13.2a Teams may be penalized for any breach of these by-laws at the discretion of the WBA

G13.2b Breaches incurring a penalty include but are not limited to:

G13.2b.i playing an unregistered player

G13.2b.ii playing an ineligible player

G13.2b.iii unacceptable conduct (see Annex C)

G13.2c Repeated breaches of these By Laws may result in disqualification from competition

G13.3 All penalties and charges remain in force until completed or fully paid. The WBA reserves the right to impose further sanctions and charges where fees are not paid on time or where other penalties are contravened.

### **G14 REPORTS AND COMPLAINTS**

G14.1 Any team or individual wishing to make a complaint about any matter relating to WBA competitions or other matters must do so in writing to their club representative. The club representative will then raise the issue with the WBA.

G14.2 The WBA will appoint an *Investigation Officer* to investigate an incident or complaint related to domestic basketball at the WBA. The WBA will inform the complainant of the process that will be undertaken, including the expected timing for the investigation.

G14.3 The investigation will be undertaken in any manner the *Investigation Officer* wishes, and will have regard to referee reports, witness statements and the Basketball Victoria Tribunal By-Laws and the Basketball Victoria Member Protection By-Laws.

G14.4 Following the investigation, the *Investigation Officer* will make one of the following recommendations to the DCSC:

G14.4.a The incident or complaint is a reportable offence and a tribunal hearing will be held in accordance with the Basketball Victoria Tribunal By-Laws

G.14.4.b The incident or complaint is considered to be harassment, discrimination or vilification and a complaint should be made to Basketball Victoria under the Member Protection By-Laws

G.14.4.c The incident or complaint is minor in nature, and/or it is more appropriate to be dealt with by the DCSC

G.14.4.d The incident or complaint requires no further action.

G14.5 Any recommendation made by the *Investigation Officer* under clause G.14.3 will be made in writing and provided to the DCSC in a timely manner.

G14.6 The DCSC will inform all affected parties of:

14.6.a the outcome of the investigation and recommendations by the Investigation Officer

14.6.b the process the incident or complaint will be dealt with, including the timing of any proceedings as well as the rights and responsibilities of all affected parties.

G14.7 Any incident or complaint that is dealt with by the DCSC under clause G14.3.c will be undertaken having regard to the conduct and penalties outlined in the Basketball Victoria Tribunal By-Laws.

#### **G15 PROTESTS**

G15.1 Any team wishing to lodge a formal protest in respect of any game must complete a WBA Match Protest Form to that effect.

G15.2 The WBA Match Protest Form must be lodged with the WBA within 72 hours of the match being played, or the results being posted on the website, whichever is the later. A bond is to be lodged with the protest (see Annex A).

G15.3 The WBA Board (or delegate) will hear the protest. If the protest is upheld, the bond shall be refunded, otherwise the bond is forfeited.

G15.4 The appeal must be lodged in writing within 24 hours of the hearing of the protest. No bond is required.

G15.5 The registered Team Contact/Manager must sign all correspondence regarding a protest or appeal.

## **H COMPETITION RULES**

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### **H1 MATCH RULES – GENERAL**

- H1.1 All matches will be conducted in accordance with the current FIBA rules except as modified by these By-laws
- H1.2 Matches shall be played in 2 halves of duration proscribed in Annex D
- H1.3 24 Second Rule does not apply
- H1.4 Teams will have 2 time outs per half unless otherwise specified
- H1.5 The match clock will be started at the published time in the competition fixture. If the previous match has run over time, the match clock will be started as soon as possible after the completion of the previous match
- H1.6 At the moment the match clock is started the match officials are required to call for "centres". The match officials are required to give a verbal warning to teams to be ready to play e.g.: 1 minute
- H1.7 A team may commence a match with 4 players. For Mixed Competition the 4 players can be 4 female players, but not 4 male players
- H1.8 Late Start. Teams are expected to be ready to commence playing at the published fixtured start time. Teams that are not ready to play shall be penalized: a score of 1 point for each minute or part thereof shall be awarded to the team that was ready to play. The Penalty Points will be added to the scoresheet endorsed "Late Start"
- H1.9 Forfeit. A match that has not commenced by the 15-minute mark of the first half, as shown on the match clock shall be declared a forfeit. The team that was ready to play shall be declared the winner and the final score shall be recorded as 20 – 0 in favour of the team that was ready to play. If neither team is ready to play the match shall be declared a 'double forfeit' and the final score shall be recorded as 0 – 0
- H1.10 Drawn Matches. Drawn games are recognised during the regular season but not in finals.

### **H2 MATCH RULES – COMPETITION SPECIFIC MODIFICATIONS**

- H2.1 Annex D lists the 'Match Rules' including modified rules that pertain to each competition during the 'Home & Away' fixture
- H2.2 Annex E lists 'Match Rules' that pertain to each competition during Finals.

### **H3 SPECIAL RULES**

The following special rules may be applied to WBA Competitions (see Annex D):

- H3.1 Sin Bin Rule (see Annex G for examples)
- H3.1a A player that displays poor conduct or sportsmanship that warrants a technical foul. This includes dissent, arguing with the referee, inappropriate language, pushing and shoving. A technical foul will be called and administered in the usual way. The difference is that the player will leave the court and may not return to the game for five minutes of playing time
- H3.1b The player may be substituted if a substitute is available
- H3.1c The referee will note the time on the playing clock that the player leaves the court and instruct the scorer to write down the earliest time that the player may re-enter the game, through a normal substitution

- H3.1d On return to the playing court, if the player commits a similar indiscretion, a disqualifying foul will be applied with the normal penalty
- H3.1e If a player is given a disqualifying foul then the player will not be allowed back on the court and a 1 week automatic suspension will apply
- H3.1f A coach that displays poor conduct or sportsmanship warrants a technical foul. |  
This includes dissent, arguing with the referee, inappropriate language, pushing and shoving. A technical foul will be called and administered in the usual way.  
The difference is that the coach will need to move away from the bench so they're not in the position to communicate with their team for five minutes of playing time
- H3.1g During this time an assistant coach or team manager must take their place
- H3.1h The referee will note the time on the playing clock that the coach leaves the court and instruct the scorer to write down the earliest time that the coach may re-enter the game, through a normal substitution
- H3.1i On return to the playing court, if the coach commits a similar indiscretion, a disqualifying foul will be applied with the normal penalty
- H3.1j If a coach is given a disqualifying foul then the coach will not be allowed back on to the court and a 1 week automatic suspension from the competition will apply.
- H3.2 Heat Rules (see Annex H)
- H3.2a During periods of extreme heat, match timings and the administration of time outs will be modified in accordance with the "Match Rules During Extreme Heat" as specified in Annex H.
- H3.3 Mercy Rule (see Annex G)
- H3.3a In Junior competitions, when the difference in the game score reaches 20 points or more, the team that has the lead will be required to pull back to within the three point arc at the end of the court that contains the basket that team is defending and back to normal defence once they cross the front court
- H3.3b The losing team has the option to forego this rule.
- H3.4 No Zone Rule (see Annex L)
- H3.4a Any Under 10, Under 12 & Under 14 in ALL Divisions of WBA Junior Domestic games, there is to be "No Zone Defence" allowed by either team. A restriction to a team's defence only occurs from the centreline, where teams must apply Man to Man principles
- H3.4b Where there are less than 5 players on the court, the No Zone Rule does not apply.

#### **H4 FINALS**

- H4.1 After the completion of the last round of the 'Home & Away' season a finals series shall be held for the top 4 teams in each fixture (unless otherwise specified for multi-grade fixtures), with the exception of competitions for which finals are not held. Competition ladder positions shall be determined as specified in section G11 Match Administration – Competition Ladders.
- H4.2 Unless otherwise indicated, the finals series will be conducted as follows:

##### **2 round "Knock out" Final**

##### **Round 1 – Semi Final**

1<sup>st</sup> Elimination Final (EF1) 1<sup>st</sup> vs 4<sup>th</sup>

2<sup>nd</sup> Elimination Final (EF2) 2<sup>nd</sup> vs 3<sup>rd</sup>

**Round 2 – Grand Final**

Grand Final – Winner of EF1 vs Winner of EF2

H4.3 Drawn Matches. All finals matches must conclude with a result extra periods will be played in accordance with the Official Basketball Rules except as modified by these By Laws (See Annex E).

**H5 QUALIFICATION FOR PARTICIPATION IN FINALS SERIES**

To be eligible to play in the Finals, all players will need to meet the following criteria.

H5.1 Junior Competitions

H5.1a Have registered under the team and/or Club

H5.1b Shall have played with the team in question in one half of the actual games (inclusive of grading games) fixtured for that team. In the case of an uneven number of home & away games, the required number of games for finals qualification shall be rounded up to the next whole number. Byes do not count as games fixtured

H5.1c Any player, who, through injury or other considered just cause, has not been able to play the required number of rounds to qualify for the Finals, may apply to the WBA for consideration. Such application is to be made in writing with a medical certificate or other appropriate documentation where applicable, at least seven days prior to the date of the finals series commencement

H5.1d Compulsory training sessions for selection in State teams and ITC Camps shall be counted as games played in lieu of corresponding WBA competition games, provided that the player has actually played for that team in no less than one quarter of the fixtured games for that team (rounded down to next whole number where necessary). The team/Club should supply, to the Domestic Competition Sub-Committee, a letter signed by the State coach conducting the training sessions in which the player has participated, including the dates of such training sessions.

H5.2 Senior Competitions

H5.2a Have registered under the team and/or Club

H5.2b Shall have played with the team in question in one half of the actual games (inclusive of grading games) fixtured for that team. In the case of an uneven number of home & away games, the required number of games for finals qualification shall be rounded up to the next whole number. Byes do not count as games fixture.

Only those players, who can be shown to be “bona-fide” members of the teams involved in the finals series, shall qualify to participate in those finals. Players who have not made a substantive contribution to a team during the season, because of illness, work commitments, etc. should not expect to be able to participate in the finals series.

H5.2c No exceptions to this qualifying requirement will be considered.

H5.3 For the Final Series, if a team is reduced to less than 5 players, a part qualified player may be added to the team, at the discretion of the Domestic Basketball Manager with reference to the WBA. If the qualified player becomes available later in the Final Series, the part qualified player can no longer play.

#### **H6 ABANDONED GAMES**

If a game is stopped and subsequently called off (abandoned) as a result of a situation beyond the immediate control of the session supervisor then the following will apply;

- a. If the period of game time played is less than 50% of the allocated game time the match shall be declared abandoned and a drawn score of 20 points to each team will be recorded
- b. If the period of game time played is greater than 50% of the allocated game time then the score at the time of abandoning the game shall stand and be recorded as the final game score. No additional play shall occur
- c. If the game has not commenced then the WBA may reschedule the game if judged practical to do so by the WBA Board, or record a drawn score of 20 points to each team
- d. The session supervisor, after due consultation with the referees and/or stadium staff and/or the team coaches and/or medical team, whomever is applicable, shall be the sole judge of what constitutes an abandoned game and when this shall occur.

Examples of situations which could cause an abandoned game (but not limited to these);

- Court lighting goes off preventing the starting or completion of the game
- Game stopped and then abandoned due to the amount of time lost as a result of a player injury and such injury prevented their removal from the court while waiting or receiving medical attention.

## I **LIST OF ANNEXES**

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### A. **SCHEDULE OF FEES**

All amounts listed are inclusive of GST where applicable

#### 1. **CLUB TEAM ENTRY FEES**

These fees vary season to season and are determined by the WBA Board. Contact [admin@westgatebasketball.com.au](mailto:admin@westgatebasketball.com.au) for details on these fees.

## **B. SCHEDULE OF FINES**

Late team registration fee \$150

Withdrawal of a team after the season cut-off date will result in a fee of \$150

Notified Forfeit Fine \$25

Un-notified Forfeit Fine \$50

Damage to Stadium Tops – Repair only \$20; Replacement \$50

Damage to WBA Property – In the case of wilful damage to WBA property or equipment, e.g. rings and backboards, a fine not less than the cost of the repair or replacement of the damaged item will be levied at the discretion of the WBA Board.

## **C. CODES OF CONDUCT**

See BV Code of Conduct on the Westgate Basketball Association Website.

## **D. COMPETITION SPECIFIC MATCH RULES – GRADING AND HOME & AWAY**

The following Rules apply to all non-finals matches for ALL Competitions Under 10 to Under 21 Age group

**Timing:** Two (2) x 20 minute halves

### **Match Clock:**

Clock stops for substitutions in the last minute of the 1<sup>st</sup> half

Clock stops on ALL whistles in the last 2 minutes of the 2<sup>nd</sup> half, unless the difference is 25 points or greater

Clock will also be stopped at the direction of the Session Supervisor.

### **Time Outs:**

Two (2) time outs per half per team

No time out allowed in the last 2 minutes of the 1<sup>st</sup> half

Time outs called with less than 3 minutes remaining in the 1<sup>st</sup> half, will finish at the 2 minute mark.

### **Half Time:**

Two (2) minute half time break.

### **Mercy Rules:**

- Mercy Rule may apply to teams with 20+ points the difference
- The team that has the lead will be required to play defence only within the 3 point arc at the end of the court that contains the basket that team is defending
- The losing team has the option to forego this rule.

### **Adjusted Foul Line:**

Under 10 & Under 12 age groups, foul shots to be taken at a specifically marked line under the actual foul line.

### **Match Ball Size:**

Size 7 Balls – Under 16 Boys, Under 18 Boys & Under 21 Boys

Size 6 Balls – for all other Age group

### **Ladder & Finals:**

- Ladder points + Percentage determine Ladder position
- Finals conducted for each Grade fixture for 1<sup>st</sup> position to 4<sup>th</sup> position
- In the case of a competition labelled Division 1 /2 or A/B, 2 sets of Finals will be played.



## **E. COMPETITION SPECIFIC MATCH RULES – FINALS**

### **50 Minute Schedule**

- Two (2) x 20 minute halves
- Two (2) time outs per half per team.
- Clock does not stop except if taken in the last 2 minutes of the 2<sup>nd</sup> half
- No time outs permitted if requested during the last 2 minutes of the 1<sup>st</sup> half
- Clock stops for substitutions in the last minute of the 1<sup>st</sup> half
- Clock stops on ALL whistles in the last 2 minutes of the 2<sup>nd</sup> half
- Clock will also be stopped at the direction of the Session Supervisor
- If the points spread is 25 points or more, the clock is to run during the last 2 minutes of the 2<sup>nd</sup> half (time outs excluded)
- Extra periods will be 3 minutes and the clock will stop for ALL whistles for the last 2 minutes.

### **60 Minute Schedule**

- Two (2) x 20 minute halves
- Two (2) time outs per half per team
- Clock stops for ALL time outs
- Time outs permitted if requested during the last 2 minutes of the 1<sup>st</sup> half
- Clock stops for substitutions in the last minute of the 1<sup>st</sup> half
- Clock stops on ALL whistles in the last 2 minutes of the 2<sup>nd</sup> half
- Clock will also be stopped at the direction of the Session Supervisor
- If the points spread is 25 points or more, the clock is to run during the last 2 minutes of the 2<sup>nd</sup> half (time outs excluded)
- Extra periods will be 3 minutes and the clock will stop for ALL whistles for the last 2 minutes.

## F. REP PLAYER POINTS SYSTEM

### Representative rule by-law ratified by Westgate Basketball Association Committee Meeting.

#### The terms of the by-law

- i. This by-law has come into effect for the beginning of the Westgate Basketball Association Winter 2017 Season. Implementation of the policy will be the responsibility of the Competition Grading Sub-Committee
- ii. This by-law will apply to all players currently competing in competitions from Under 10 to under 20 held under the auspices of the Westgate Basketball Association and any player who seeks selection in the Westgate Imperials Representative teams
- iii. The operation of this by-law is subject to the over-riding right of the Westgate Basketball Association to accept or reject the entry of any team at any level of the competition. The effect of this is that the Grading Sub-Committee may invite a team to play above its nominated age group, even if that team complies with the points system set out below. Alternatively, the team may continue to play at the nominated age group, however will not be eligible to play in finals
- iv. The by-law relates to how players who currently, or have recently (see point 13), play(ed) in the Victorian Junior Basketball League (Friday night or representative) competition will be graded for the Westgate Basketball Association Domestic Competition
- v. The intent of the by-law is to maximise the chance of creating a fair and sustainable competition in which all players can compete with a reasonable chance of success and/or progression of their skills
- vi. The By-law will apply to all age groups in the Westgate competition that have 2 or more divisions
- vii. Each player who has played VJBL will be allocated a points score
  1. A player who has played Victorian Championship or VC Reserve 4 points
  2. A player who has played VJBL level 1 or 2 3 points
  3. A player who has played VJBL level 3 or 4 2 points
  4. A player who has played VJBL 5 & below 1 point
- viii. Each team will then be allocated a maximum of **11 points**, cannot exceed this number of points at the time of registration, grading or for any game during the season
- ix. Bottom age Representative Players will be allocated ½ points when moving up an age group in their first summer season for that age group
- x. Where a player plays in the Westgate Domestic competition at an age group that is one age level above the age group they are eligible to play (by their date of birth), then ½ points will apply to that player's point value
- xi. In addition, the following is noted:
  1. No player with a point value of 3 or 4 may play in team below Division One
  2. No Representative Player with a point value of 1 point or more may play below Division 2
  3. No Representative Player may play below Division 3
- xii. For Representative Players no longer playing Representative basketball, but continuing to play in the Westgate Domestic competition, a player will have half points allocated for the first 2 seasons of domestic basketball (i.e. both Summer and Winter seasons) directly following their retirement

- xiii. The points shall be applied in the following manner for each basketball season by the Domestic Competition Sub-Committee:
1. For the Westgate Summer season (commencing October each year) the points will be allocated according to the player's representative team for the VJBL season just concluded
  2. For the Westgate winter season (commencing in April/May) the points will be allocated according to the player's representative team for the VJBL season for which grading will have just been completed
  3. Where any doubt exists, the onus is on the club to seek out from the Domestic Competition Sub-Committee, the points to be awarded to any player they are seeking to include in a team.

## **G. SIN BIN RULE**

- 1.1. A player that displays poor conduct or sportsmanship that warrants a technical foul. This includes dissent, arguing with the referee, inappropriate language, pushing and shoving. A technical foul will be called and administered in the usual way. The difference is that the player will leave the court and may not return to the game for 5 minutes of playing time
- 1.2. The player may be substituted if a substitute is available
- 1.3. The referee will note the time on the playing clock that the player leaves the court and instruct the scorer to write down the earliest time that the player may re-enter the game, through a normal substitution
- 1.4. On return to the playing court, if the player commits a similar indiscretion, a disqualifying foul will be applied with the normal penalty.
- 1.5. Examples:
  - 1.5.1. Player who leaves the court with time on the clock 12:35 may return the nearest available substitution opportunity after the clock ticks past 7:35
  - 1.5.2. Player who is sent to sin bin at 3:20 in the first half may re-enter the game after the clock ticks past 18:20 in the second half
  - 1.5.3. Player who is "binned" after 5 minutes to go in the second half may not return to the game.

## H. HEAT RULES

### **TIMING REGULATIONS IF TEMPERATURE IS 30 DEGREES PLUS BUT LESS THAN 35 DEGREES INSIDE A VENUE**

At this range of temperature, inside a venue, the following rules shall be applied:

- The clock is set to 18 minute halves (instead of 20 minutes) with 1 minute referee time out (around 9 minute mark) in each half and the clock shall be stopped for the time out.
- Both teams shall be entitled to their 2 time-outs per half.
- There is no discretion in the rule, the application of which shall be made by the venue supervisor, or if no venue supervisor, the most senior referee at the venue, whether officiating or not.

### **TIMING REGULATIONS IF TEMPERATURE IS BETWEEN 35 DEGREES AND 39 DEGREES INSIDE A VENUE**

- The clock is set to 16 minute halves (instead of 20 minutes) with 1 minute referee time out (around 8 minute mark) in each half and the clock shall be stopped for the time out. The same break shall occur again at the first whistle or score after the 4 minute mark. All these breaks shall be considered referee time-outs. Teams shall still be entitled to their 2 time-outs per half and the foul count shall remain for the second 8 minute block. The clock will stop as normal in the last 2 minutes of the game
- There is no discretion in the rule, the application of which shall be made by the venue supervisor, or if no venue supervisor, the most senior referee at the venue, whether officiating or not.

### **CANCELLATION OF GAMES IF INDOOR TEMPERATURE REACHES 40+ DEGREES**

- Without discretion, if the indoor temperature at a venue reaches 40 degrees, the game shall be abandoned. If the game is abandoned before it commences or before half-time, it is counted as a draw. If the game is abandoned at or after half-time, the game score stands as the final result
- The Club responsible for the venue shall be responsible for informing the Westgate Basketball Association
- Once games are abandoned at a venue, they are abandoned for a minimum of four games. All other games are presumed to be played. Any further cancellation of games requires a three game notification to the Westgate Basketball Association (WBA). On days where the indoor temperature may exceed 40 degrees at some venues, the WBA shall keep a log of cancelled venues and times cancelled, on the WBA web site.

### **IMPLEMENTATION FOR TIME KEEPER**

- Between 30 and 34.9 degrees – **1<sup>st</sup> & 2<sup>nd</sup> Half**
  - o Set clock for 9 minutes
  - o At duration of 9 minutes, there will be a 1 minute break
  - o Set clock for further 9 minutes
  - o At duration of 9 minutes it will be half time (2 minute break)
- Between 35 and 39.9 degrees – **1<sup>st</sup> & 2<sup>nd</sup> Half**
  - o Set clock for 8 minutes

- Referee Time-out on the first dead ball or score after the 4 minute mark (clock stops for 1 minute)
- At duration of 8 minutes there will be a 1 minute break
- Set clock for further 8 minutes
- Referee Time-out on the first dead ball or score after the 4 minute mark (clock stops for 1 minute)
- At duration of 8 minutes it will be half time (2 minute break)
- Over 40 degrees
  - Games abandoned – Record on score sheet “GAME ABANDONED WITH TIME & COURT TEMP”
  - Before half-time = DRAW – record score 10 all
  - After half-time = score stands, General Rules still apply

Coaches are entitled to 2 time-outs per half, clock still stops in the final 2 minutes of the game and team fouls are for the duration of each half regardless of the re-setting of the clock.

#### **I. CLARIFICATION OF INTERPRETATION (FAST BREAK – UNSPORTSMAN LIKE FOUL)**

##### **Original FIBA ruling:**

*“If a defensive player causes contact with an opponent from behind or laterally in an attempt to stop a fast break, and there is no opponent between the offensive player and the opponent’s basket, then the contact shall be judged to be unsportsmanlike”.*

##### **Definition of a fast break**

*“A quick change of the direction of the ball as a defensive team gains possession of the ball through a steal, rebound, foul, violation or made shot and quickly moves to attack the other end of the court hoping to gain numerical or positional advantage over the other team and as a result of a high percentage shot”.*

##### **Clarification of FIBA ruling**

*“If a defensive player fouls an opponent from behind or laterally in an attempt to stop a fast break and the foul occurs immediately at the start of the fast break, and there is no opponent between the offensive player and the opponent’s basket, then the contact shall be judged to be unsportsmanlike. Any other contact beyond this point shall be judged according to the current contact rules”.*

#### **J. HAIR ACCESSORIES**

The following is a verbatim extract from a Memorandum dated 22<sup>nd</sup> June 2004 from the State Rules interpreter with respect to Subject: Hair Clips and Headscarves (the Article reference has been updated).

##### **RULE INTERPRETATION – Art 4.4**

There have been many questions raised with regards to Article 4.4, in particular the point “headgear, hair accessories and jewellery” are not permitted to be worn on court.

“Headgear” and “Jewellery” are reasonably self-explanatory items, however, there has been some discussion surrounding what constitutes acceptable “hair accessories”.

To clarify what is considered acceptable, players are permitted to take the court wearing “bobby pins” and/or “one touch” or “snap” clips to hold their hair back. These items pose no threat of injury to any player on the court.



Examples of what are permitted to be worn. The headband is made of soft, pliable material and has no sharp ends. Inside are 2 different style snap clips and a bobby pin. A 20c piece is included to give an indication of size.

Players will not be permitted to wear barrettes, headbands made of metal, or clips larger than a bobby pin or snap clip – especially those that are present for decorative purposes only. These items do pose a threat of injury, due to their increase size.



Examples of what is **NOT** permitted to be worn. A 20c piece is photographed with them to give an indication of size. There are many more items that fall in this category. They are far larger than the items in the top picture and most are made of metal or hard plastic with sharp ends.

If items in a player's hair are made from non-abrasive, pliable material, they may be permitted to be worn, as (by rule), they pose no threat or injury. This includes head scarves or other fabric articles worn for religious purposes held in place by bobby pins or snap clips.

Referees and competition administrators cannot prevent a player taking the court if the religious clothing that he/she is wearing poses no threat of danger to another player. Common sense must be used in these situations.

## **K. KEY TO LOCAL VARIATIONS TO FIBA RULES**

Matches are conducted under the Official Basketball Rules, with exception as referenced below. Unless specified below, all Articles of the Official Rules will apply.

In all instances the WBA By-Laws shall take precedence, whenever the WBA By-Laws and the Official Basketball Rules conflict.

The words "Rule" and "Article" refer to the Official Rules of Basketball. The words "Section" and "Sub-Section" refer to the WBA By-Laws.

### **RULE ONE – THE GAME**

Art 1 No amendment

### **RULE TWO – COURT AND EQUIPMENT**

Art 2.2 Lines may not necessarily be white

Art 2.2.1 Where possible, obstructions will be at least 2m from the playing court

Art 2.2.3 Some courts may be marked with restricted area as defined in the Official Basketball Rules 2010

Art 2.2.4 An additional 3pt field goal area may be marked as defined in the Official Basketball Rules 2010. The 6.25m line will be used for all domestic games

Art 2.2.5 Team bench areas are not delineated

Art 3 24 second device, stopwatch, player & team foul markers, 2 separate sound signals are not supplied

### **RULE THREE – TEAMS**

All Articles and Sub-Articles apply except for:

Art 4.2.1 No more than ten (10) team members are entitled to play

Art 4.3 To be read in conjunction with section F Player Equipment

Art 4.4 To be read in conjunction with sub-section E7 Other Equipment

Art 7.1 Does not apply

Art 7.2 Does not apply

### **RULE FOUR – PLAYING REGULATIONS**

All references to 1<sup>st</sup> and 2<sup>nd</sup> periods shall relate to the 1<sup>st</sup> half. All references to 3<sup>rd</sup> and 4<sup>th</sup> periods shall relate to the 2<sup>nd</sup> half.

Art 8 Refer to section H Competition Rules and Annex D

Art 9.3 Refer sub-section H1.7

Art 20.1 Replace 15 minutes with 10 minutes

Art 20.2.2 Does not apply

Art 21.2.2 Does not apply

### **RULE FIVE – VIOLATIONS**

Art 26.1.1 The duration of keyway violation varies. Refer Annex D

Art 29 Does not apply

Art 30 Does not apply in U9 competition



### **RULE SIX – FOULS**

All articles under Rule Six apply without amendment

### **RULE SEVEN – GENERAL PROVISIONS**

All articles under Rule Seven apply without amendment

### **RULE EIGHT – OFFICIALS, TABLE OFFICIALS, COMMISSIONER: DUTIES AND POWERS**

Articles 45 to 48 are applicable when read in conjunction with the relevant part of section G Match Administration

Art 50 Does not apply

### **A – OFFICIALS SIGNALS**

All applicable

### **B – THE SCORE SHEET**

Applicable when score sheets are being used

### **C – PROTEST PROCEDURE**

Not applicable, see sub-sections G14 Complaints and G15 Protests

### **D – CLASSIFICATION OF TEAMS**

Not applicable, see sub-section G11 Competition Ladders

### **F – TELEVISION (TV) TIME-OUTS**

Not Applicable

## **L. NO ZONE DEFENCE RULE**

### **Interpretation of Team Responsibilities:**

Definition – Illegal Zone:

*“Any defence played in the half court which incorporates any player consistently guarding an area of the court and not guarding a specific opponent”.*

### **Beware of Static Offences!**

There may be occasions when a team employs an offence that causes the defence to appear to be in a zone.

Violations of the “no zone” rule will generally fall within one of the following categories:

1. One or more players were not in an acceptable man to man defensive position in relation to the player they are guarding and the player with the ball
2. A cutter moved all the way through the key and was not defended using acceptable man to man defensive techniques (bumping the cutter, following the cutter or switching)
3. Following a trapping or help and recover situation the team made no attempt to re-establish man to man defensive positioning
4. The team zone pressed and did not assume man to man defensive positioning once the ball had been advanced into the quarter court.

### **Policy and Penalties**

At no stage is the Coach/Team manager/Players/Spectators to approach the opposition team.

If a team is concerned about an opposition playing a zone defence the following procedure must be followed:

To lodge a complaint, the "No Zone" complaint form must be downloaded from the Westgate Basketball Association website and completed with all details outlining why they believe the opposition team played a zone defence. This form must then be forwarded to their club which will, if deemed appropriate forward to the Westgate Basketball Association.

For the following fixtured game the WBA will request a nominated person to watch and make a decision. The nominated person may speak to the coach if they are concerned that the team (or any player) is not playing to acceptable man to man defensive principles. It is preferable that the nominated person speak to the coach prior to any penalty being imposed, however the deliberate and premeditated use of a zone defence at a critical time in a game may be penalized immediately.

Note: The referee does not determine whether or not a violation has occurred. That decision rests solely with the nominated person.

### **Second Technical Foul**

Disqualification of head coach.

If the same team incurs a second violation, a technical foul is called and the head coach will be disqualified from the game.

### **Exceptions**

No Zone rule does not apply if the defending team has less than five players on the court.

### **Note**

In the case of the mercy rule being enforced, teams must still play man to man defence inside the three point line.