



WESTGATE BASKETBALL
ASSOCIATION COMPETITION
BY-LAWS

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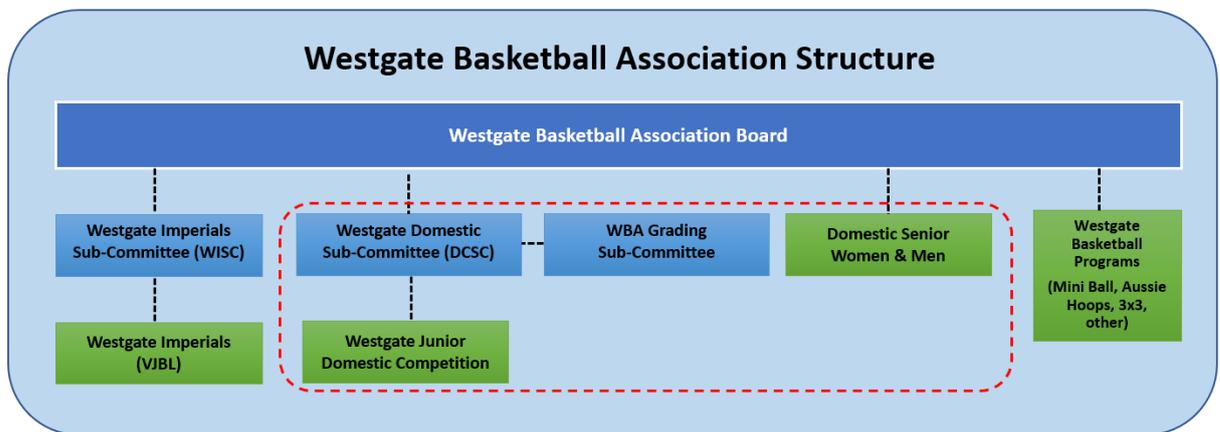
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1 BACKGROUND

- 1.1 These by-laws are made in accordance with Rule 3(13) of the Westgate Basketball Association Incorporated Constitution.
- 1.2 The role of the Westgate Basketball Association, through their Junior and Senior Domestic Program, is to provide a safe and enjoyable environment that enables each player to develop to the full potential of his/her ability and desire.

2 EXPLANATION OF TERMS

- 2.1 The Association means Westgate Basketball Association, and its delegates (e.g. Domestic Competition Sub-Committee - DCSC) and appointed sub-committees as depicted in the diagram below. These by-laws relate to Westgate Junior Basketball Association and the Domestic Senior Women's and Men's competition as shown by the red dotted line below.



- 2.2 Stadium means any venue where games are controlled by the Association.
- 2.3 Season refers to a period during which games are played as part of a competition (e.g., Summer Season October – March, Winter Season April – September).
- 2.4 A Competition is a group of teams who play against each other for a season. Generally defined by gender, age group and a division (e.g., Division 1 Men, 12 Girls Division 2, etc). Some competitions are club-based and others team-based.

3 INTERPRETATION OF RULES

- 3.1 The Association and its delegates shall determine the interpretation of the Westgate Basketball Association by-laws.
- 3.2 The Association or its delegates have the right to rule on matters not specifically covered in the by-laws in the best interest of basketball and the Association.
- 3.3 The Association or its delegates reserves the right to vary or set aside the application of these by-laws, in the best interest of basketball.
- 3.4 If the by-laws are proven to be intentionally breached an appropriate penalty will be imposed by the Association or its delegates.

4 LAWS

- 4.1 The Laws of the Association shall be those adopted from time to time by the International Basketball Federation (FIBA) or as modified by Basketball Australia or Basketball Victoria with the following by-laws being substituted wherever necessary.
- 4.2 The Association reserves the right to alter and amend its by-laws and Operation Manual as it sees fit for the benefit of the Association and its competitions.

5 CLUB OFFICIALS RECOGNISED

- 5.1 Two nominated officials from each club will be recognised by the Association. All official Association matters will be dealt with through one or both of those officials or a nominated proxy if both are unable to fulfil duties.
- 5.2 In the Open Age leagues the team official is the team contact as nominated on the Team Entry form.

6 OBLIGATIONS OF CLUBS

- 6.1 It is the obligation of each club to provide a representative at relevant official meetings of the Association.
- 6.2 It is the obligation of each club to nominate a suitable person to sit on appointed subcommittees of the Association when required.

7 TEAM ENTRIES

- 7.1 Teams will be accepted into competitions based on the entry criteria and processes of the Association (**refer to Section 1 of the Operations Manual for current entry criteria and processes**).
- 7.2 At the start of the season, during the grading period, the Association will determine the appropriate division for teams (**refer to Section 2 of the Operations Manual for current grading process**).
- 7.3 Each team entered must have a designated coach who is registered with Basketball Victoria and their club on PlayHQ or similar. Coaches must have the appropriate qualifications (e.g. Working With Children Check).

8 PLAYER REGISTRATION, INSURANCE & ELIGIBILITY

- 8.1 All players must be registered in the online registration system and have paid the annual registration fee to Basketball Victoria to cover insurance.

9 PLAYER ELIGIBILITY

- 9.1 Registration of players is subject to agreement to provide proof of age (either with a birth certificate, extract of birth or passport), if requested, and the rules governing the competition they are entering. Exemption requests can be put in writing to the Association.
- 9.2 Any player who wishes to change clubs must be granted a clearance from

their current club to the new club before playing any games for their new club **(refer to Section 12 of the Operations Manual for Clearance procedure).**

- 9.3 Any player who has their clearance denied may appeal the decision by following the dispute resolution process **(refer to Section 12 of the Operations Manual for Appeals procedure).**
- 9.4 A player may be granted a permit to play with another club provided they receive permission from their home club **(refer to Section 13 of the Operations Manual for Permit procedure).**
- 9.5 All teams must adhere to the representative player points rule **(refer to Section 16 of the Operations Manual for Representative Player Points Rule).**
- 9.6 Junior players may not be registered for more than one team in the same competition/age group.
- 9.7 Junior players may play in no more than two (2) junior games on any day.
- 9.8 Junior players may play up one age group above their current age criteria as set by the Association, assuming all eligibility criteria are met for the respective competitions.
- 9.9 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 within the same age group.
- 9.10 Once a 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 one team must also remain with only one team for the remainder of the season.
- 9.11 Fill-in players are allowed but must be registered with the WBA and can only fill-in with the home club they are registered with.
- 9.12 Fill-ins can only play in age groups they are eligible to play in. For example, a player who plays in his primary age group of U14s competition, cannot fill-in for the U18 competition or play down an age group.
- 9.13 Fill-ins cannot play with a team in their primary age group competition. For example, a player in U14, cannot fill-in for another U14 team.
- 9.14 Fill-ins can play in multiple teams when playing up an age group (e.g. a U14D2 player filling in on multiple U16D1 teams), but once they fill-in for three games, they can only fill-in for this team.
- 9.15 The full name of the fill-in must be either listed in the PlayHQ or provided by the club no later than 7 days after the game has been played. Clubs who fail to provide full details of the player who is a fill-in will forfeit the game.
- 9.16 Fill-ins are not eligible for finals as they must be listed as a full-time member of a team to be eligible.
- 9.17 To be eligible to play in a final of a particular division, a player must compete in at least one half of the scheduled rounds in the fixture of that division, including byes (refer to Section 3 of the Operations Manual for full current ruling).
- 9.18 Clubs have the opportunity to play players who have not qualified in a

particular final as a replacement player if less than five qualified players are available (**refer to Section 4 of the Operations Manual for full current ruling**).

- 9.19 Exemptions for Final Qualification: The Association may consider granting special consideration for finals eligibility in exceptional circumstances (**refer to Section 5 of the Operations Manual for ruling**).
- 9.20 Any player under 15 years old must have an indemnity form signed by their parent/guardian allowing them to play in a Senior Competition. This must be submitted to the Association prior to playing their first game.

10 INELIGIBLE PLAYERS

- 10.1 Any team found to have played an ineligible player shall forfeit all matches in which the ineligible player participated.
- 10.2 Only the ineligible player will not be credited for finals, all other players will retain the number of games played (including those forfeited) towards their final eligibility.
- 10.3 Clubs will be notified in writing if an ineligible player has played.
- 10.4 Clubs, after being notified of playing an ineligible player, may be fined if they continue to play the ineligible player (**refer to Section 14 of the Operations Manual for more information on fees and fines**).

11 UNIFORMS

- 11.1 Teams must wear singlets and shorts that are uniform in design.
- 11.2 Shorts must not have external pockets.
- 11.3 When opposing teams have uniforms of the same or similar colour, the first named team on the scoresheet shall wear their club's designated home uniform. The referee will determine whether a clash exists.
- 11.4 When two teams from the same club are playing each other, the first named team on the scoresheet shall wear their club's designated home uniform.
- 11.5 Each club is responsible for ensuring that alternative uniforms are available and accessible in case of unforeseen clashes.
- 11.6 A player may not take the court in an incorrect playing singlet unless they have approval from the Referee Supervisor on duty.
- 11.7 All numbers from 0–99 are acceptable playing numbers.
- 11.8 Numbers must be clearly legible.
- 11.9 Uniform infractions not rectified in line with these by-laws may result in penalties as outlined in the Operations Manual.
- 11.10 Club's designated uniforms can be viewed here: [Club uniforms](#)

12 GAME REGULATIONS

- 12.1 All matches will be conducted under the official Basketball Rules of Basketball Victoria with the modifications listed below. The Association also has the power to set competition-specific rules (**refer to Section 6 of the Operations Manual for**

competition specific modified rules).

- 12.2 A team may commence a game with a minimum of four (4) players.
- 12.3 Players' names and numbers may be entered in the scoring system at any time during the game but must be entered before the player takes the court.
- 12.4 A penalty of one (1) point for each minute or part thereof a team is late in being ready to commence a game will be awarded to the opposing team. Scorers must record start time of game for penalty purposes.
- 12.5 Referees shall note all penalty points on the appropriate scoring system at half-time (e.g. late start).
- 12.6 In the event of a team not being ready to play fifteen (15) minutes after the appointed time, a walkover will be awarded to the opposing team with a score of 20-0.
- 12.7 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 before the match, except for Sunday fixtures where the forfeit must be advised no later than 5pm on the Friday prior to the match.
- 12.8 If teams are equal on points at the end of regulation time the game will be recognised as a draw. Overtime will not be played during the regular season.
- 12.9 Premiership points will be allocated as follows:
- Win 3 points
 - Draw 2 points
 - Loss 1 point
 - Loss by Forfeit 0 points
 - Win by Forfeit 3 points
 - Byes 3 points
- 12.10 If two teams are equal on premiership points at the end of the regular season, the team with the higher percentage of the drawn teams will be used to determine the placings.
- 12.11 If a game is abandoned as a result of the referee deeming a team's conduct warrants a cancellation, the following shall occur:
- 12.11.1 The team responsible for such actions will forfeit the match by a 0-20 score and receive zero premiership points. The winning team will be awarded three premiership points.
- 12.11.2 If both teams are the cause of the cancellation, then the score will be recorded as 0-0 and both teams will receive zero premiership points.
- 12.12 Misconduct - in all competitions, the Basketball Victoria 'Sin Bin' Policy will apply **(for specific details, see Section 10 of the Operational Manual for more details and examples).**
- 12.13 Team Bench
- Either the head coach or the assistant coach, but only one of them at any given time, is permitted to remain standing during the game. They may address the players verbally during the game provided they remain within their team bench area. The assistant coach shall not communicate with the referees.

12.14 Scorers

Each team must provide a competent person for the score table for all matches except Grand Final (**see Section 8 of the Operational Manual for more details**).

12.15 Cancellation of Games

Where games are cancelled due to extenuating circumstances (e.g. power failure, roof leaks) the complete round will be cancelled if all teams in that division are affected. However, if not all teams in the division are affected, the following rules will apply:

- If the period of 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
- If the period of time played is greater than 50%, then the score shall stand and be recorded as the final score
- If the game has not commenced then the Association may reschedule the game if practical, or record a drawn score of 20 points to each team.
- If a game is cancelled before it commences all players registered for that team will be credited towards finals eligibility. Where the game is cancelled after it has commenced, only those who were entered into the scoring system on the day will be credited towards finals eligibility.

13 DISPUTES/APPEALS COMMITTEE

13.1 Disputes will be dealt with in accordance with the Association's dispute resolution process (**refer to Section 15 of the Operations Manual for details**).

14 RIGHT OF ENTRY

14.1 The Association reserves the right to refuse participation in, or remove any person from, any Westgate Basketball activity, event, competition or program at any time.

14.2 It is the duty of each player, referee, official, and spectator to obey the directions given by an Association official appointed to oversee or manage any Westgate Basketball activity or event.

14.3 All players, referees, officials and spectators are required to adhere to the *Basketball Victoria Code of Conduct* and all other relevant codes, guidelines and policies

14.4 The Association may discipline any person who is proved guilty of any breach of good conduct in any venue controlled by the Association.

15 FINES

15.1 The Association reserves the right to set fines for offences against these by-laws (**refer to Section 14 of the Operations Manual for fees and charges**).

Westgate Basketball Association
www.westgatebasketball.com.au