



WESTSIDE JUNIOR BASKETBALL BY-LAWS

St Clair Recreation Centre 109 Woodville Rd Woodville 5011
admin@westsidebball.com.au

Reviewed April 2024

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1. Interpretations

1.1. Day to day interpretation of the Westside Junior Basketball By-Laws shall be the responsibility of the Westside Junior Basketball Competition Coordinator and the Court Supervisor.

1.2. Matches will be played according to the official rules authorised by FIBA, subject to domestic rulings as per these By-Laws.

1.3. All general enquiries must be directed to the Westside Junior Basketball Competition Coordinator or the Court Supervisor.

1.4. All reports and complaints should be directed to the Westside Junior Basketball Competition Coordinator or the Court Supervisor.

2. Definitions

2.1. '**Team**' means a maximum of 10 players, in any game.

2.1. '**External team**' refers to a group of players registering with the intent to play in a team at Westside Junior Basketball. The team provides players and a coach/team manager and operates independently. The team may wear their jerseys or purchase Westside Junior Basketball uniforms.

2.3. '**Members**' refers to players, volunteers, coaches, spectators, media, officials, administrators, staff, teachers and parents.

2.4. The '**Competition**' is defined as Westside Junior Basketball played on Saturday afternoons and any other competition or program managed or run by Westside Junior Basketball.

2.5. Westside Junior Basketball is designed to be a mixed competition. Teams may be single or mixed gender.

2.6. Westside Junior Basketball is operated under delegated authority from the Board of The Woodville District Basketball Club.

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2.7. **'Activities'** refers to all sports and programs offered by Westside Junior Basketball and The Woodville District Basketball Club.

2.8. **'Westside Junior Basketball's Competition Coordinator'** is an employed staff member of the Woodville District Club or other person with delegated authority to act in this capacity by the Board of the Woodville District.

2.9. Basketball Club. They are referred to as the **'Competition Coordinator'** from here on.

2.10. **'Court Supervisor'** means the supervising referee at the stadium on the day of the Competition.

2.11. **'Basketball Connect'** is the official scoring application on a tablet device, used in stadiums to record the score and official result.

2.12. Where any member is disqualified or banished from **'The Proximity of the Court'** under any of the FIBA Rules and/or these By-Laws, they must:

- Leave the stadium or move to a position away from the playing court where they have no visible access to the playing court and must remain there until 5 minutes after the game has ended.

3. BSA Membership and Westside Junior Basketball Player Registration

3.1. All Westside Junior Basketball participants must hold current membership with Basketball SA (BSA). BSA sets the affiliation fee annually.

3.2. All players must register and pay the appropriate affiliation fee to BSA before participating in any competition game or development program operated by Westside Junior Basketball.

3.3. The onus for maintaining a current registration lies with the member.

3.4. BSA Membership is valid for twelve months from the date of payment.

3.5. BSA Memberships must be completed online through the Basketball Connect registration link.

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3.6. If an existing registration is held and is due to expire within the period of the competition being registered for, the system will extend the registration for twelve months from the expiry date. BSA Membership Includes Public Liability and Personal Accident insurance coverage. Participants are not covered by insurance if they undertake activities while unregistered with Basketball SA.

3.7. Insurance Claim Benefits are limited and only available on application to the insurer. Details for the insurer are available on the Basketball SA website.

3.8. Other membership fees and levies set out by Basketball SA and/or Basketball Australia must be paid at the time of registration.

3.9. Westside Junior Basketball Registration Fees are due at the beginning of each season and include all minor round games and finals. The Winter season is terms 2 and 3 and the Summer season is terms 4 and 1.

3.10. It is the responsibility of the player to ensure they are registered with Westside Junior Basketball and Basketball SA during the competition.

3.11. Proof of identity and age may be requested for new registrations.

3.12. Players are not permitted to play if they are not registered. If a player has taken to the court to play, unregistered, they should be asked to cease playing immediately and cannot return to the court until payment is made.

3.13. For external teams, the penalty for playing an unregistered player is automatic loss of the match or matches in which the offence occurred.

3.14. A player can be borrowed to fill in for another team in the competition. This is only at the Competition Coordinator's discretion and must be approved before the player takes to the court.

3.15. Borrowed or fill in players are not permitted for finals.

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4. Responsibility of Players and Teams

4.1. Parents/Guardians are responsible for the conduct of their children within the facilities, in the stadium, on the grounds and Council-owned land.

4.2. Children under 12 should always have a responsible person with them while they are participating in Westside Junior Basketball.

4.3. Westside Junior Basketball reserves the right to disallow external teams to increase their playing strength beyond the compatibility of the grade in which they play by the introduction of new players.

4.4. All teams must provide a scorer for each match. Scorers should be aged 13+.

4.5. All Coaches and Team Managers must complete the required training and screening as per the Child Safeguarding Policy which forms part of Basketball Australia's National Framework for Ethical Behaviour and Integrity in Basketball.

5. Player Eligibility

5.1. Players are eligible for finals if they have played at least 3 games for the team they are first registered with for the current season.

5.2. Players must be financially up to date and have no outstanding fees unless they have made prior payment arrangements with Westside Junior Basketball to be eligible to play in the finals.

5.3. A player can play in different age groups if they are eligible for both age groups.

5.4. Any player who is, in the opinion of the Competition Coordinator or Court supervisor, under the influence of liquor or drugs may be deemed ineligible to play.

5.5. In the event of an injury, it is the responsibility of the injured person to contact the Competition Coordinator in writing to request an exemption for finals eligibility. The request must be within two weeks of sustaining the injury and include medical certificates and/or other relevant material.

5.6. All decisions relating to player eligibility are at the discretion of the Competition Coordinator and are final.

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6. Grading of Terms and Player Allocation

- 6.1. The Competition Coordinator will determine the initial player allocation into teams.
- 6.2. Requests for players to be allocated to a particular team or with a friend must be done in writing at the time of registration.
- 6.3. Late player registrations cannot be guaranteed a place in a requested team.
- 6.4. Requests to change teams or age divisions must be in writing and to the Competition Coordinator. The Competition Coordinator has the right to accept or reject any request.
- 6.5. External team grading will be decided by the Competition Coordinator and based on player lists and results from previous seasons.
- 6.6. The Competition Coordinator may re-grade any player or team at any time and will consider team content, the number of places available per division, and the performance of a team in the grading period.
- 6.7. The Competition Coordinator may adjust the ladder when a team is re-graded.
- 6.8. The competition may use the first three weeks of a season as a grading period. This may be influenced by the number of weeks available in the season to play and the number of teams entered in each age division.

7. Uniforms

- 7.1. All uniforms shall be approved by the Competition Coordinator at the commencement of each season.
- 7.2. All players must wear appropriate non-marking sports footwear.
- 7.3. Shorts must not have any pockets. Cargo shorts are not permitted.
- 7.4. The uniform shall consist of the following:
 - Tops - Westside Junior Basketball reversible jersey or singlets or shirts of predominantly the same colour (logo permitted).

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- Bottoms – shorts of predominantly the same colour (logo permitted). Any combination is permitted. Skins or compression pants are permitted to be worn underneath approved shorts.
- Numbers – front and back (must be permitted numbering, in good legible condition). Taped or strapped numbers are not permitted.
- Tops with numbers on the back only, e.g. football guernseys, are to be approved by the Competition Coordinator before the season commences.

7.5. The following permanent numbers are the only numbers permitted on player uniforms 0-99. Numbers may be of any visible colour except the same colour as the top.

7.6. No team shall have duplicate numbers.

7.7. Where both teams are wearing Westside jerseys, the first named (home) team on the fixture will wear the yellow jersey and the second named (away) team will wear the red jersey.

7.8. Where a colour clash occurs, the second named team on the program is responsible for wearing an alternate uniform or bibs. If the second named team is in full uniform and the first named team is in varying uniform, then the first named team will be required to wear an alternate uniform or bibs.

7.9. Medic alert bracelets shall be permitted if taped or covered by a sports band.

7.10. Sharp adornments, items of jewellery (including beads in hair, metal hair clips and visible body piercings) or fingernails protruding above the tops of fingers are not permitted. Players accept responsibility to themselves and others for any injury that may occur and may be held liable, because of any concealed jewellery that is not removed.

7.11. Sports gloves must be approved by the Competition Coordinator or Court Supervisor before the commencement of play.

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

7.13. Long hair must not obstruct numbers. If hair is tied or plaited, it is not permitted to swing freely.

7.14. No match shall be delayed beyond the scheduled starting time to permit any offence to be rectified. The late arrival rule shall apply.



7.15 The referee shall have the power to prohibit any player from participating in a match where a player's uniform is not in compliance with the provisions of these By-Laws.

8. Timing conditions

8.1. All match timing conditions are as per the Matrix in Appendix 3.

8.2. All players shall be present and prepared to play at least five minutes before the scheduled starting time of the match.

8.3. The time clock shall be started at the scheduled starting time of the match, determined by the stadium clock.

8.4. In round games the clock shall not stop for injury, illness or court disturbances.

8.5. Timing conditions for all Finals shall be as per Appendix 6.5.

8.6. During all minor rounds and finals matches each team is required to provide a scorer. A scorer cannot be a team coach. A scorer should be aged 13+.

8.7. Unless the Competition Coordinator or Court Supervisor consents to an alteration, matches shall be played on the dates and at the times scheduled. The clock in the stadium will determine the starting time.

8.8. Referees shall have control of the clock unless otherwise directed.

9. Injury Time, Bleeding (Blood Policy)

9.1. When bleeding occurs play must stop immediately.
The player concerned must leave the court until the bleeding stops and the wound is covered. The player may not return to the court until the bleeding has stopped and any contaminated clothing has been changed. The player may then be substituted back onto the court.

9.2. The cleaning of equipment and surfaces that have been contaminated by a player's blood is the responsibility of the player and/or their parent/guardian (gloves etc. will be provided by the stadium).

9.3. All cases of stoppage in play will be controlled by the referee.

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10. Abandoned Games

In unforeseen circumstances, the Competition Coordinator reserves the right to abandon a game. This may be because of, but not limited to the weather, equipment failure or court damage.

10.1. Where less than half of the game has been played (including no play at all) both teams will be awarded 20 points and 1 premiership point

10.2. Teams must ensure players' names are entered correctly on the Courtside Scoring App. All players whose names appear on the Courtside Scoring App will be credited with having played that game.

10.3. Where one half or more of the game has been played scores and player recording will be recorded as if the game was completed.

10.4. Where the game is abandoned, it will be determined as a washout. This will not count as a game played and no points will be given.

10.5. If a game is abandoned and determined as a washout, to have players registered meet finals qualification requirements, players must provide their details to the Competition Coordinator within 48 hours of the game's starting time.

10.6. If a semi-final, preliminary final or grand final is abandoned, the higher ranked team will progress and be deemed the winner of the match.

11. Late Arrivals

11.1. When a team has four players the match must start at the scheduled starting time and will proceed as a normal game. No point penalty is applied providing the game commenced with four players at the scheduled starting time.

11.2. If the team is unable to field four players after 10 minutes from the scheduled starting time, an un-notified forfeit shall be declared.

11.3. A player must arrive before half time of the match to be entitled to play. Exemptions can only be granted with approval from the Competition Coordinator.



12. Scorers

12.1. All teams must provide a scorer for all minor rounds and finals matches. Scorers should be over the age of 13 and be available at the start of each match. The team listed first on the scoresheet is responsible for recording all points and fouls via the Courtside Scoring App and the team listed second is responsible for operating the time clock/scoreboard.

12.2. If neither Team has a scorer, a player from each Team must leave the court to act as a scorer for their respective team.

12.3. A team's scorer can agree to score for both teams. In this instance, the score recorded is undisputable by the opposition team.

12.4. A scorer must not be a competing team's coach.

12.5. Scorers and timekeepers shall always sit together with the tablet visible to both parties. They should cross check the scores regularly and ensure the scores are displayed correctly on the scoreboard.

13. Court Side Scoring App and Score Sheet

13.1. The Coach and/or Team Manager are required to ensure that only the names of players who intend to play in the match are entered into the Courtside Scoring App.

13.2. Players who arrive late and are ready to play will have their names included on the Courtside Scoring App by the scorer. Late arrivals are required to be checked for the correct uniform by a referee before taking the court.

13.3. At half time, the referee is responsible for checking who is present. Any players who are not present before the halftime break will be removed from Courtside. Scoring App. Exemptions can only be granted by the Competition Coordinator.

13.4. Once the game is finalised and confirmed on the Courtside Scoring App by the referee, the results cannot be altered.

13.5. If a score discrepancy occurs in a match, the Courtside Scoring App version shall be deemed as the official score sheet.

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14. Fill In Players

14.1. Westside Junior Basketball teams may have fill in players join their team to make up numbers to avoid a forfeit.

14.2. Approval must be granted by the Competition Coordinator before the fill in player takes to the court.

15. Forfeits

15.1. External teams forfeiting more than three times in a season may, at the Competition Coordinator's discretion, be suspended from the Competition.

15.2. Notified and un-notified forfeit conditions:

15.3. Forfeit notifications will be accepted from the team contact only.

15.4. The Team contact must notify the Competition Coordinator of a forfeit via email.

15.5. Any team that may find it necessary to forfeit shall notify the Competition Coordinator as soon as possible.

15.6. The non-forfeiting team will be awarded a score of 20 points to nil and three premiership points.

15.7. In the case of a notified forfeit, the non-forfeiting team may lodge a scoresheet within 7 working days of the scheduled match in which case all players whose names appear on the score sheet will be credited with having played one match. Failure to do so will result in players not being credited with the game.

15.8. If a team does not have four players on the court ready to commence play and a scorer within 10 minutes of the scheduled starting time, the match shall be declared a forfeit.

15.9. If both teams do not have four players and a scorer within 10 minutes of the scheduled starting time, the match shall be declared an un-notified double forfeit.

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15.10. In the case of an un-notified forfeit, both teams may mutually agree to play a scratch match. Whether a scratch match is played or not, the non-forfeiting team will be awarded a score of 20 points to nil and three premiership points.

15.11 If any team forfeits after the commencement of a match, the non-forfeiting team will be awarded a score of 20 points to nil and three premiership points.

16. Drawn Games

16.1. In minor round matches, a drawn game shall be considered the result. No extra time is played in the minor rounds.

16.2. During finals (semi and grand), the clock shall operate as per Appendix 1 Section 10.

16.3. In the event of a draw, at the expiration of regulation playing time in finals, an overtime of three minutes shall be played. If the scores are still tied, play shall continue, and the Golden Goal rule applies. The first team to score will win.

16.4. During extra periods of play, no time outs are allowed.

16.5. During extra periods of play, team fouls will remain as they were from the previous period and carry over into the extra time.

16.6. Substitutions can be made during extra time, but not in the last 60 seconds of extra time or Golden Goal time.

16.7. If a player is injured in the last 60 seconds of extra time or Golden Goal time, a player substitution can occur.

17. Illegal Players

Illegal players will be defined as the following:

17.1. Non-financial with Westside Junior Basketball.

17.2. Non-financial with Basketball SA in Basketball Connect.

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17.3. Playing for a team without prior approval from the Competition Coordinator.

17.4. Non-qualification for finals matches - 3 games must be played in the regular season.

17.5. To qualify for finals, players must be financially up to date with Westside Junior Basketball player registration fees.

17.6. Playing whilst under suspension.

17.7. Playing under an assumed name.

17.8. Playing an over-age player without a prior exemption by the Westside Junior Basketball Competition Coordinator. The Westside Junior Basketball Competition Coordinator reserves the right to ask players for identification.

17.9. The penalty for playing illegal players is either 10 points added to the non-offending team's score, or the illegal player's score is deducted from the offending team's score, whichever is greater.

17.10. A player playing under an assumed name can be reported for misconduct and may be suspended from the competition.

17.11. If a complaint is lodged regarding a person playing under an assumed name or playing out of the correct age group. Proof of age/identification shall be required.

18. Team Withdrawal

18.1. The Competition Coordinator has the right to withdraw the nomination of any team from the Competition at any time.

18.2. On being accepted into the Westside Junior Basketball Competition, an external team agrees to play all scheduled matches, including finals. A team withdrawing at any stage after acceptance into the Westside Basketball Junior Competition or during the season may incur a withdrawal fee, as set by the Westside Junior Basketball Competition Coordinator payable within 10 days.

18.3. Should a team be contemplating withdrawing from the Westside Junior Basketball Competition, contact should be made to the Competition Coordinator to discuss the situation.

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18.4. A player who has been left without a team due to their team withdrawing from the Competition may seek permission to join another team, by writing to the Competition Coordinator.

20. Referees

20.1. The referees shall have control of the game and make decisions per the official rules authorised by Basketball Australia and the competition's By- Laws.

20.2. Referees may report any member, including players, team officials, supporters and spectators if, in their opinion, they display any form of misconduct that brings the game or the centre into disrepute.

21. Referee Training and Grading

21.1. Matches in any competition may be used for the training and/or grading of referees.

21.2. Referees participating in the Green Shirt program are not to be questioned or spoken to by any coach, player or spectator. Any questions should be directed to the Competition Coordinator or Court Supervisor.

22. Team Penalties

22.1. When a game is abandoned due to the conduct of a team and the non- offending team is ahead, the score at the time of stoppage shall stand. If the non-offending team is behind, the game will be awarded in their favour and the score will be recorded as 20-0.

22.2. Referees have the authority to forfeit a game if teams do not assist referees to control their members. Referees must identify the offending team and lodge a report to the Competitions Coordinator. If both teams are offending, the game will be abandoned, and 0 points will be awarded to both teams.

22.3. A team whose players, whether they be individual players, different players, or the team in general continually breach conduct rules and/or the Westside Junior Basketball By-Laws may, at the discretion of the Competition Coordinator be withdrawn from the Competition.

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23. Misconduct and Penalties

Westside Junior Basketball has the right to take whatever action it deems necessary to ensure the competition and game of basketball are not brought into disrepute by any team, player, coach, manager, official, club or supporter.

23.1. Such action may be directed and referred to the Member Support Representative or the board of the Woodville District Basketball Club for delegation.

23.2. Westside Junior Basketball is a member of Basketball SA and Basketball Australia. Westside Junior Basketball and all its members will abide by Basketball Australia's Member Protection Policy. More information can be found at www.australia.basketball/news/3586371/appendix-5

23.3. All Members will abide by the WDBC Codes of Behaviour. More information can be found at www.woodvillewarriors.com.au/wdbc-policies

23.4. Any Member may be reported by any stadium official for any breach of the Code of Conduct.

23.5. Parents and guardians shall be held responsible for the conduct of their players.

23.6. The use of profanities and inappropriate questioning of referee's calls in matches conducted by Westside Junior Basketball will not be tolerated and the following system has been adopted for all matches to deter and modify behaviour.

23.7. If the conduct of a Member is of an unruly and/or offensive nature, the referees shall stop the match and request that the team's coach, Competition Coordinator or Court Supervisor take action to correct the behaviour.

23.8. If the Member continues the unruly and/or offensive behaviour after the team's coach, Competition Coordinator or Court Supervisor has been advised, the referees shall again stop the game and request the team's coach, Competition Coordinator or Court Supervisor to arrange that the person or persons offending leave "The Proximity of the Court".

23.9. If the offending person or persons refuse to leave "The Proximity of the Court", then the game shall not continue, and the referees shall call the game off and refer the matter in writing to the Competition Coordinator. In this event, after reviewing the referee's report, the Competition Coordinator shall decide how the result shall be recorded, and whether the matter



shall be reported to the Member Support Representative of the Woodville District Basketball Club.

23.10. Any concerns about referee calls or member behaviour should be directed to the Competition Coordinator or the Court Supervisor.

24 Automatic Substitution For A Technical Foul

24.1. Any player who receives a technical foul (for behaviour related issues or court misconduct) must leave the court immediately for 5 minutes of playing time.

24.2. Playing time does not include any time out taken by the offending team or the half time interval.

24.3. Teams can play with 2 or more players.

24.4. The penalty for a technical foul is 2 free throws and possession to the opposing team.

24.5. If substitutes are available, this player may be replaced.

24.6. The score table, in consultation with the referees, shall note the time the player is substituted and leaves the court. The player will not be permitted back into the game until after the (5) five playing minutes have elapsed.

24.7. The referee is permitted to stop the game on any whistle, or after a made basket by either team, to allow the player to return to the game.

24.8. A technical foul received by a member who is not a player is awarded against the offending team on the Courtside Scoring App and counted towards that team's foul tally for the half.

24.9. If a player or member receives a second technical foul in the same game, the recipient will be disqualified for the remainder of the game. They may be required to leave the venue at the Competition Coordinator's discretion.

24.10. The Competition Coordinator reserves the right to suspend any member from the Competition for repeated unruly behaviour.

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24.11. Penalties will be notified via email by the Competition Coordinator, outlining the commencement and end date of the suspension.

25. Protests and Complaints

25.1. Complaints arising because of any breach of the WDBC Code of Behaviour shall be dealt with in the following manner:

- Referred to the Competition Coordinator or Court Supervisor and/or
- Lodged in writing to the Competition Coordinator within two (2) working days by a team member or team contact.

25.2. Complaints concerning discrimination and harassment have the right to complain directly to the Equal Opportunity Commission. Matters concerning child abuse will be handled as per Basketball Australia's Member Protection Policy.²

25.3. Non-match related complaints may be lodged at any time.

26. Player Reports

26.1. All reported matters about these By-Laws will be conducted as per the Basketball SA Tribunal By-Laws. A copy of these By-Laws can be found here – <https://www.australia.basketball/news/3586979/by-laws>

26.2. Westside Junior Basketball has been delegated the authority by Basketball SA to hear and determine charges as per the Basketball SA Tribunal By-Laws.

27. Appeals

27.1. Appeals will be held as per:

27.1.1. Basketball SA Tribunal By-Laws

27.1.2. Basketball Australia Member Protection Policy



28. Equipment

28.1. Unless otherwise stated Westside Junior Basketball Competition will provide the match balls.

Ball Size

U10/U12 - size 5

U14 - Size 6

U16 - Size 7

U18 - Size 7

28.2. Any form of equipment abuse will not be tolerated and will be reported to the Competition Coordinator.

29. Use of Cameras and Filming Equipment

In Australia there is no law restricting photography of people (including children) in public spaces if the images are not:

- indecent
- being used for voyeurism
- protected by a court order (e.g. child custody or witness protection)
- defamatory
- being for commercial purposes
- Westside Junior Basketball has implemented Basketball SA's video & photography policy.

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Appendix 1 – Conditions of Play Governing Junior Basketball

1. Age Eligibility

1.1. To be eligible to participate in the Westside Junior Basketball Competition, a player must be under the age of the division on the 31st of December in the year of the competition. The Competition is from October – September of the following year.

1.2. Players, if eligible, will move up an age division at the commencement of the Summer season in term 4.

For example, to play in a U12 age division that commences in term 4 2024, the player must be 11 years or younger on 31st December 2025. Proof of age (school card or birth certificate) may be requested.

1.3. Age exemptions – Players requesting to play over age players are required to lodge a request in writing to the Competition Coordinator before that player commences in the competition.

1.4. An on-court assessment may be undertaken by the Competition Coordinator or Court Supervisor before a final decision on player grading is made.

1.5. Multiple age exemptions for the same team are not encouraged but may be considered by the Competition Coordinator or Court Supervisor.

1.6. The player will be notified of the outcome in writing.

2. Under 10 Match Guidelines

2.1. Rules and guidelines as per the Westside Junior Basketball Matrix in Appendix 3.

2.2. The Competitions can be mixed teams.

2.3. All players should receive equal court time where possible.

2.4. Man to man defence is to be played. Zone defence of any kind is not allowed.

2.5. Defence Modifications (Mercy Rules)

- Any team leading by 10 points must withdraw to half court defence.
- Any team leading by 20 points or more must withdraw to their defensive 3 point line.

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- Persistent failure of players to return behind the halfway line may result in the other team receiving 2 free throws.

2.6. The three second violation shall be extended to five seconds. This only applies while the players' team has possession.

2.7. Ball Size 5.

2.8. The ring height is 8ft.

2.9. Free throws are taken 1.8m in from the normal free throw line.

2.10. No final series shall apply for the U10 division. Round robin games will be scheduled in the last week of the season.

2.11. Coaches are not limited to the sideline. They may coach and assist players on the court. Only one coach per team is allowed on the court and they must stay clear of players and referees and not interfere with the game.

3. Under 12 Match Guidelines

3.1. Rules and guidelines as per the Westside Junior Basketball Matrix in Appendix 3.

3.2. These competitions can be mixed teams if no separate competition is available.

3.3. All players should receive equal court time where possible.

3.4. Man to man defence is to be played. Zone defence of any kind is not allowed.

3.5. Defence Modifications (Mercy Rules)

- Any team leading by 10 points must withdraw to half court defence.
- Any team leading by 20 points or more must withdraw to their defensive 3 point line.
- Persistent failure of players to return behind the halfway line may result in the other team receiving 2 free throws.

3.6 Ball Size 5.

3.7 Free throws are taken 0.9m in from the normal free throw line.

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4. Under 14 Match Guidelines

- 4.1 Rules and guidelines as per the Westside Junior Basketball Matrix in Appendix 3.
- 4.2 These competitions can be mixed teams if no separate competition is available.
- 4.3 All players should receive equal court time where possible.
- 4.4 Zone defence is allowed.
- 4.5 Defence Modifications (Mercy Rules)
- 4.6 Any team leading by 20 points or more must withdraw to the halfway line.
- 4.7 Persistent failure of players to return behind the halfway line may result in the other team receiving 2 free throws.
- 4.8 U14 Ball Size 6

5. Under 16 Match Guidelines

- 5.1. Rules and guidelines as per the Westside Junior Basketball Matrix in Appendix 3.
- 5.2. These competitions can be mixed teams if no separate competition is available.
- 5.3. All players should receive equal court time where possible.
- 5.4. Zone defence is allowed.
- 5.5. Defence Modifications (Mercy Rules) apply to Division 2 grades and lower only.
 - Any team leading by 20 points or more must withdraw to the halfway line.
 - Persistent failure of players to return behind the halfway line may result in the other team receiving 2 free throws.
- 5.6. Defence modifications do not apply to Division 1 matches.
- 5.7. Ball Size 7

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6. Under 18 Match Guidelines

- 6.1. Rules and guidelines as per the Westside Junior Basketball Matrix in Appendix 3.
- 6.2. These competitions can be mixed teams if no separate competition is available.
- 6.3. All players should receive equal court time where possible.
- 6.4. Zone defence is allowed.
- 6.5. Defence Modifications (Mercy Rules) apply to Division 2 grades and lower only.
 - Any team leading by 20 points or more must withdraw to the halfway line.
 - Persistent failure of players to return behind the halfway line may result in the other team receiving 2 free throws.
- 6.6. Defence modifications do not apply to Division 1 matches.
- 6.7. Ball Size 7

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6. General

6.1. Scorers shall also be responsible for ensuring that only the names of the players present and ready to play are included on the Courtside Scoring App.

6.2. Scorers are responsible for notifying the referees of the following:

- When a team leads by 10 points/20 points, enforcing defensive modifications.
- When a player has five personal fouls.
- When a team has 7 fouls per half.

6.3. Each team can accumulate 7 fouls per half before the bonus foul threshold has been reached. On the eighth and following fouls, the opposing team will receive 2 free throws.

6.4. Team fouls are reset at halftime.

6.5. When 2 players have possession of the ball for more than 3 seconds a jump ball is called. The jump ball occurs at the nearest circle on the court. There is no possession arrow.

6.6. Premiership points shall be awarded as follows:

- 6.6.1. Win – 3 points.
- 6.6.2. Draw – 2 points.
- 6.6.3. Loss – 1 point
- 6.6.4. Bye – 0 points.
- 6.6.5. Forfeit – 0 points.

6.7. Time Outs

- Teams can call 2 time outs per half. Unused timeouts do not carry over to the second half.
- Time outs are for 60 seconds and players must return to the court and be ready to play on the referee's whistle.
- The referee may restart play if players are not on the court after 60 seconds. Time outs are not permitted in the extra period in finals.
- Referees can use their discretion to call a bench time out on days of extreme weather.

7. Supervising Children

7.1. Members must be responsible for the supervision of all children whilst matches are in progress. Children should always be supervised.

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7.2. Players under the age of 12 should have an adult or responsible person with them during games.

8. Positions on the Premier Table

Points will be awarded as follows:

- 8.1.1. Win – 3 points
- 8.1.2. Draw – 2 points
- 8.1.3. Loss – 1 point
- 8.1.4. Bye – 0 points
- 8.1.5. Forfeit For – 3 points
- 8.1.6. Forfeit Against – 0 points

The points percentage = (Total score for / total goals against) / number of games played.

9. Junior Finals Details

9.1. All grades, except for U10 will play a finals series at the end of each season.

9.2. Finals will be played as 1 v 4 and 2 v 3 unless otherwise determined by the Competition Coordinator.

9.3. When a division has more than 10 teams, a second set of finals may be included at the Competition Coordinator's discretion.

9.4. The clock will stop for the last three minutes of the second half for finals games, during the extra time and Golden Goal period. The game clock will be stopped on any whistle but not after a basket has been made.

9.5. In the event of a draw at the expiration of playing time, an overtime of three minutes shall be played. Teams do not change ends. If it is still a draw, play continues, and the Golden Goal rule applies. The first team to score will win.

9.6. All personal and team fouls will be carried over into the extra period.

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10. No Zone Defence

10.1. Zone defence is not permitted in the Under 10 and Under 12 divisions.

10.2. The definition of zone defence shall be prescribed from the Zone Buster Manual. More information can be found at https://admin.ownurgoal.net.au/_lib/file/doc/Zone-Buster-Manual.pdf

10.3. The Court Supervisor shall play the role of "Zone Buster". This is not the role of the game referees.

10.4. If a coach/manager believes the opposition team is playing a zone, they need to request the Court Supervisor to observe the game.

11. Hot Weather

11.1. St Clair Recreation Centre is an air conditioned stadium. Matches will not be cancelled on days of hot weather. Referees can call bench time outs to give players extra drink breaks if necessary.

11.2. Half time can be extended at the Competition Coordinator's discretion.

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Appendix 2 - Conditions of Play Governing Junior Basketball Westside Basketball Match Rules

- The match consists of 2 halves of 20 minutes. The clock does not stop during the game.
- The halftime break is 3 minutes. Timeouts are 60 seconds.

Fouls

Personal Fouls

- A maximum of 5 personal fouls is allowed for each player during a game. When 5 fouls have been accumulated by a player, they are no longer able to take any further part in the game.
- Scorers should alert the referees when a player reaches 5 personal fouls. Scorers can advise coaches and players when they reach 4 personal fouls.

Team Fouls

- Each team can accumulate 7 fouls per half before the bonus foul threshold has been reached. On the eighth and following fouls, the opposing team will receive 2 free throws.
- Team fouls are reset at halftime.

Technical Fouls

- Technical fouls can be given for any unacceptable behaviour within the context of the game. A warning does not have to be given before a technical foul is called.
- Players, coaches, team managers and the score bench can be issued with technical fouls.
- If a player is issued with a technical foul it is included in the player's foul tally. Technical fouls given to coaches, team managers and the score bench are added to the team's foul tally.
- The penalty for a technical foul is 2 free throws and possession to the opposing team.
- If a second technical foul is given to a player, they are immediately excluded from the game and will not be able to return to the court.

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Substitutions And Time Outs

- Substitutions can be made on any referee's whistle.
- Timeouts can be called when you are in possession and inbounding the ball. The latest a timeout can be called is at the 3 minute mark of a half.
- Players must be back on the court, ready to resume play no longer than 60 seconds after the time out was called.

Finals

- The clock does not stop during finals except for the last three minutes of the second half for finals games, during the extra time of a final and Golden Goal period. The game clock will be stopped on any whistle but not after a basket. In the event of a draw, at the expiration of regular playing time, an overtime of three minutes shall be played.
- Teams do not change ends.
- All personal and team fouls are carried over into extra time and Golden Goal time. If the score is still drawn after the extra period, play will continue, and the Golden Goal rule applies. The next team to score will win.

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Appendix 3 – Westside Junior Basketball Matrix

AGE	TIMING	TIME OUTS	3PT LINE	ZONE	DEFENCE MODIFICATIONS	COURT ADJUSTMENTS	BALL SIZE
U10	2 x <u>20 minute</u> halves	2 per half, not permitted in last 2 minutes of the game. Not in the last minute unless replacing injured player.	No	No	10 points up - half court 20 points up - 3pt line	Ring Height - 8ft Free Throw Line - 1.8m closer than normal free throw line	Size 5
U12	2 x <u>20 minute</u> halves	2 per half not, permitted in last 2 minutes of the game Not in the last minute unless replacing injured player	Yes	No	10 points up - half court 20 points up - 3pt line	Free Throw Line - 0.9m closer than normal free throw line	Size 5
U14	2 x <u>20 minute</u> halves	2 per half, not permitted in last 2 minutes of the game Not in the last minute unless replacing injured player.	Yes	No	20 points up - half court		Size 6
17U	2 x <u>20 minute</u> halves	2 per half, not permitted in last 2 minutes of the game Not in the last minute unless replacing injured player.	Yes	Yes	20 points up - half court Division 2 and lower		Size 7

The latest a timeout can be called is with 3 minutes remaining on the clock in each half.
Timeouts are 60 seconds. All players must be on court, ready to play with 2 minutes of game time remaining.
Substitutions cannot be made in the last minute of each half, unless replacing an injured player.

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