

# **WESTERN PORT**

BASKETBALL ASSOCIATION



## **Western Port Basketball Association Playing Rules Current as 4/06/2019**

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### **1. Introduction**

The playing rules for all domestic competitions conducted by the Western Port Basketball Association (hereinafter referred to as WPBA, or the Association) are determined by the General Committee (GC) of the Association. The GC receives advice on necessary changes from both staff and the domestic committee. The domestic committee is an advisory body that takes responsibility for making recommendations to the GC on direction and policy, as well as assisting the GC in conducting day-to-day functions which may include grading, presentations and fixturing.

### **2. Competition Membership of WPBA**

The Competition Rules recognise three levels of Competition Membership:

- Player
- Team
- Club
- The nature of each type of membership is described below.

#### **2.1 Player Membership**

All players must be members of WPBA. A person will not be recognised as a Player Member until they have completed the Registration Process. Player Membership is necessary to allow management of the players movements within the Association (refer to Permits and Clearances, below).

##### **2.1.1 Player Registration Process**

To register as a Playing Member, a person must:

- Complete any prescribed Online Player Registration form prior to round three, and
- Lodge the Player Registration form Online, accompanied by the appropriate Registration fee (if any).
- Provide photographic proof of identity or a statutory declaration or other proof approved by the WPBA office upon request.
- Fill in players are required to pay the appropriate fee before they play, this can be done a maximum of 3 times before they must pay the full registration fee.

##### **2.1.2 Date of Effect of Registration**

All players must be registered by Round 4 of the season before they can take the court in the next game.

#### **2.2 Team Membership**

Team Membership is necessary to allow the scheduling of competitions. The following clauses apply to Teams (for Clubs, refer to the Club Membership provisions, below).

##### **2.2.1 Team Entry**

Applications by teams for entry into competitions conducted by WPBA shall be by:

- The lodgement of the prescribed online entry form(s) (fully completed), by the due date.
- The payment of all appropriate fees by due date.

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-As part of the Online Registration Process, the team contact completing the registration must include email contact details to allow players to register to the team via Online Registration.

### **2.3 Acceptance of Applications by WPBA**

The WPBA is not bound to accept applications. It may reject applications in respect of individuals, individual teams (or Clubs), or impose such limitations on the number of teams or other conditions as it sees fit. Where applications for a team (or teams) are not accepted, the prescribed fees will be returned or credited to the Club's account.

## **3. Competition Pre-requisites Competition Season**

### **3.1 Competition Season**

The year shall be divided into two competition seasons, known as Summer Season (school terms 4 & 1) and Winter Season (school terms 2& 3).

### **3.2 Age Limits**

Age Limits for competitions shall be:

- For all under age competitions the player must be under the age as of the 31st December of the year in which the season commences.
- For all over age competitions the player must be over the age as of the 31st of December of the year in which the season commences.
- Any player may be called upon by the Association to supply proof of age and identity.

### **3.3 Uniforms**

#### **3.3.1 Full Uniform**

The Full Uniform shall be deemed to include shorts and singlet. Up until Round 4, 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. After Round 4, each player in incorrect uniform will be penalized 3 points for every uniform item (singlet and shorts) not consistent with the registered uniform colours on team registration form.

Only under exception made by the WPBA Domestic Committee or Basketball Operations Manager will teams or players be allowed to take to the court wearing any association's representative singlet or shorts. This includes the reverse side of such uniforms.

#### **3.3.2 Singlet**

The following restrictions apply to Singlets:

- The singlets worn by the players of each team must be uniform in design and colour.
- Only numbers from the following ranges will be deemed acceptable as playing numbers: 0, 00 – 99.

#### **3.3.3 Shorts**

The following restrictions apply to shorts:

- Shorts worn by the players of each team must be of the same colour and be consistent in style (ie, Football shorts and longer shorts worn by different members of the same team are NOT considered consistent).
- Small manufacturer's logos are permitted
- If the uniform includes a contrasting trim, it is to be worn by all players.
  - Shorts with pockets or belt loops are not permitted.

#### **3.3.4 Colour Clash**

- A uniform colour clash shall be deemed to exist if the referees, or either team, raise an objection on the basis of uniform colour similarity.

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- The Association Uniform Priority List will be available at the office to determine a resolution to the colour clash. It is each team's responsibility to check this list for a colour clash. The team listed as TEAM B on the scoresheet must wear alternate tops (refer "Stadium Singlets").

### 3.3.5 Compression Wear

Any compression item must be black, white or same dominant colour of playing singlet. If there is a logo or branding on the item, it must be not be visible outside of the uniform or to be the same colour as the item. E.g black on black. The colour choice will be decided by the player's association to ensure that team have uniformity if more the one player in a team is wearing compression gear. This means that if one player is wearing black compression gear. any other player in the team must also wear black if any compression gear is worn.

"Compression" garments ARE NEVER LOOSE-FITTING (i.e. If it's loose, it is not compression and must be removed.)

### 3.3.6 Teams from Same Club

When two teams from the same Club meet in a game (Balnarring Storm Blue vs Balnarring Storm Teal) the team listed as TEAM B on the scoresheet must change to alternative coloured singlets or tops.

### 3.3.7 Stadium Singlets

Teams are able to use Stadium Singlets, which are available at the front desk.

## 3.4 Ball Size & Free Throw Line

The ball size and free throw line used in WPBA competitions shall conform the details listed in the following table:

Age Group	Ball Size	Free Throw Line
Under 8	5	Broken Line of Jump Circle
Under 10	6	Advanced Free Throw Line
Under 12	6	Advanced Free Throw Line
Under 14, Girls U16, U18, Open Mixed & Over #	6	Standard Free Throw Line
Boys U16 & Over *	7	

# Includes Open aged Female competitions.

\* Includes Open aged Male competitions.

## 3.5 Score Sheets

### 3.5.1 Details Added in Advance

Team representatives shall ensure details are complete pre-match on the laptops, before the scheduled time of commencement of each game. These details include:

- Team Name.
- Coaches Name.
- Each Players Name (Given Name & Family Name) and Playing Number.

### 3.5.2 Absence of Players from Game

Players' names will be crossed off the sheet by the referee at half time if they are not present, and added under supervision of the referee if they arrive during the second half. Teams are required to ensure that players who are not in attendance are crossed off the sheet.

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### 3.6 3 Point Line

In venues where there are both 3 point lines marked U14 age groups and below competitions will use the inner 3 point line. U16 age groups and above will use the extended (outer) 3 point line.

### 3.7 Mercy Rule

In Junior competitions, as per the table below when the difference in the game score reaches the indicated points or more, the team that has the lead will be required to play defence only within the three point arc at the end of the court that contains the basket that team is defending. Refer to Rules "Timing Regulations" and "3 Point Line" that relates to this provision.

Under 8	Under 10	Under 12	Under 14- Under 20
N/A	15 Points	20 Points	20 Points *

#### 3.7.1 Exceptions to the Mercy Rule

\*The losing team has the option to forego this rule.

### 3.8 Timing Regulations

#### 3.8.1 Games excluding Men's

All games shall be played as 2 x 20 minute halves with a running clock. (Two minute half time interval)

#### 3.8.2 Men's Timing regulations

- Based on a 45 minute schedule

- 18 Minute Halves

- Clock will stop on any whistle in the last minute of the second half when the game is within 10 points (Please ensure your scorer is aware of this ruling)

#### 3.8.3 Finals Timing

The game clock shall be stopped only for finals matches in accordance with the following:

##### Based on a 50 minute schedule -

Clock stops for the first time out in each half.

##### Clock Stops On Every Whistle For:

Last Minute of First Half.

Last Three (3) Minutes of 2<sup>nd</sup> Half.

Warm up time shall be 5 minutes.

##### Based on a 60 minute schedule –

Clock stops for all time outs (2 per half)

##### Clock Stops On Every Whistle For:

Last Minute of First Half.

Last Three (3) Minutes of 2<sup>nd</sup> Half.

Warm up time shall be 5 minutes.

#### Note:

If a Time Out is called preceding the taking of foul shots, then the clock shall not restart until the ball is in play after the shots are taken.

#### 3.8.4 Under 8 and Under 10 Age Groups

Under 8 are allowed (one) time out per half unless they have 5 or less players. All other age groups may have 2 per half. Compulsory Time Outs called by the referees (Blood on our court, Heat Policy etc.) the clock does not stop. The clock doesn't stop during Compulsory Time Outs (refer to Rule 6. "Special Provisions for Junior Competitions").

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### **3.8.5 Open Aged / Mixed Competition**

- (i) At the start of the game a team must be represented by at least 2 female and 2 male players on the court, the fifth player can be either male or female.
- (ii) 4 players may start the game (2 females & 2 males).
- (iii) No more than 3 players of either sex may be on the court at any one time.
- (iv) Normal rules of forfeiture apply.
- (v) If prior to the commencement of the game, a team cannot field the required players, normal late start penalties are to be applied. If after 10 minutes has elapsed a team is still unable to fulfil this requirement then normal walkover penalties are to be applied.
- (vi) Male and Female players shall alternate halves to allow access in the restricted (key) area at either end of the court. Penalty: Violation side ball to the opposing team.
- (vii) Any intentional defensive key violation by players is to be awarded a technical foul; i.e. Two foul shots and possession to the opposing team.
- (viii) Player fouls - Male players and Female players are allowed only 5 fouls.
- (ix) No individual scoring limit applies.
- (x) Unduly rough play will not be condoned, nor will rude or obscene language. Penalty: Sin Bin to offending player & Zero Tolerance Policy will be implemented.
- (xi) All other rules of basketball will apply.
- (xii) Players must be over the age of 16. Exemption can be permitted at the discretion of the Domestic Committee

### **3.9 Score Table Officials**

Each team shall provide one competent official for each game in which the team participates. If a team cannot supply a scorer the opposition team may (at their discretion) supply a second scorer. If the team with a scorer disagrees to provide a secondary scorer, one player shall be scorer and the team shall play with four players.

## **4. Competition Management**

### **4.1 Grading of Teams**

#### **4.1.1 Initial Grading Process**

The initial grading of teams shall be determined at a meeting of the relevant Domestic Committee, and shall be based on the team lists of players submitted in accordance with Rule "Team Entry".

The Association will review any grading where players are added or removed from teams subsequent to the lodging of team lists (refer to Rule "Regrade Process").

#### **4.1.2 Re-grade Process**

A regrading of teams will occur immediately after Round 3 and shall take effect from round 4. This will allow additional teams to enter at that stage. Notwithstanding the above, WPBA may regrade any team at any time of a season.

### **4.2 Premiership Points**

#### **4.2.1 Resulting from Games Played**

- (i) A team winning a non-finals game shall be awarded three premiership points.
- (ii) The losing team shall be awarded one premiership point.
- (iii) Where a game results in a tie, each team shall be awarded two premiership points.

#### **4.2.2 Resulting from Byes**

A team allocated a bye shall be awarded three premiership points.

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### 4.2.3 Resulting from Walkovers

- (i) The team winning by walkover shall be awarded three premiership points.
  - (ii) The team losing by walkover shall be awarded zero (0) premiership points.
- Refer to Rule “4.3 Walkovers and Late Starts” for details on treatment of game points.

### 4.2.4 Teams Entering Late

Teams entering the competition after 4 rounds or more of the commencement of the season will be awarded six premiership points (2 draws and 2 losses) and will be awarded zero (0) percentage.

## 4.3 Walkovers and Late Starts

### 4.3.1 Late Starts

If a team does not field a minimum of four players at the scheduled commencement time (according to the published fixture) of a game involving that team, the referees shall allow the game clock to be started at that time, but will not execute the toss of the ball to commence play. For each minute, or part thereof according to the game clock, that the game is delayed by any team not being present (with a minimum of four players, ready to play), the opposing team, while in attendance, shall be credited with two game points, up to a maximum of 20 points (ie up until the 10 minute mark).

If both teams have a minimum of four players, ready to play, within the first 10 minutes, the referees shall immediately start play. If at least one team fails to present a minimum of four players, ready to play, by the 10 minute mark, the referees shall declare the game a walkover (refer to Rule “Walkovers”).

### 4.3.2 Walkovers

In circumstances when the match referees have declared a game to be a walkover (refer to Rule “Late Starts”), the following provisions shall apply:

### 4.3.3 Only One Team Fails to Appear

Where only one of the teams fails to appear, the game shall be awarded to the opposing team. The scoresheet will be inscribed to indicate a win for the opposing team by 20 points to nil (refer to Rule “Premiership Points” for details concerning teams giving walkovers).

### 4.3.4 Both Teams Fail to Appear

Where both teams fail to appear, both teams will be deemed to have given a walkover, and be liable for the stipulated fine. The game result shall be recorded on the scoresheet as nil all (refer to Rule “Premiership Points” for details concerning teams giving walkovers).

### 4.3.5 Penalties for Walkovers

Besides the allocation of match points (as described above) and premiership points (as described in Rule “Premiership Points”), the following penalties shall apply:

- (i) For each walkover given, a team shall be liable to pay the prescribed fine (\$110 un-notified or \$55 notified – if within 48 hours prior to the scheduled game, this is un-notified and to be called a “walkover fee”).
- (ii) Any team that gives three un-notified walkovers during a season may be disqualified from the competition at the discretion of the Business Manager.
- (iii) All fees incurred must be paid in full prior to the next fixtured game.

## 4.4 Deferred Games

### 4.4.1 Conditions for Deferral of a Game

A game may be deferred only with the approval of the General Manager, Administration Officer or Committee, provided:

- (i) A formal request has been submitted to the General Manager, and if both teams agree to the deferral.
- (ii) Deferral is practical and appropriate.

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- (iii) The result of the game may affect the finals standing.
- (iv) Approval to defer is entirely at the discretion of the General Manager or Administration Officer. If not approved, the original fixture shall stand.

In the case of a regular season and finals (semi and preliminary) games being terminated or unable to start due to unforeseen circumstances, eg: power failure, the following rules shall apply (This includes technological issues if one team can provide sufficient evidence):

- (i) Should a game be terminated before half time, the game is considered a draw.
- (ii) Should a game be terminated after half time, the team with the highest score at that time wins.
- (iii) No games will be rescheduled to another date or time.

For Grand Finals both teams will be consulted on a mutually agreeable time and venue for a reply or balance of time remaining for the game. If all parties are non-agreeable then the Domestic Committee will decide the fairest outcome.

### 4.5 Finals

#### 4.5.1 Team Eligibility for Finals

Team eligibility to play in finals will be determined by the finals system used (refer to Rule "Finals System"), and the position of the team on the ladder following the last round of competition. The position on the ladder will be determined by:

- (i) Premiership points awarded, then
- (ii) Overall percentage (points scored by the team for the season divided by points scored against the team for the season times 100%), then
- (iii) Where teams are still tied for position, aggregate score differences in games played between the two (or more) team will determine the placing (eg, Team A won by 7 points, then later in the season lost by 8 points to Team B – Team B finishes above Team A).
- (iv) If the team who finishes first or second after the regular season cannot participate in the semi finals they will be considered withdrawn from the competition and the 5<sup>th</sup> placed team moves into the finals system.

#### 4.5.2 Finals System

Generally (see Exceptions, below), the top four teams in a grade will play off in a Finals series, as described in the following:

##### Semi Finals

- Game 1: 1st vs 4th
- Game 2: 2nd vs 3rd

##### Grand Final

- 4) Game 1 Winner vs Game 2 Winner

##### Exceptions:

- (i) Where a grade has less than four teams, a finals system will be played that accords with the number of teams involved. The WPBA Manager will determine this system.
- (ii) No finals series shall be conducted for the Under 8 Mixed competition.
- (iii) A division may have an A & B Final based on more than 10 teams in that division. In this case, the top 4 will contest the A Finals and the teams placed 5<sup>th</sup> to 8<sup>th</sup> will contest the B Finals

#### 4.5.3 Player Eligibility for Finals

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

- (i) Have registered under the team and/or Club.

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(ii) Shall have played with the team in question a minimum of 60% of games fixtured for that team rounded up to the next whole number of games. A player is deemed to have played a game by having signed the back of the score sheet.

(iii) 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 Domestic Committee for consideration. Such application 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.

(iv) Compulsory training sessions for selection in State teams and NDP Camps shall be counted as games played in lieu of corresponding WPBA 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 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.

(v) For the Final Series, if a team is reduced to less than 5 players, the next part qualified player may be added to the team, under the direction of the Domestic Committee. In the situation where a qualified player becomes available later in the Final Series, and the team otherwise has a minimum of five (5) players, the part qualified player cannot play.

#### **4.5.4 Special Arrangements for Juniors**

Junior players may also compete in more than one age group finals series, provided they have qualified in each age group, in accordance with the above criteria.

### **5. Player Management**

#### **5.1 Movement between Grades/Age Groups within a Club**

##### **5.1.1 Definitions:**

(i) Each season stands on its own, and there is no carry forward of requirements from one season to the next.

(ii) The term "games" refers to non-finals games, and byes do count as games played.

(iii) The term "normal age group" means the lowest age group in which a player is eligible to play.

##### **5.1.2 Play in Different Teams in One Round**

Subject to compliance with the rest of this Rule; a player may play up a grade (B Grade can play A Grade but not the reverse) within their age group. A player can play in a higher grade no more than three games before they are classified as a permanent player within the higher graded team.

##### **5.1.3 Player whose Team has a Bye**

A player, who plays for a team that has a bye in a given round, may only play with a team from the same Club in a higher age group (where this is possible) in that same round.

##### **5.1.4 Senior Player Provisions**

A player from a senior team may play in both grades (B and C) for the duration of the competition. Competition management will not fulfil any requests to ensure both teams are scheduled at different times.

##### **5.1.5 Play in Different Age Groups**

The following provisions apply to players who play in more than one age group:

(i) A player may play in an older age group than their normal age group.

(ii) A junior player, playing in an older age group, may only play in that age group provided they are competing in their own age group to ensure the quality of the competition. (eg. A player from a team in U14 can play in a team in U16 "A" or "B" Grade provided they are playing U14).

(iii) A Club may apply in writing to the Association for any variation to this Rule.

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### **5.2 Penalties for Illegal Player Movements**

The penalties described below will apply to illegal player movements (refer to Rule “5.2 Unregistered Players”, Rule “5.3 Movement Between Grades/Age Groups within a Club” and Rule “5.4 Movement Between Clubs”).

(i) Where a team that illegally plays a player, wins such a game, that win shall be forfeited, and the game result will be recorded as a twenty (20) points to zero (0) points win by the respective opponents. Also, as a result, the opponents will be awarded three (3) premiership points, and the penalised team will be awarded zero (0) premiership points.

(ii) Where a team that illegally plays a player, loses such a game, that game result shall stand. However, while the opponents are awarded three premiership points, the penalised team will be awarded zero (0) premiership points.

(iii) Games illegally played by a person shall NOT be credited to the player’s total games for finals eligibility (refer to Rule “Player Eligibility for Finals”).

### **5.3 Unregistered Players**

After round 4 takes place (refer to Rule 4.1.2 “Re-grade Process”), a team playing an unregistered person(s) shall lose premiership points gained from the first game in which that person played whilst unregistered. No further penalty shall be incurred until official notification has been made to the team/Club. 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). In all cases where penalties apply the provisions of Rule 5.1 “Penalties for Illegal Player Movement” shall apply.

### **5.4 General Comments**

Clubs are strongly recommended to seek prior help from the WPBA Manager, who shall give a ruling. These rules seek to prevent a team gaining an unfair advantage over another team, whether by accident or design, through movement of players from one team to another. It is 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.

### **5.5 Movement Between Clubs**

Junior players may only play for one Club in the season, except where a Clearance is approved up to Round 5, and also

where a Permit is granted by the Association. These two exceptions are covered below.

#### **5.5.1 Transfers & Clearances**

A player wishing to transfer to another team/Club, teams/Clubs involved in the subsequent clearance applications, and the WPBA shall observe the following requirements:

(i) A player wishing to transfer to another team or Club shall obtain, on the prescribed form, a clearance from their present Club and lodge this clearance with the WPBA office.

(ii) Clubs must deal with any clearance application received, within 14 days. Where no reply is given within 14 days, the player may appeal to the Business Manager, who shall have the right to grant or refuse a clearance. Generally, where Clubs do not consider clearances within the prescribed period, a clearance will automatically be granted.

(iii) A player lodging a transfer application prior to Round 5, which is subsequently approved by the Association, will be eligible to play immediately.

(iv) Clearances in circumstances not covered by the above Rules, or received after Round 5 of a season, shall be considered on their merit by the Domestic Committee and a recommendation shall be made to the Business Manager.

(v) Where the Association deems that the transfer of a player would adversely affect the competition (refer to clause

(vi) – dot point three, below), the player involved may either –

- Remain with the team of previous registration, and participate for the remainder of the season in question, or

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- Be transferred to the new Club, but remain ineligible to participate in the season which is already under way.

(vi) In exercising discretion, the General Manager may be guided by the following general principles and considerations –

- The overriding desire shall be to ensure that persons wishing to play basketball are not prevented from doing so
  - Where contracts exist, or financial or property matters are contested, the Association may determine that a clearance is denied, until such time as the monies owing are re-paid, or property is returned;
  - Any transfer request after Round 5 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.
- (vii) 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 Rule "5.1 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 Rule "5.1 Penalties for Illegal Player Movements".

### 5.5.2 Permits

A Permit must be submitted on the prescribed form and is valid for one season only. A Permit will be accepted only where both Clubs approve of the arrangement and the arrangement commences prior to the half way point of the season.

The effect of the Permit is to allow the player to participate with another Club (eg, 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 the original Club at the completion of that season.

## 6 Representative Players In the WPBA Domestic Competition

All teams from U/10 through to the U/20's in the WPBA Domestic Competition will be adjudicated under the Competition Superiority ruling. This ruling has been brought in to assist in the task of making the Junior Domestic Competition at Western Port both fair and competitive for all players, coaches, teams and supporters. The primary aim of the Domestic Competition is for fun and exercise for all concerned. While WPBA Rules require all WPBA Junior Representative players to also play in the Domestic Competition, it is essential that no one team should dominate in any competition as a result of being "stacked" with Representative players. In the case they are deemed superior; this team will have to be regarded to a higher grade/age group.

### 6.1 Criteria for Allocation to a Player

Principle: The general principal observed here is that the player's status at the start of the Domestic season remains in place until the end of the Domestic season including finals.

Definition: The Rep season is deemed to include all of the break that follows it, up to the commencement of the next representative basketball season.

### 6.2 Qualification

Any child who concurrently plays Domestic (WPBA) and Junior Representative (either for Steelers or for any other Representative Association) Basketball will be deemed a Junior Representative Player in accordance with the level of representative basketball played. Although there is no limit to the amount of players, teams who have 4 or more representative players are encouraged to enter a higher age group/grade.

### 6.3 Players Per Team

#### 6.3.1 Teams

There is no limit to the amount of representative players allowed in each team.

# WESTERN PORT

## BASKETBALL ASSOCIATION

### 7. Special Provisions for Junior Competitions

#### 7.1 U/8's to U/12's Modified Competitions Rules

Junior Competitions conducted by WPBA shall include Under 8 Mixed and Under 10 age groups. The U/8 Mixed Competition will not include finals. The following table details the playing rules for each competition:

Rule	Under 8	Under10	Under 12
Permitted Defense	Man on Man	Man on Man	Man on Man
Permitted Defensive Territory	Behind Three Point Line	Behind Half Court	Full Court
Centre Line Violations	N/A	Yes	Yes
Key Way Violations	N/A	Yes (5 Seconds)	Yes (3 Seconds)
Maximum Allowed Points per Player	10	14	20
Clock Stops	No	No	No
Half Duration	20	20	20
Ring Height	8ft	10ft	10ft
Foul Line	Inside edge of circle	Short line	Short line
Substitutions	No subs in last min of either half (except compulsory substitutions)		

#### 7.2 No Zone Policy

As well as the above table in 7.1 under permitted defences, man to man will be the only permitted defence allowed in all U/14 competitions. A zone will be considered any defence where players do not follow a person cutting through the key or a player who stands there to protect the ring/key.

- i. Any team caught playing a zone will be asked by the referee to play man on man.
- ii. 2nd offence coach will be given a technical foul
- iii. 3rd offence, Team will be fined \$100 and made to sit and watch a video explaining man to man defence.

### 8. Conduct of Players, Officials, Etc.

Clubs or teams playing players under a false name shall lose all premiership points for that game and shall be reported to the Tribunal. Penalties for violations of this Rule are as described in Rule "Penalties for Illegal Player Movements".

### 9. Penalties and Charges Outstanding

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

### 10. Conduct

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## BASKETBALL ASSOCIATION



Pursuant to the principles of public health and safety, and to ensure the good name and reputation of the WPBA, the following provisions will apply at WPBA venues

### **11. Refusal of Entry**

- (i) The Management of WPBA will refuse entry to any person under the influence of alcohol or attempting to carry alcohol into the stadium.
- (ii) Any member of the General Committee or staff shall have the power to refuse or restrict entry if it is in his/her opinion that refusal or restriction is in the best interests of public health, safety or enjoyment, or that the proposed entrant may put at risk the premises or any equipment, or prejudice the enjoyment of the members of the public.

### **12. Conduct of Individuals**

No person shall act on the premises in a manner likely to cause injury or offence to any person, nor commit or threaten to commit any damage to property.

### **13. General**

In any matter not specifically covered by these Rules, the Committee may make the necessary ruling, subject to provisions of the WPBA Rules of Association and By-Laws.

# WESTERN PORT

## BASKETBALL ASSOCIATION



### 1. Timing Rules overview

#### Regular Season Competition Rules:

##### During Regular Season games the following game timings shall apply:

Games shall be run on a 50 Minute schedule.

There will be a 2 minute warm up, 2 of 20 minute halves with a 2 minute half time.

The clock will not stop for any time outs.

Each team is entitled to 2 time outs per half.

Substitutions can be made at any whistle.

No overtime period will be played where there is a draw.

#### Finals Competition Rules:

##### During Finals games the following game timings shall apply:

Games shall be run on either a 50 or 60 Minute schedule.

There will be a 5 minute warm up, 2 of 20 minute halves with a 2 minute half time.

Based on a 50 minute schedule –

Clock stops for the first time out in each half.

##### Clock Stops On Every Whistle For:

Last Minute of First Half.

Last Three (3) Minutes of 2<sup>nd</sup> Half.

Warm up time shall be 5 minutes.

Based on a 60 minute schedule –

Clock stops for all time outs (2 per half)

##### Clock Stops On Every Whistle For:

Last Minute of First Half.

Last Three (3) Minutes of 2<sup>nd</sup> Half.

Warm up time shall be 5 minutes.

##### **Note:**

If a Time Out is called preceding the taking of foul shots, then the clock shall not restart until the ball is in play after the shots are taken.

Substitutions can be made at any whistle.

An extra time period of 5 minutes shall be utilised where there is a draw in a final game and further 5 minute periods as are necessary to break the tie.

The clock will stop for all time outs, and for all whistles in the last 3 minutes of any extra time period.

Teams will be permitted one time out each per extra time period.

There will be a two minute break between the end of the second half and the first extra time period.

Between any additional extra time periods there will be a two minute break.