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WHITTLESEA JUNIOR BASKETBALL ASSOCIATION

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1. Introduction

- 1.1. The matches will be conducted under the official rules of Basketball Victoria (or current basketball governing body) with the following modifications which apply to all matches, including finals.
- 1.2. No player, spectator or referee is allowed to bring any food, drink (other than water) or any type of ball into the stadium.
- 1.3. We will aim to have a maximum of 8 players per team. This will be at the Selection Committees discretion – This decision has been made to ensure that all players receive sufficient court time.
- 1.4. The appropriate Committee has the right to make rulings and instigate any necessary action to cover any matters not specifically covered by these By-Laws.
- 1.5. The Grading/Team selection will be at the discretion of the WJBA Committee. The committee have the ability to move players where required during team selection, grading games or throughout the season for fair competition.

2. Registrations and Players

- 2.1 To register a new player Proof of Age by the way of a photocopy or sighting of a Birth Certificate of Entry or Current Passport must be provided.
- 2.2 All new players are required to produce proof of age to the WJBA committee **BEFORE** the player is issued with a team singlet.
- 2.3 Age limits will generally be Under 10, Under 12, Under 14 and Under 16 unless registrations or courts don't permit. Cut-off dates for age groups to be determined by committee.
- 2.4 A player may only be permitted to play above their age group upon written consent from a parent/guardian.
- 2.5 A player can only play in ONE (1) age group per season unless permission is granted by the WBJA Association in cases of continuing a competitive competition.
- 2.6 No player is permitted to play in more than one (1) team within each age group of the competition without permission from the Committee.
- 2.7 A fill-in player can only be used to complete a 5 player team and the fill in player needs to be from the same age/ability group or lower.

3. Uniforms

- a. After the first two (2) games of the season, a penalty of two (2) points shall be imposed for each player wearing incorrect shorts or not clothed in the team singlets.

- b. Only white shorts without pockets are to be worn. W.J.B.A will supply team singlets.
- c. Only basketball shoes with non marking soles should be worn on the court playing areas. Players who do not wear the correct soled runners will not be allowed to participate in the game. Players will not be permitted to take to the court in socks, thongs, street shoes or bare feet. Coaches and spectators are not allowed on court in work boots.

4. Walkovers

A team may commence the match with four (4) players. For each minute the game is delayed the opposing team's score is to be increased by one (1) point. After 10 minutes the match will be a walkover 10-0.

5. Score sheet/ scoring rules

Both teams **MUST** supply **ONE** competent scorer/time keeper over **14 years** of age for their game prior to the match commencing. A team that does not supply a scorer for the game will be penalised 2 points.

6. Timing Rules

2 X 20 minute Halves for all age groups (referring to Clause 9.I for Under 10's)

Two time-outs per team per half

7. Normal Game Schedule

- a. No time outs may be called in the last minute of the first half. Where a time out is in progress prior to the last minute point, that time out will cease at the one (1) minute mark and the players will be called to resume play immediately.
- b. No time outs may be called in the last three (3) minutes of the second half. Where a time out is in progress prior to the last three minutes, that time out will cease at the three (3) minute mark and the players will be called to resume play immediately
- c. The clock does not stop during regular season games unless required by the referee in extreme circumstances. (E.g. Injury)

8. Finals Timing Schedule

- a. To be confirmed by committee each week of finals
- b. Ties will be recognised. There will be no extra periods a draw will be recognised; except in final series when extra periods of **three (3)** minutes will be played until a winner is determined. Each team will be permitted one (1) time-out period with the clock stopping for all timeouts and all whistles.

9. Rules

- a. In all grades, teams must have four (4) players on the court before the game can commence.
- b. Under 10 and Under 12 will be allowed five (5) seconds in the key. U14 and U16 will be allowed three (3) seconds in the key.
- c. The ball size number 5 shall be used for under 10 & under 12. The ball size number 6 shall be used for under 14, with ball size number 7 used for under 16 age group.
- d. The free throw line shall be:
Under 10 will use the green line closest to the ring to shoot their free throws.
Under 12 are permitted to shoot free throws from the small line between the broken line and the foul line.
Under 14 and Under 16 will shoot free throws from the solid line.
- e. If a player has been injured and cannot be moved, the game will be cancelled and each team will be awarded two (2) premiership points
- f. Unregistered or Ineligible players- Any team that includes an ineligible player shall forfeit the game involved.
- g. Ladder points are allotted as follows:
Win 3 points, Draw 2 points, Loss 1 point, bye 0 points
- h. Players are **NOT** permitted to approach the score bench only the coaches.
- i. Mercy Rule
A Mercy Rule is defensive restriction, helping to promote sportsmanship in junior basketball. In simple terms, the defense is required to drop back to within the 3pt line, when they are 20pts or more in front.

Formal Wording:

This rule shall apply to all games except finals. It shall apply to all age groups of junior basketball whenever one team has a lead of 20 points or more. The rule shall require the team in the lead to retreat behind the three point line, in defense, whenever the opposition gains possession, from an inbound or field play.

It is strongly advised that the leading team plays a man to man defense inside the three point line, not a zone.

The penalty for infringement of the mercy rule shall be calling a violation on the offending team and returning the ball to the other team at the three point line

extended, in the front court. Should any losing team seek to merely hold the ball outside the three point line with no effort at all to penetrate, then the referees shall give three warnings and then allow the defence to press to the half-way line. The rule shall be enforced by the referees with the intervention of the person in charge of the venue if necessary. Coaches do not have the option not to claim use of the rule if losing by 20 points or more.

j. Man To Man Defense

For the Under 10, 12 and 14 competitions, Full or Half Court Man to Man Defense should be encouraged during every game. Zone Defense is not to be used.

Under the principles of correct Man to Man Defense, players may sag off their opponent to a "help" position and be in a position to guard their player should they receive the ball.

Each defensive player should guard a player of the offensive team – you should know your opponent's number.

k. A game is terminated at the sounding of the final siren.

l. **Under 10 Rule Variations:**

- 2 x 15 minute halves
- Size 5 ball
- Time permitted in back court – Unlimited.
- Centre line violation - Rules do not apply.
- Offensive time in the key – Rules do not apply.
- Travel violation – Use discretion. Shuffling may be allowed if no advantage gained. Several steps in one direction – must be called.
- Double dribble – double dribble is permitted once but must be called if repeated.
- **Mercy Rule** –
A Mercy Rule is defensive restriction, helping to promote sportsmanship in junior basketball. In simple terms, the defense is required to drop back to within the 3pt line, when they are 10pts or more in front. Referees are encouraged to explain violations when called. Players need to understand that a foul is a penalty. An explanation will encourage players to improve. All other Rules at the current time will remain as per the 'Official Basketball Rules', but the Association via the Committee reserves the right to add or delete rules as the competition progresses and in the interests of Junior Basketball.

10. Tech Fouls

A technical foul may be issued to players on the court, players on the bench and coaching staff on either team.

A technical foul shall be assessed for unsportsmanlike tactics such as: disrespectfully addressing an official or player, physically contacting an official, overt actions indicating resentment to a call or no-call and use of profanity.

- A player that receives one technical foul must be benched for 5 minutes (where half time occurs in-between, the player shall see out the remaining time after play commences).
- Players are warned after receiving their first technical foul that a second will remove them from the game.
- Two technical fouls to an individual player or coach within a single game warrants ejection from the rest of the game.
- Player's can be ejected from the court and stadium for unsportsmanlike behaviour at the referee's discretion at any time throughout the game, but two technical fouls are an automatic ejection at all levels of play.
- A player can also receive a bench tech from players on the bench which is placed on the coach, even if the coach did not do anything. Eg: swearing, threatening behaviour eg throwing drink bottle, or showing condescending behaviour to the opposition.
- A technical foul results in two free throws and possession of the ball for the opposing team.
- The referee shall record the technical foul on the score sheet or team sheet.
- Where an individual is ejected from the stadium on more than one occasion, it is at the discretion of the WJBA committee to determine whether that individual shall be banned from either the court or the stadium or both, for the remainder of that season.

11. Finals

- a) To be eligible to play in the final series, a player must have taken part in half the matches for the season plus one (1) for the team desiring his services in the final series. Byes are credited with that game. A player who does not qualify for the finals as set out above may apply to the committee of the **W.J.B.A.** to obtain approval to play in the final series. The committee may consider such an application and may grant approval.
- b) The four (4) leading teams shall play the final series on the PAGE SYSTEM principal being:
- | | |
|------------------------|--|
| 1 st Round: | 1 v 2 & 3 v 4 |
| 2 nd Round: | Loser of 1 v 2 plays winner of 3 v 4 |
| Grand Final: | Winner of first round plays winner of second round |
- c) A check is made prior to the finals to ensure that all players have qualified.

- d) If a player is injured, to be eligible to have the game credited to them, the back of the score sheet must be signed with the word “injured” and they must sit on the bench and watch all the game.

12. Fingernails & Jewellery

As per basketball Victoria rules

13. Blood Rule

As per basketball Victoria Blood Rule

14. Heat Policy

As per basketball Victoria Heat Policy

15. Code Red (Catastrophic) Days

On days declared as Code Red (catastrophic) Days nobody is permitted to be on the school grounds for any reason therefore any games and training scheduled on these days will be cancelled.

16. Protests

Email all protests to admin@wjba.org.au

17. Damage to Association Property/Venue

- a) Offending parties will be prosecuted. Full restitution will be sought.
- b) Persons who smell of intoxicating liquor or any foreign substances will not be permitted to enter the stadium.
- c) The consumption of alcoholic beverages is not permitted within the stadium, car parks or surrounding school ground area.
- d) Smoking is not permitted on any part of the school grounds.

18. Annual General Meeting

All Coaches and a representative from each team are required to attend the Annual General Meeting. Bonus ladder points will be allocated to teams as per below for attendance.

Coaches attendance = 1 bonus point

Team representative = 1 bonus point

NOTE: Individuals can only be a representative for one team.

19. Appendix – Adoption of Basketball Victoria Policies

The WJBA have adopted the resources of policies and guidelines that are available to associations through Basketball Victoria. The policies, as written, will be implemented as provided by Basketball Victoria.

This process will provide WJBA the ability to continually develop and adopt new policies as introduced through Basketball Victoria referring to the latest policies as best practice guidelines.