



COMPETITION BY-LAWS

JUNE 2026

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PART I: INTRODUCTION

1. AUTHORITY AND APPLICATION

1.1 These By-Laws apply to all competitions conducted by the Wagga Wagga Basketball Association Inc. (WWBA).

1.2 These By-Laws are made and adopted by WWBA for the conduct and administration of WWBA domestic competitions.

1.3 WWBA adopts the Basketball NSW Codes of Conduct for players, coaches, officials, parents and spectators, the Basketball NSW Zero Tolerance Policy and the Basketball NSW Disciplinary Tribunals By-Laws.

1.4 Except where varied by these By-Laws, Basketball NSW policies or competition directions issued by WWBA, games will be conducted in accordance with the FIBA Official Basketball Rules.

1.5 To the extent of any inconsistency between the FIBA Official Basketball Rules and these By-Laws, these By-Laws prevail for WWBA competitions.

1.6 These By-Laws are intended to be read together with any competition information, fixtures, instructions, notices or procedures issued by WWBA for a particular competition.

2. DEFINITIONS AND INTERPRETATION

2.1 In these By-Laws, unless the context requires otherwise, the following definitions apply:

Term	Meaning
BasketballConnect	the online registration and competition management platform used for WWBA competitions.
Basketball NSW or BNSW	Basketball New South Wales.
FIBA	International Basketball Federation.
FIBA Official Basketball Rules	the official playing rules published by FIBA, as amended or replaced from time to time.
Borrowed player	a registered player who is permitted under these By-Laws to play for a team other than their primary team for a particular game.
Competition	a domestic basketball competition conducted by WWBA.
Court supervisor	a person appointed or authorised by WWBA to supervise competition operations at the venue.
Division	A grade or level within a competition, including any numbered, named or age-based division determined by WWBA.

Term	Meaning
Eligible player	a player who is registered, not suspended, not otherwise ineligible and permitted to participate in the relevant team, division, age group and game under these By-Laws. An eligible player may include a permitted borrowed player, provided the player satisfies the applicable registration, grading, age, division and borrowed player requirements.
Finals series	semi-finals, finals and grand finals, as applicable to a competition.
Higher division	A division that WWBA considers to be of a higher competitive standard than another division in the same competition or age group.
High-performance competition	a competition such as State League, NBL1, Big V, CBL or a similar higher-level competition determined by WWBA.
iPad	the electronic scoresheet or competition management device used by WWBA for recording game participation and results.
Junior Competition	a WWBA competition conducted for junior age groups.
Lower division	A division that WWBA considers to be of a lower competitive standard than another division in the same competition or age group.
Playing week suspension	a suspension from WWBA competition for the relevant number of scheduled playing weeks. It is not a suspension for a fixed number of games unless WWBA determines otherwise in writing.
Senior Competition	an open-age competition conducted by WWBA, including competitions or divisions primarily intended for players who meet the senior age eligibility requirements in these By-Laws.
Registered player	a player registered with Basketball NSW and WWBA, either by Primary registration with WWBA or by Secondary registration with WWBA where the player holds Primary registration with another association.
Representative player	a player selected to play in the WWBA Junior Representative Program in the relevant year, excluding Development Players.
Suspended player	A player who is serving a suspension imposed by WWBA, Basketball NSW, a tribunal or another recognised basketball authority, and is not permitted to participate in the relevant game or competition.
Unfinancial player	A player who has not paid any registration fee, competition fee, team fee, fine or other amount required by WWBA or Basketball NSW by the relevant due date.

Term	Meaning
WWBA	Wagga Wagga Basketball Association Inc. and depending on context, the WWBA Board, Competition Director, court supervisor, referee supervisor, Technical Director or another authorised WWBA delegate.

2.2 A reference to a player includes a team member unless the context requires otherwise.

2.3 A reference to writing includes email.

2.4 Headings are included to assist readability and do not limit the operation of the clauses.

3. OVERALL INTENTION OF THE BY-LAWS

3.1 The overall intention of these By-Laws is to provide a competition structure that:

- is safe, fair and well administered;
- supports participation and enjoyment;
- allows teams and players to compete at an appropriate level;
- promotes good sportsmanship and respect for officials, players, coaches and spectators; and
- provides clear and practical rules for players, teams, referees, court supervisors and administrators.

4. WWBA DISCRETION AND EXCEPTIONS

4.1 WWBA may determine any matter not expressly covered by these By-Laws, provided the determination is consistent with the intention of these By-Laws and any applicable Basketball NSW requirements.

4.2 WWBA may approve a variation or exception where strict application of a By-Law would produce an unreasonable outcome or would not reflect the intention of the relevant clause.

4.3 Any exception to these By-Laws must be requested in writing at least 36 hours before the relevant event. WWBA will advise approval or refusal in writing at least 24 hours before the event where practicable.

4.4 WWBA may impose conditions on any approval, variation or exception.

PART II: BY-LAWS APPLYING TO ALL COMPETITIONS

The clauses in this Part apply to all WWBA competitions unless a clause states otherwise or is varied by a senior-specific or junior-specific rule.

5. PLAYER AND OFFICIAL REGISTRATION

5.1 The intention of this Section is to ensure that all players and officials are properly registered, insured where applicable, and subject to the rules and policies of WWBA and Basketball NSW.

5.2 All players must be registered with Basketball NSW and must hold either a Primary registration with WWBA or a Secondary registration with WWBA if they hold a Primary registration with another association.

5.3 Proof of Primary registration must be provided at the time of registration where a player seeks to take out a Secondary registration with WWBA.

5.4 Registrations are made through BasketballConnect. Proof of registration will be emailed to players.

5.5 Players whose registration is due to expire in that month will receive a reminder email from BasketballConnect. Players whose registration has expired will not appear on the team list and must not take the court until their registration is confirmed or completed.

5.6 The responsibility for ensuring that all players are currently registered and eligible rests with the player and their team. Any player may be asked to produce proof of registration at any time.

5.7 Where a court supervisor identifies that a player is not registered or is otherwise ineligible, the court supervisor should notify the team before the game and notify the referee and/or court or referee supervisor to ensure the player does not participate.

5.8 Any team that plays an unregistered, ineligible, suspended or unfinancial player will forfeit all competition points for any game in which that player participates. For finals, the penalties in Section 13 also apply.

5.9 WWBA will set registration fees before the commencement of each competition.

5.10 Referees, coaches and other WWBA officials must be registered as required by Basketball NSW or WWBA.

6. PLAYING WITH A TEAM AND PLAYER ELIGIBILITY

6.1 The intention of this Section is to ensure that players participate in appropriate teams and divisions and that teams do not use player movement to gain an unfair competitive advantage.

6.2 A player must not be registered or rostered as a primary player for more than one team in the same division or age group of any competition, except as otherwise permitted by these By-Laws. For example, a player cannot be registered as a primary player in both Division 1 and Division 2 of a junior competition.

6.3 A team may draw a player from a lower division, including a lower division within the same junior age group. For example, a Division 2 player may fill in for a Division 1 team in the same age group, provided the player is registered and otherwise eligible under these By-Laws. A player may play a maximum of three games for a team in a higher division before being deemed a permanent member of that higher division team.

6.4 Subject to the senior competition provisions in Part III, once a player is deemed a permanent member of the higher division team, the player cannot return to the lower division. This rule does not apply to the Junior Competition.

6.5 A player from a lower division may only play a maximum of three games in total in higher divisions, unless otherwise approved by WWBA.

6.6 For the purpose of starting a game, a team must have a minimum of four eligible and registered players in full uniform. At least three of those players must be registered or rostered to that team. The remaining player may be a permitted borrowed player, provided the player is eligible under these By-Laws.

6.7 Player names and singlet numbers must be recorded on the iPad before players take the court. A late player must arrive and be available to play before half time.

6.8 Teams must not list players on the iPad who are not participating in the game.

7. GRADING OF TEAMS AND REPRESENTATIVE PLAYERS

7.1 The intention of this Section is to support fair and balanced competitions by ensuring that teams and players are placed in appropriate divisions or age groups.

7.2 WWBA reserves the right to grade or re-grade any player or team. Initial grading may be delegated to the relevant Competition Director.

7.3 Teams are subject to normal grading criteria and may be moved to a different division from the division originally nominated.

7.4 WWBA supports the participation of players with special needs and will grade each player individually and on a needs basis.

8. COMPETITION POINTS AND LADDER

8.1 The intention of this Section is to provide a clear and consistent system for recording competition results and allocating competition points.

8.2 Competition points will be awarded as follows:

Result	Competition points
Win	3 points
Bye	3 points
Draw	2 points
Loss	1 point
Forfeit / ineligible player	0 points

8.3 Where a team forfeits a game, the forfeiting team will receive 0 competition points and the opposing team will receive 3 competition points. Unless otherwise determined by WWBA, the game will be recorded as a 20–0 result in favour of the non-forfeiting team.

8.4 Where a team plays an unregistered, ineligible, suspended or unfinancial player, that team will forfeit all competition points for any game in which that player participates. Unless otherwise determined by WWBA, the opposing team will be awarded a 20–0 win.

8.5 Where both teams forfeit, or where both teams play an unregistered, ineligible, suspended or unfinancial player, both teams will receive 0 competition points and the result will be recorded as 0–0, unless otherwise determined by WWBA.

8.6 If a game cannot be played due to factors beyond the control of WWBA, WWBA may reschedule the game to another time and/or date. If the game cannot be rescheduled, the game may be declared a draw.

8.7 Where a game has begun and is terminated due to factors beyond the control of WWBA, the result should be determined by the score at the time of termination.

9. FORFEITS, LATE STARTS AND PENALTIES

9.1 The intention of this Section is to minimise forfeits and ensure teams are ready to commence games on time.

9.2 If a team does not have four eligible and registered players ready to take the court at the scheduled starting time, including at least three players registered or rostered to that team, the bench officials will start the clock and the opposition will receive two points for each minute, or part of a minute, that the team is late.

9.3 The maximum number of points that may be awarded under clause 9.2 is 20.

9.4 A game is forfeited if 10 minutes have elapsed and a team still does not have four eligible and registered players ready to take the court, including at least three players registered or rostered to that team.

9.5 If a team forfeits four games, that team may be disqualified from the competition. WWBA may amend the application of this clause where there are unforeseen or exceptional circumstances.

10. GAME TIMING

10.1 The intention of this Section is to maximise playing time while allowing fixtures to run to schedule.

10.2 Each game will commence at the time listed on the draw and finish in time to allow the next game to start on time. This does not mean games will be cut down in time.

10.3 Referees will give a one-minute warning before starting a game or the game clock. Once one minute has elapsed, the game clock will be started. It is each team's responsibility to be ready to play after the one-minute warning has elapsed.

10.4 The clock will stop during normal competition games for a referee's time-out.

10.5 A player who has fouled out may be substituted immediately and the clock will not stop for that substitution.

10.6 Each team is entitled to two time-outs per half.

11. SCOREBENCH, IPAD AND BENCH AREA

11.1 The intention of this Section is to ensure that games are recorded accurately and that the bench area is managed safely and consistently.

11.2 The iPad is the official record of the game score, player participation, fouls and other game details. The visible scoreboard is for game management and spectator information only and is not the official score.

11.3 Referees must check iPad details at half time.

11.4 The referee, in consultation with bench officials, may amend the iPad at half time or immediately after the game concludes where a discrepancy or calculation error is found and the correct details can be clearly recalled and confirmed.

11.5 No change to the iPad should be made at half time or at the end of the game except to correct calculation errors or to delete the names of players who were not present to take the court.

11.6 Teams must sit on either side of the scorebench in the area immediately outside the marked lines three metres either side. Only substitutes ready to enter the game may sit between the marked line and the bench.

11.7 It is the responsibility of the coach or team captain to ensure that only team officials and team followers are seated in the area immediately adjacent to the marked lines.

11.8 The first mentioned team is Team A and will sit on the left of the scorebench when facing the court. The second mentioned team is Team B and will sit on the right of the scorebench when facing the court.

11.9 All time-outs and substitutions must be made through the scorebench.

12. UNIFORMS AND PLAYER EQUIPMENT

12.1 The intention of this Section is to ensure players and teams can be identified, to promote team identity and to maintain a safe playing environment.

12.2 All players must be correctly attired to take the court.

12.3 Each player must wear the uniform applicable to their team. Teams must be similarly attired in the uniform applicable to their team.

12.4 Religious attire may be worn provided it is safe for all participants.

12.5 Shorts are preferred to be the same colour across the team. Shorts must not have pockets, zippers or buckles.

12.6 Bicycle pants under shorts are permitted. Tights are permitted.

12.7 Team singlets must be the same colour and design and must be numbered 00 to 99 inclusive.

12.8 Singlet numbers must be clearly visible on both the front and back of the singlet. Sponsors, club names or logos must not interfere with the visibility of numbers.

12.9 A black or white T-shirt may be worn underneath a playing singlet.

12.10 The requirement for playing singlets to be tucked in is waived for domestic competition.

12.11 Teams must be in full uniform by the end of the fifth week of each new competition. Unless approved by WWBA, there are no exceptions even where the opposing team agrees. A team not in full uniform by this time will be deducted four competition points.

12.12 In the event of a colour clash, the first mentioned team on the draw must wear the alternate colour singlet or bib, as appropriate.

12.13 Referees are to check fingernails before the commencement of games. Long natural fingernails, acrylic fingernails and taping of fingernails are not allowed.

12.14 Swinging plaits are not allowed. Hair accessories are not allowed unless they are safe. Headgear may be worn provided it does not have pins, buttons or attachments that create a risk.

12.15 Jewellery is not allowed, except a plain wedding band that cannot be removed, which must be taped, or studs that cannot be removed from newly pierced ears, which must be taped.

13. FINALS ELIGIBILITY AND FINALS SERIES

13.1 The intention of this Section is to ensure that finals are played by players who have genuinely participated with the team during the season, while allowing for recorded absences and genuine injury circumstances.

13.2 A player must play more than 40% of competition games with a team to be eligible to play in the finals series.

13.3 For the purpose of finals qualification, byes, no-point games and cancelled games will be included from the start of the competition.

- 13.4** Where a team wins a game on forfeit, only those players listed on the iPad will be recorded as having played that game.
- 13.5** It is the responsibility of players and teams to ensure that names recorded on the iPad are correct. Team contacts will receive an email if a player is ineligible for finals.
- 13.6** Injured players seeking to qualify for finals must provide a certificate from a medical practitioner stating the injury sustained and the period in which the player was not able to participate.
- 13.7** Semi-finals, finals and grand finals must be played on the scheduled dates. Exceptional circumstances may be considered where a written request is made to WWBA.
- 13.8** The finals series format will be determined by WWBA before the commencement of the competition.
- 13.9** Teams may play finals with a minimum of four qualified and registered players. Any team that cannot meet this requirement will forfeit the game and may be replaced by the next team in the finishing order.
- 13.10** Prior notification of a grand final forfeit will result in the next placed team being nominated to take that team's place. Five working days' notice must be given. Less than two days' notice will result in the team already qualified for the grand final being declared Premiers and the third placed team being declared Runners Up.
- 13.11** A team that plays an unregistered, ineligible, suspended or unfinancial player in a semi-final, final or grand final will have that game classed as a loss.

14. SAFETY, INJURY AND BLOOD

- 14.1** The intention of this Section is to ensure that injuries and safety issues are managed promptly and consistently.
- 14.2** All injuries must be recorded online at the time of the incident using the Basketball NSW injury report form. This is required for any insurance claim that may be made.
- 14.3** Referees must record the injury incident on the iPad before the completion of the game.
- 14.4** Players should refer to the Basketball NSW website for insurance provider, coverage and claim details.
- 14.5** An injured player should be removed from the court as soon as possible unless there is a risk of a more serious injury, such as a suspected back or neck injury.
- 14.6** The clock should be stopped while action is taken in response to an injury.
- 14.7** At the first sign of blood, the game will be stopped and the injured person removed from the court area immediately. Any blood must be cleaned using the blood bucket provided before the game recommences.
- 14.8** Dunking the ball is only permitted in a manner not likely to damage the ring, backboard or supports.
- 14.9** Grasping the ring or violent dunking is not permitted at any time.
- 14.10** Hanging on the ring is not permitted unless it is done to avoid injury to a player.

14.11 Any player suspected of being under the influence of alcohol or any illicit substance will not be permitted to take the court. If an official or referee has cause to believe that a player is displaying behaviour deemed to be caused by being under the influence of any such substance during a game, the player must be removed from the court immediately by the court supervisor.

15. PROTESTS AND COMPLAINTS

15.1 The intention of this Section is to ensure that issues are raised promptly and through the appropriate game-day channels.

15.2 Teams, players, coaches or spectators should seek assistance from the referee supervisor or court supervisor immediately if a problem arises.

15.3 For a protest or complaint to be heard, it must be lodged within 48 hours of the incident, in writing, signed by the player, captain, coach or manager, and sent to WWBA.

16. BEHAVIOUR, TECHNICAL FOULS AND TRIBUNALS

16.1 The intention of this Section is to promote respectful conduct and provide clear consequences for behaviour that is inconsistent with WWBA and Basketball NSW expectations.

16.2 Any player who receives a technical foul must leave the court for five game minutes. The player may be substituted until that time has elapsed.

- a) For clarity, the five-minute requirement in clause 16.2 applies to Technical Fouls only and does not apply to Unsportsmanlike Fouls, unless the player is otherwise required to leave the court under these By-Laws, the FIBA Official Basketball Rules, or a direction from the referee or court supervisor.
- b) Where BasketballConnect or the iPad displays a sin-bin prompt following an Unsportsmanlike Foul or any other foul, that prompt is an administrative system prompt only. The referee's decision and these By-Laws determine whether a player is required to leave the court.

16.3 Any player, coach or team member disqualified after two Technical or Unsportsmanlike Fouls, including a coach disqualified after two Coach Technical Fouls or three Bench Technical Fouls, will be ejected from the game and from the playing area.

16.4 A person ejected under clause 16.3 may not participate in any capacity, including filling any role on the scorebench.

16.5 Any refusal to leave should be notified to the court supervisor, who may forfeit the offending player's team. Any subsequent refusal must be referred to WWBA.

16.6 The penalties in the following table apply to any player, coach or team member who receives an accumulation of Technical Fouls during a calendar year. These penalties are separate to any penalty handed down by the Disciplinary Tribunal.

Technical fouls in a calendar year	Automatic competition penalty
2 technical fouls in a year	Written warning
4 technical fouls in a year	Two playing-week suspension
6 technical fouls in a year	Four playing-week suspension

Technical fouls in a calendar year	Automatic competition penalty
8 technical fouls in a year	Eight playing-week suspension
10 technical fouls in a year	Rest of season suspension, plus next season suspension

16.7 Any player, coach, team official or spectator may be cited and reported to appear before a tribunal if, in the opinion of a game official, referee supervisor, court supervisor or authorised WWBA representative, the person has:

- a. drawn the sport of basketball into disrepute;
- b. acted in a manner that is detrimental to the proper and efficient conduct, control or administration of basketball by WWBA; or
- c. contravened the By-Laws, policies or guidelines of a governing body of the sport.

16.8 Any incident must be lodged on a Report Form, which must be given to the court supervisor, referee supervisor or Technical Director.

16.9 WWBA adopts and applies the relevant Basketball NSW policies, codes, by-laws and guidelines listed in Part V, as amended from time to time. Where a Basketball NSW policy, code, by-law or guideline applies to a matter not specifically covered by these By-Laws, WWBA may rely on that document in managing the matter.

16.10 A person who is serving a suspension imposed by WWBA, Basketball NSW, a tribunal or another recognised basketball authority must not participate in any WWBA competition or game-day role during the period of suspension, including as a player, coach, referee, scorebench official, team official or court supervisor, unless WWBA determines otherwise in writing.

PART III: RULES RELATING ONLY TO SENIOR COMPETITIONS

The clauses in this Part apply to senior competitions unless specifically varied by WWBA.

S.17 SENIOR PLAYER ELIGIBILITY

S.17.1 Players in the senior competition must be at least 16 years of age.

S.17.2 A player under 16 years of age may apply to WWBA for an exemption to play in a senior team based on player ability, the division nominated and written parental consent.

S.17.3 A player participating in another high-performance competition, including State League, NBL1, Big V or CBL, may only participate in the highest local competition level.

S.17.4 A player in a high-performance competition may apply to WWBA for an exception, subject to normal player and team grading criteria.

S.17.5 This does not prevent junior players from playing in their respective Junior Competition.

S.18 PLAYING IN MULTIPLE SENIOR TEAMS

S.18.1 A player may participate in two senior teams per local competition, provided the teams are in consecutive division levels, such as Division 1 and Division 2, or Division 2 and Division 3. Exemptions to this clause may be considered by WWBA.

S.18.2 Age-restricted divisions are excluded from clause S.18.1.

S.19 SENIOR TIMING AND FINALS TIMING

S.19.1 Senior games consist of four 10-minute quarters, with one-minute breaks between quarters and a two-minute half-time break. The half-time break may be reduced if necessary.

S.19.2 In senior games, the clock will stop in the last two minutes of the last quarter for time-outs, every whistle and after each basket.

S.19.3 For senior finals and semi-finals, the clock will also stop in the last two minutes of the last quarter for time-outs, every whistle and after each basket.

S.19.4 For senior grand finals only, the clock will also stop for all time-outs during the game.

S.19.5 If the teams are tied at the end of the allocated period, extra periods of three minutes, fully timed, will be played until a result is achieved.

S.19.6 Each team is permitted one time-out in each extra period. All personal and team fouls are carried over into each extra period.

PART IV: RULES RELATING ONLY TO JUNIOR COMPETITIONS

The clauses in this Part apply to Junior Competitions unless specifically varied by WWBA.

J.21 JUNIOR PLAYER ELIGIBILITY

J.21.1 Players must play in the age group for which they are eligible, based on their age and the age criteria set by WWBA for the relevant competition. A player may play in a higher age group where permitted by these By-Laws or approved by WWBA. A player may only play in a lower age group where approved by WWBA in exceptional circumstances.

J.21.2 A team may only have three representative players without the whole team being required to play up an age group.

J.21.3 All players selected to play in the Junior Representative Program in a particular year, excluding Development Players, are considered representative players for the Autumn and Spring seasons of that year.

J.21.4 WWBA reserves the right to amend or apply flexibility to the representative player rule if required or requested.

J.22 JUNIOR PLAYING VARIABLES

J.22.1 The playing variables for Junior Competitions are set out below.

Age group	Girls/Women ball	Boys/Men ball	Ring / free throw	Modified rules	Mercy Rule
Under 10	Size 5	Size 5	Low rings; free throws from 4.0 line	Five seconds in keyway; no back court rule; no three-point shot; no zone rule	Applies
Under 12	Size 5	Size 5	Free throws from 4.0 line	No three-point shot; no zone rule	Applies
Under 14	Size 6	Size 6	Standard	No zone rule	Applies, excluding Division 1 if there are multiple divisions
Under 16 and over	Size 6	Size 7	Standard	Standard rules unless otherwise determined by WWBA	Does not apply

J.23 JUNIOR TIMING AND FINALS TIMING

J.23.1 Junior games consist of two 19-minute halves with a two-minute half-time break. The half-time break may be reduced if necessary.

J.23.2 The Under 10 competition does not have a finals series.

J.23.3 For junior age groups Under 12 and above, the clock will stop in the last two minutes of the second half of finals and semi-finals for time-outs, every whistle and after each basket.

J.23.4 For junior grand finals only, the clock will also stop for all time-outs during the game.

J.23.5 If the teams are tied at the end of the allocated period, extra periods of three minutes, fully timed, will be played until a result is achieved.

J.23.6 Each team is permitted one time-out in each extra period. All personal and team fouls are carried over into each extra period.

J.24 MERCY RULE

J.24.1 The Mercy Rule is designed to promote fair play and enjoyment for all participants. It helps prevent player discouragement in uneven games while allowing teams to continue learning and participating in a positive environment.

J.24.2 The Mercy Rule may be applied at the discretion of the losing team's coach once the score margin reaches 30 points or more.

J.24.3 If requested, the visible scoreboard will be capped at a 30-point differential. The official score on the iPad will continue as normal for statistical and record-keeping purposes.

J.24.4 Coaches are encouraged to foster sportsmanship and adjust their team's style of play in a respectful, development-focused manner when the Mercy Rule is in effect.

J.24.5 Artificial or prescriptive tactics, such as requiring a fixed number of passes or instructing teams to retreat to the baseline before defending, are not required and should be avoided.

J.24.6 Coaches and referees may agree before or during a game on how best to support a fair and positive playing environment.

J.24.7 The Mercy Rule does not apply during finals.

PART V: BASKETBALL NSW POLICIES, CODES AND BY-LAWS

The following Basketball NSW policies, codes, by-laws and guidelines apply to WWBA competitions, where relevant:

- Basketball NSW Player Code of Conduct
- Basketball NSW Coach Code of Conduct
- Basketball NSW Officials Code of Conduct
- Basketball NSW Parent Code of Conduct
- Basketball NSW Spectator Code of Conduct
- Basketball NSW Zero Tolerance Policy
- Basketball NSW Disciplinary Tribunals By-Laws
- Basketball NSW Member Protection Policy
- Basketball NSW Child Safeguarding / Child Safe policies
- Basketball NSW Injury Reporting and Insurance requirements