



COMPETITION BY-LAWS

January 2025

All competitions will be run according to the competition rules of the Wagga Wagga Basketball Association Inc. (WWBA). WWBA adopts all BNSW Codes of Conduct for Players, Coaches, Officials, Parents and Spectators and has a Zero Tolerance Policy for Players, Parents, Spectators and Officials. WWBA also adopts the BNSW Disciplinary Tribunals By-Laws.

1. UNIFORMS

- 1.1 All players must be correctly attired to take the court.
- 1.2 Each player in each team must wear the uniform applicable to their team.
- 1.3 Each team must be similarly attired in the uniform applicable to their team. Religious attire may also be worn providing it is safe for all participants.
- 1.4 A uniform comprises of:

1.4.1 SHORTS

- 1.4.1.1 All shorts/skirts are preferred to be the same colour
- 1.4.1.2 Bicycle pants under the shorts/ skirts are permitted
- 1.4.1.3 Shorts may not have pockets, zippers, or buckles
- 1.4.1.4 Black sports tights will be permitted

1.4.2 SINGLETS

- 1.4.2.1 All team singlets must be the same colour and design.
- 1.4.2.2 All team singlets must be numbered 00-99 inclusive.
- 1.4.2.3 Singlet numbers must be clearly visible on both the front and the back.
- 1.4.2.4 A black or white T-shirt may be worn underneath a playing singlet.
- 1.4.2.5 The rule for playing singlets to be tucked in will be waived for domestic competition
- 1.4.2.6 Sponsors, club names or logos on singlets must not interfere with numbers.

- 1.5 Teams must be in full uniform by the end of the fifth week of each new competition. There will be no exceptions (unless approved by WWBA) even if the opposing team agrees. Teams not in full uniform by this time will be deducted 4 competition points.
- 1.6 In the event of a clash of colours, the first mentioned team on the draw shall wear the alternate colour singlet or bib as appropriate.

2 COMPETITION POINTS

2.1.1 POINTS SYSTEM

- 2.1.1.1 Three points for a win
- 2.1.1.2 Three points for a bye

- 2.1.1.3 Two points for a draw
- 2.1.1.4 One point for a loss
- 2.1.1.5 Zero points for a forfeit

- 2.1.2 If a game cannot be played due to factors beyond the control of the WWBA, WWBA reserves the right to reschedule the game to another time and/or date. If the game cannot be rescheduled, the game may be declared a draw.
- 2.1.3 Where a game has begun and is terminated due to factors beyond the control of the WWBA the result should be determined by the score at the time of termination.

3 TIMING OF GAMES

3.1 COMPETITION GAMES

- 3.1.1 Each game will commence at the time laid down 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.
- 3.1.2 Junior games will consist of two nineteen-minute halves with a two-minute break for half time (This break may be reduced if necessary).
- 3.1.3 Senior games will consist of four ten-minute quarters with one-minute breaks between each quarter and a two minute break at half time (this break may be reduced if necessary). The clock will stop in the last two minutes of the last quarter for time outs, every whistle and after each basket (ie fully timed).
- 3.1.4 Referees will blow a one-minute warning before starting any game or the clock. After one minute has elapsed the game clock will be started. It is the team's responsibility to be ready to play after the one minute has elapsed.
- 3.1.5 The clock will stop in normal competition games for referee's time out.
- 3.1.6 Any player fouled out may be substituted immediately and the clock will not stop.

3.2 FINALS, SEMI-FINALS & GRAND FINALS

- 3.2.1 The U10 competition will play under normal competition timing.
- 3.2.2 For junior age U12 and above Finals & Semi-Finals the clock will stop in the last two minutes of the second half for time out, every whistle and after each basket (ie fully timed). For Grand Finals only the clock will also stop for all timeouts during the game.
- 3.2.3 For senior competition Finals & Semi-Finals the clock will stop in the last two minutes of the last quarter for time outs, every whistle and after each basket (ie fully timed). For Grand Finals only the clock will also stop for all timeouts during the game.
- 3.2.4 If the two teams are tied at the end of the allocated period there will be an extra period of:-

- 3.2.4.1 Three (3) minutes fully timed for all Divisions
- 3.2.4.2 Each team will be permitted one time out in this period and all personal and team fouls will be carried over into the extra period
- 3.2.4.3 This process will continue until a result is achieved

4 FORFEITS AND PENALTIES

- 4.1 A team must have a minimum of four eligible and registered players in full uniform to start a game. Player's names and singlet numbers must be in the iPad prior to them taking the court. A late player must arrive and be available to play before half time.
- 4.2 No player is permitted to play if they are not registered with Basketball NSW and their primary team. Any team playing an unregistered, ineligible, or suspended player, will forfeit all competition points for any game in which that player participates.
- 4.3 If a team does not have four players ready to take the court at the scheduled starting time, the bench officials will start the clock and the opposition will receive two points for each minute or part thereof that the team is late. The maximum number of points that can be given to a team under this by-law is 20. The game is forfeited after 10 minutes has elapsed.
- 4.4 If a team forfeits three (3) games, that team may be disqualified from the competition

5 REGISTRATIONS

- 5.1 All players must be a member of BNSW and either have a Primary registration with WWBA or a Secondary registration with WWBA if they hold a Primary registration at another Association. Proof of a Primary registration must be provided at the time of registration in order to take out a Secondary registration with WWBA.
- 5.2 Registrations are made through Basketball Connect, and proof of registration will be emailed to players.
- 5.3 Any team playing an unregistered player will forfeit all points for any game in which that player participates
- 5.4 Notification of registration renewal will be provided to each team during the competition however the onus of proof of registration and/or affiliation lies with the player. Any player may be asked to produce proof of registration at any time. It is the responsibility of the player/team to ensure that all team members are currently registered at all times during the competition.
 - 5.4.1 Players whose registration is due to expire in that month will receive a reminder email from Basketball Connect. Players whose registration has expired will not appear on the team list and will not be able to take the court until their registration is confirmed or completed.
 - 5.4.2 The team should be notified by the court supervisor prior to the game that a player is not registered.
 - 5.4.3 The court supervisor should then notify the referee and/or referee supervisor to ensure that this player does not participate
- 5.5 WWBA will set registration fees prior to the commencement of competition.

5.6 Referees and Coaches and other officials of WWBA must be registered.

6 GRADING OF TEAMS AND PLAYER

- 6.1 A team may draw a player from a lower division, but a player may only play a maximum of 3 games for a team in the higher division before being deemed a permanent member of that team. Subject to point 6.6 and 6.7 this player cannot then return to the lower division (this excludes the Junior Competition). A player from a lower division can only play a maximum of 3 games in total in higher divisions. The representative player rule 6.2 will apply.
- 6.2 A team may only have three representative players without the whole team having to play up an age group. All players selected to play in the Junior Representative Program in a particular year (excluding Development Players) are considered to be representative players for the Autumn and Spring season of that year. WWBA reserves the right to amend or apply flexibility to this rule if required or requested.
- 6.3 No player is eligible to play in more than one team in the same division or age group of any competition with the exception of 6.1 above.
- 6.4 WWBA reserves the right to grade or re-grade any player or team. Initial grading will be delegated to the relevant Competition Director as appropriate.
- 6.5 Players in the senior competition must be sixteen years of age. Players under sixteen years may apply to WWBA for an exemption to play in a senior team based on player ability, division nominating and parental written consent.
- 6.6 A player may participate in two senior teams per local competition, provided that each team is in consecutive division levels ie Z League, Div 2, Div 3, Div 4. Age requirement divisions are excluded from this rule.
- 6.7 A player playing in other area high performance competitions eg State League, NBL1, Big V, CBL etc will only be able to participate in the highest local competition level. Players in performance competitions may apply to WWBA for an exception subject to standard player/team normal grading criteria. This does not preclude junior players playing in their respective Junior Competition.
- 6.8 Each team may only have a maximum of three players from the higher Senior division.
- 6.9 Teams are subject to normal grading criteria and may be moved to a different division to what they nominated for originally.
- 6.10 WWBA supports the participation of players with special needs and will grade each player individually and on a needs basis.

7 FINALS SERIES

- 7.1 Semi Finals, Finals and Grand Finals must be played on the scheduled dates. Exceptional circumstances may be considered if in writing to WWBA.
- 7.2 Finals series format will be determined before the commencement of the competition by WWBA.

- 7.3 Teams will be permitted to play with a minimum of four qualified and registered players. Any team which cannot fulfill this requirement will forfeit their game and be replaced by the next team in the finishing order.
- 7.4 Prior notification of a forfeit of a Grand Final will lead to the next placed team being nominated to take its 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 3rd placed team declared Runners Up
- 7.5 Any team who plays an unfinancial or unregistered player in a Semi Final or Final will have their game classed as a loss and be relegated one position in the series.
- 7.6 Any team who plays an unfinancial or unregistered player in a Grand Final will have their game classed as a loss.

8 PLAYER QUALIFICATIONS

- 8.1 A player must play more than 40% of competition games with a team to be eligible to play in the finals series. For the purposes of qualification, from the start of the competition, Byes, No Point Games and No Games (Cancelled Games) will be included. When a team wins a game on forfeit, only those players on the iPad will be noted as having played that game. It is the responsibility of players to ensure that names on iPads are correct. Team contacts will receive an email if a player is ineligible for the finals.
- 8.2 Teams must not list any players on the iPad who are not participating in the game.
- 8.3 The Referees must also check these details at half time.
- 8.4 Injured players must provide a certificate from their medical practitioner stating any injury sustained and the period in which the player is not able to participate in order to qualify for any final series.

9 iPADS

- 9.1 The referee, in consultation with bench officials may amend the iPad if a discrepancy is found at half time or immediately after the game concludes and the error can be clearly recalled and confirmed.
- 9.2 No change to the iPad should be made at half time or at the end of the game except to amend calculation errors or delete players' names from the iPad that are not present to take the court.

10 DISCIPLINARY ACTION

- 10.1 Any player who receives a technical foul shall be required to leave the court for five game minutes. Players can be substituted by another player until that time has elapsed.
- 10.2 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 therefore from the playing area. This player may not participate in any capacity including filling any role on the score table. Any refusal to leave should be notified to the court supervisor who has the right to forfeit the offending player's team. Any subsequent refusal must be referred to WWBA.

10.3 The following penalties apply to any player, coach or team member who receives an accumulation of Technical Fouls during a season. These penalties are separate to any penalties handed down by the Disciplinary Tribunal:

- 10.3.1 2 per season = Written Warning
- 10.3.2 4 per season = 2 playing week suspension
- 10.3.3 6 per season = 4 playing week suspension
- 10.3.4 8 per season = 8 playing week suspension
- 10.3.5 10 per season = Rest of Season suspension, plus next season suspension.

11 TRIBUNALS

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

- 11.1.1 has drawn the sport of Basketball into disrepute
- 11.1.2 has acted in a manner that is detrimental to the proper and efficient conduct, control or administration of Basketball by WWBA.
- 11.1.3 has contravened the by-laws, policies or guidelines of a governing body of the sport.

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

11.3 WWBA adopted the use of and follows the procedures outlined in the NSW Basketball Association Disciplinary Tribunals By-Law in March 2017, which is binding on all members of WWBA and other persons or organisations which submit themselves to the jurisdiction of WWBA.

12 COURT RULES

12.1 DUNKING.

12.1.1 Dunking the ball is only permitted in such a manner not likely to damage the ring, backboard or supports.

12.1.2 Grasping the ring or violent dunking is not permitted at any time.

12.1.3 Hanging on to the ring is not permitted at any time unless it is done to save injury to a player.

12.2 Any player suspected of being under the influence of alcohol and/or any illicit substance will not be permitted to take the court. If an official or Referee have cause to believe a player is displaying behaviour deemed to be caused by being under influence of any such substance during a game they shall be removed from the court immediately by the court supervisor.

13 PERSONAL APPEARANCE

13.1 Nails

13.1.1 Fingernails are to be checked by the Referees before the commencement of games

13.1.2 No long natural fingernails, acrylic fingernails or taping of fingernails allowed

13.2 Hair

13.2.1 No swinging plaits allowed

13.2.2 No hair accessories allowed. Headgear may be worn providing it does not have any pins, buttons, or attachments that create risk

13.3 Jewellery

13.3.1 No jewellery allowed, except a plain wedding band if it cannot be removed, which must be taped, or studs that cannot be removed from newly pierced ears, which must be taped

14 BENCH AREA

14.1 Teams shall sit on either side of the score bench, in the area immediately outside the marked lines three (3) meter's either side. Only substitutes ready to enter the game are permitted to sit between the marked line and the bench. It is the Coach/Team Captains responsibility to ensure that only team officials/followers are seated in the area immediately adjacent to the marked lines.

14.2 The first mentioned team is classified as team A and will sit on the left of the scoretable when facing the court. The second mentioned team is classified as Team B and will sit on the right of the scoreable when facing the court.

14.3 All time outs and substitutions must be made through the scoretable.

15 PROTESTS/COMPLAINTS

15.1 Teams, Players, Coaches or Spectators should seek assistance from either the referee supervisor or court supervisor immediately if a problem arises.

15.2 In order 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 INJURY

16.1 All injuries must be recorded online at the time of the incident using the following link:

<https://www.cognitoforms.com/BasketballNSW1/BasketballNSWInjuryReportForm>

This is a requirement for any insurance claim that may be made. The referees must record the incident on the iPad before the completion of the game.

Refer Basketball NSW website for insurance provider, coverage and claim details

www.bnsw.com.au/about/insurance

16.2 Any injured player should be removed from the court as soon as possible unless there is any risk of injury of a more serious nature (eg. suspected back or neck injury).

16.3 The clock should be stopped while action on an injury is taken.

16.4 At the first sign of blood the game will be stopped, and the injured person removed from the court area immediately. Any blood shall be cleaned up using the blood bucket provided prior to the game recommencing.

17 PLAYING VARIABLES

17.1 GIRLS/WOMEN

17.1.1 UNDER 10s

- 17.1.1.1 Play with size 5 ball
- 17.1.1.2 Play on low rings
- 17.1.1.3 Free throws from 4.0 line
- 17.1.1.4 Five seconds in keyway
- 17.1.1.5 No back court rule
- 17.1.1.6 No three-point shot
- 17.1.1.7 No Zone Rule
- 17.1.1.8 Mercy Rule

17.1.2 UNDER 12s

- 17.1.2.1 Play with size 5 ball
- 17.1.2.2 Free throws from 4.0 line
- 17.1.2.3 No three-point shot
- 17.1.2.4 No Zone Rule
- 17.1.2.5 Mercy Rule

17.1.3 UNDER 14s

- 17.1.3.1 Play with size 6 ball
- 17.1.3.2 No Zone Rule
- 17.1.3.3 Mercy Rule – Excludes Division 1 if multiple divisions

17.1.4 UNDER 16s and over

- 17.1.4.1 Play with size 6 ball

17.2 BOYS/MEN

17.2.1 UNDER 10s

- 17.2.1.1 Play with size 5 ball
- 17.2.1.2 Play on low rings
- 17.2.1.3 Free throws from 4.0 line
- 17.2.1.4 Five seconds in keyway
- 17.2.1.5 No back court rule
- 17.2.1.6 No three-point shot
- 17.2.1.7 No Zone Rule
- 17.2.1.8 Mercy Rule

17.2.2 UNDER 12s

- 17.2.2.1 Play with size 5 ball
- 17.2.2.2 Free throws from 4.0 line
- 17.2.2.3 No three-point shot
- 17.2.2.4 No Zone Rule
- 17.2.2.5 Mercy Rule

17.2.3 UNDER 14s

- 17.2.3.1 Play with size 6 ball
- 17.2.3.2 No Zone Rule
- 17.2.3.3 Mercy Rule – Excludes Division 1 if multiple divisions

17.2.4 UNDER 16s and over

- 17.2.4.1 Play with size 7 ball

18 MERCY RULE

- 18.1 The mercy rule is applied when one team is winning by a margin of 30 points or more. When the score differential reaches this point scorers are required to keep the main scoreboard at a score differential of no more than 30 points. The score on the iPad will continue as per normal.
- 18.2 In addition if coaches apply the following tactics the opposition will have more opportunities to move the ball down the court uninhibited:
 - 18.2.1 instruct your team to pass the ball 10 or more times before they are allowed to take a shot
 - 18.2.2 instruct your team to not defend the opposition team until they have crossed the centreline
 - 18.2.3 Instruct your players to run back to the baseline and touch it before they start defending their opposition.
- 18.3 It is the coach's responsibility to instruct their team to apply these tactics as soon as the margin is above the specified amount. However, the referees or court supervisors will in some situations, stop the game to prompt the players to obey this rule.
- 18.4 If the margin between the two teams reduces to 15 point or less points, the game will revert back to normal game rules.

19 EXCEPTIONS

- 19.1 Any exceptions to these By-Laws must be requested in writing (including email) a minimum 36 hours prior to the event to allow for due consideration by WWBA. Approval or Refusal of said request will be advised in writing (including email) a minimum of 24 hours prior to the event in question.