

**Warragul District Amateur Basketball Association**



# **Playing Conditions**

**WDABA Inc. Junior Domestic Playing Conditions. Created Oct 2009, updated March 2012**



## Mission Statement

The Warragul District Amateur Basketball Association (WDABA) operates in conjunction with the local junior domestic clubs who organize players into teams and enter them into the competition that is controlled and administered by the WDABA.

In comparison, the Senior teams in the WDABA are run on a team basis and are directly entered into the competition by a team manager, however the competition is still controlled and administered by the WDABA.

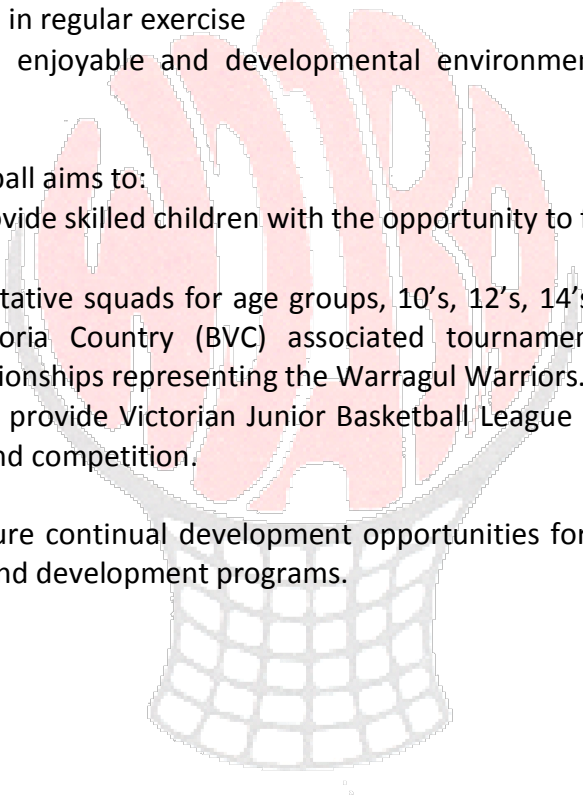
Junior Basketball aims to:

- Introduce children to the game of basketball (Aussie Hoops)
- Develop skills by providing a competitive competition across all A, AR & B grades where possible
- Encourage participation and enjoyment
- Engage children in regular exercise
- Provide a safe, enjoyable and developmental environment for all players of all abilities

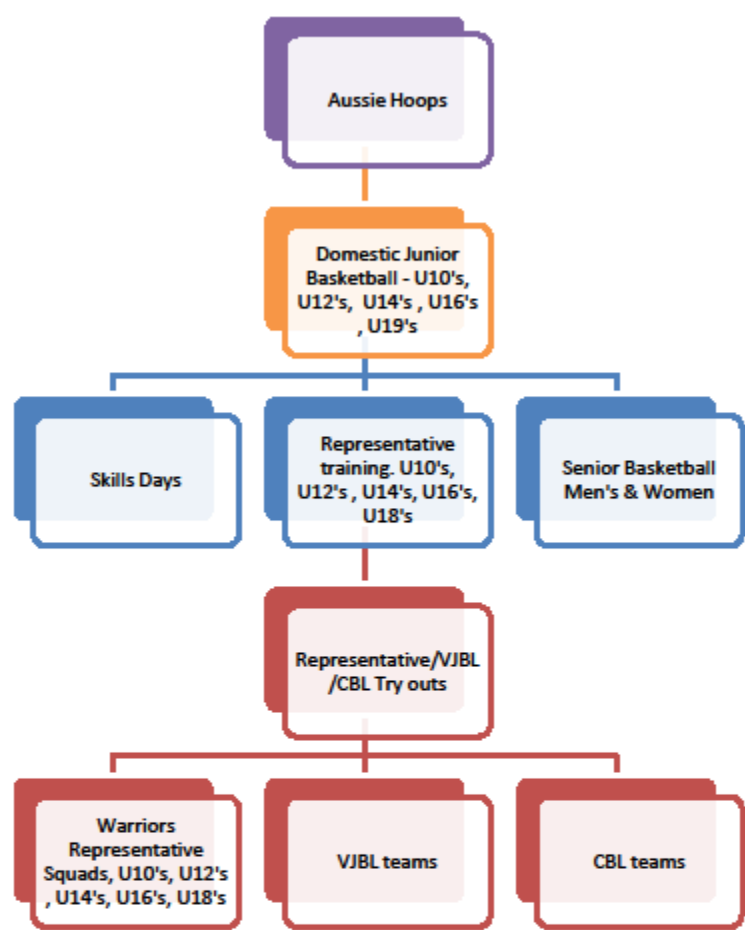
Representative basketball aims to:

- Identify and provide skilled children with the opportunity to further gain and develop their skills.
- Select representative squads for age groups, 10's, 12's, 14's, 16's & 18's to take to Basketball Victoria Country (BVC) associated tournaments and ultimately the Country Championships representing the Warragul Warriors.
- Where possible provide Victorian Junior Basketball League (VJBL) teams for further development and competition.

WDABA strives to ensure continual development opportunities for all children by offering specialist skills clinics and development programs.



**WDABA development chart**



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## 1. Playing Conditions & Codes of Conduct

- All Clubs must ensure that all players, coaches, parents and spectators associated with their Club, abide by the Playing Conditions of the Association and the Codes of Conduct.
- All Codes of conduct are available on the WDABA website and are displayed at all stadiums.
- **Penalty:** Anyone found to be abusive or disrespectful to a Referee will be subject to a penalty for their team. If a team has been found to be in breach of these conditions, then a Technical Forfeit shall be given to the respective team for the game concerned.

## 2. Registrations

### Team entry

- Team entry sheets are part of the team registration process which must be completed with all players names and coaches details at the completion of the grading process for each season.

### Grading of Teams

- All teams with multiple team entries in one grade must be evenly balanced by the end of grading. If teams are not balanced, the Executive will request for clubs to even out teams and clubs must comply, otherwise they will forfeit each game thereafter the request has been made.
- When there is an A and B competition, all clubs with multiple entries MUST split their entries into A & B. Appeals can be made to the Executive for exceptions.
- All teams must be finalized by Round 4. If movement of any players after round 4 is required, this should be discussed and it is to be in agreement and at the discretion of the Executive.
- To make an A & B grade viable there must be at least 4 teams in each grade. Divisions/grades are created for the optimal enjoyment and development of all players.
- Where there are sufficient entries the following teams will have an A, AR (reserve) & B Grade section: U12, U14, U16 and U19.

### Game Qualifications

- Players must take the court on half plus 1 of their games in the season to qualify for finals.
- Special permission may be granted by the Executive if a player has not played the required number of games and a reasonable request is made 2 weeks prior to the final series.

## Venues

- Courts 1 & 2: Warragul Leisure Centre
- Courts 3 & 4: Bellbird Park Drouin
- Court 5: Neerim South
- Court 8: Bunyip

## 3. Player Restrictions

### Junior Domestic Players

- Junior domestic players must be registered for and playing in the age division they are eligible to represent.
- Any clubs wishing players to compete in a higher age division must disclose players details on the team sheet at grading, with approval granted for each player assessed by the executive committee during the grading process. Non-compliance will result in the player being deemed ineligible.

### Junior Domestic Player fill-ins

- During the normal season, if your team has less than **SIX** players you may play fill-ins to make up to the **SIXTH** player.
- Clubs are permitted to play fill-ins for finals, as long as they qualified in their own age group. However during finals if your team has less than **FIVE** players you may only play fill-ins to make up to the **FIFTH** player.
- A lower aged player can only play a maximum of **5 rounds** up an age group (not including finals).
- In "A" grade players may only play up in the following divisions:
  - U12A can play in U14AR and up.
  - U14A can play in U16AR and up.
  - U16A can play in U19A.
  - No "A" player may play in the "B" grade competition, unless playing TWO age groups higher.
- In "AR" (reserve) grade players may only play up in the following divisions:
  - U12AR can play in U12A and up (not in U14B).
  - U14AR can play in U14A and up (not U16B).
  - U16AR can play in U16A and up.
  - No "AR"(reserve) player may play in the "B" grade competition, unless playing TWO age groups higher.
- In "B" grade players may fill-in for the following divisions:
  - U12B can play in U12AR and up.
  - U14B can play in U14AR and up.
  - U16B can play in U16AR and up.

## Squad Representative Players

- All squad players who have been playing competition squad for greater than one season must play “A” or “AR” grade competition. Exceptions can be made to the Executive.
- In the instance where there is only an A and B grade competition, top age squad players must play “A” grade, bottom age squad players must be graded accordingly by their clubs and then placed in the appropriate division.
- Teams must not comprise greater than 4 top age squad players, forfeit penalties will apply as determined by the Executive. Players playing up an age group are considered bottom age (ie U12 top age player playing U14A). Exceptions can be made to the Executive.

## Squad/representative Players Fill-ins

- Squad players from U12, U14 and U16 **cannot** fill-in for B grade however they can fill in for “A” and “AR” grade. That is: Current representative players can not fill in for B grade competition. Exceptions can be made on individual cases for approval by the Executive.
- Breach of the above rules will result in a forfeit for the involved team.

## 4. Clearances

- Applications for clearances must be forwarded through the Association Secretary on a Clearance form. These are available on the website.
- Clearance forms are available from the Association Secretary and must be completed and signed by the Club President/Secretary of both clubs, and the player seeking the clearance or in the case of a junior player, the players’ parent or guardian. Players are required to lodge the clearance request prior to the first game with the new team.
- The Club President must deal with a clearance application within seven (7) days after receiving the application from the Association Secretary otherwise the clearance will be automatically granted.
- A clearance may be denied until all outstanding monies are paid in full and all uniforms returned in good condition.
- Players changing clubs between seasons must sign a clearance form which is to be presented to the WDABA executive for approval prior to commencement of the season. Squad players must explain reasons for club movement.
- If a player is denied a clearance from a club, they may lodge an appeal in writing to the Association Secretary. Representatives from the WDABA Executive, who are not involved with the player or club, will hear the appeal within seven (7) days of lodgment of the appeal, with all parties present.
- **Penalties:** Teams playing players without clearances will be penalized all premiership points for all games in which any uncleared player participated.



## 5. Uniforms and Accessories

Each team must register the colours of their uniform on the WDABA team entry form when entering the competition.

The registered uniform of the players must comply with the Official FIBA Basketball Rules (unless otherwise stated) that consists of:

### **Shirts:**

- Shirts of the same dominant colour front and back.
- Each team member shall wear a shirt numbered on the front and back with plain numbers, of a solid colour contrasting with the colour of the shirt.
- WDABA permits the following numbers for use: 1-100.

### **Shorts:**

- Shorts of the same dominant colour front and back, but not necessarily of the same colour as the shirts.
- Shorts are not to be below the knee and NO POCKETS are allowed. Players wearing shorts with pockets will not be allowed to take the court. See penalty conditions.
- **Penalties:** All players must be in correct uniform by week four (4) otherwise the following penalty will apply: Six (6) points will be awarded to the opposition for every player not in correct uniform after round 4.

### **Equipment:**

- Teams to provide their own warm up balls, the best ball will then be chosen by the referee for the match.
- Size 5 ball for U10
- Size 6 ball for U12 and U14 boys, and all Girls age groups
- Size 7 ball for U16 and 19 Boys.

**NOTE:** where the U14 boys squad team plays in the U16 draw, a size 6 ball can be used at the agreeance of both coaches otherwise a size 7 ball will be used.

### **Other Equipment and Accessories:**

In accordance with the Official FIBA Basketball Rules unless otherwise stated, players shall not wear equipment (objects) that may cause injury to other players.

The following are **not** permitted:

- Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.

- Objects that could cut or cause abrasions (fingernails must be closely cut).
- Headgear, hair accessories and jewellery.

The following **are** permitted:

- Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded.
- Undergarments that extend below the shorts of the same dominant colour as the shorts or skin coloured.
- Compression sleeves of the same dominant colour as the shirts or skin coloured.
- Compression stockings of the same dominant colour as the shorts. If for the upper leg it must end above the knee; if for the lower leg it must end below the knee.
- Knee braces if they are properly covered.
- Protector for an injured nose, even if made of a hard material.
- Spectacles, if they do not pose a danger to other players.
- Headbands, maximum five (5) cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
- Non-coloured transparent taping of arms, shoulders, legs, etc.
- Players who wear “medic-alert” jewellery are allowed to do so provided it is taped against the body with clear tape.

## **6. Game Administration & Specific Rules**

### **General Rules**

- 3 seconds in the key for all age groups
- NO 3 point shots allowed for U10 or U12 boys and girls
- 3 Point shots ARE allowed for U14, U16 and U19
- There will be half time shots for U10 and U12B only, and there is a game total of 10 points per player in these divisions. Refer to “Special conditions for U10 and U12B” for further details.
- There will be only (1) jump ball at the start of the game, the possession arrow going in the opposite direction of the team who takes first possession. Half time possession is decided by the arrow after half time.
- Any player can substitute on any whistle.
- Technical fouls are (2) penalty shots and mid court possession.
- Attempting to fake (milk) for a foul is a Technical foul resulting in (2) penalty shots and mid court possession.

- Foul shots
  - ❖ U10 - behind the inner circle of the key
  - ❖ U12 - 1 metre in front of the foul line
  - ❖ U14 and above age groups - from the free throw line
- Time Outs - Each team has two time outs per half
- All teams are required to play full court pressure defence and half court man to man in the back 3<sup>rd</sup> of the court in the first half of every game. If a team does not play full court pressure in the first half, then after 1 warning, the referee will call a Bench Technical Foul (2 shots and mid court possession).
- **NO ZONE ALLOWED** during the whole game in the U10, U12 & U14 age groups, however U16 may play zone but only in the second half.

### Special Scoring Rules for U10 & U12B

- Each player may score a maximum of 10 points per game (11 points if a player with 9 points scores a field goal or 2 free throws). Scorers are to notify coaches immediately a player has scored 10 points. Scorers should notify referee's next time the game stops.
- A player with 10 points **CANNOT** score again during the game, until all players on the TEAM have scored 10 points.
- A player with 10 points being awarded free throws **MUST** nominate another player to take the shots.
- Half Time Shots U10 & U12B: Every player must take at least 1 free throw shot - maximum of 2 shots per player - 10 shots per team.

### Timing Rules

- U10 & U12B play 17 minute halves with half time foul shots for 10 players
- U12A, U14, U16 & U19 play 18 minute halves
- Games must start on time, 1 point per minute for late start.
- Referee to start the clock when necessary.
- The clock will be reset if necessary.
- No time outs in the last minute of 1st half and in the last three minutes of the 2<sup>nd</sup> half.

### Clock stopping

- Clock stops on all whistles in the last minute of the 2nd half if there is a margin of 5 points or less.
- Injured player as called by referee only.
- Timing rules for Finals will be advised

- Clock does not stop for Technical fouls.

## Score Sheets and Scoring

- Score Sheets must be filled in prior to the commencement time of the game.
- Players may take the court at any time during the game, provided their name is on the score sheet at the commencement of the game. Names of players not present are crossed out at the end of the game by the referee or scorer.
- It is the team's responsibility to cross off any player not there when fill-ins are playing, and not doing this may result in a forfeit if there are more than six players listed for that team.
- All score table officials must stay at the score table until the score sheet has been signed off by the Referee.
- All teams must provide a competent score table official. If no one is available the following penalty conditions apply:
- **Penalties:** NO Score Person - the clock will start on time, with 1 point given to the opposing team for every minute until there is an official representing your team.

## Cancellation of Games

- Forfeits with less than 24 hours notice will incur a \$50 charge to be paid to the Association before the next round.
- If a match is unable to continue within the time scheduled for the match for reasons beyond the control of either team (including circumstances where it is unsafe for the match to proceed) the following shall apply:
- Prior to Half time: the match shall be deemed to be drawn and the scores of the teams at the time the match was interrupted shall be used in calculating the percentage of each team
- Half time and beyond: the scores of the teams at the time the match was interrupted shall be deemed to be the final scores of the match. The team with the highest score shall be deemed the winner of the match and the scores shall be used in calculating the percentage of each team.

## Mercy Rule in U10, U12 & U14

- In U10's, U12's and U14's, if a team has a 20 point lead then that team must defend man to man WITHIN the back 1/3 of the court. Scorers to notify Referees when the score is 20 points difference.
- U10 teams can enforce a mercy rule after 10 points difference.
- Teams do not have to play back, if the opposing coach does not wish them to do so.
- **Penalties:** If a team does not abide by the "**Mercy Rule**", then after 1 warning, the referee will call a Bench Technical Foul (2 shots and mid court possession).

## **Special Conditions for all teams playing Squad teams**

- It is important that the squad teams get to practice game plans.
- The Squad Coach should approach the opposition coach and explain requests for the game, prior to the start of the game.
- The Squad coach has the right to advise how they would like to play the game and the game should be played according to these requirements i.e. full court pressure, zone, ball size etc.
- Please try to accommodate the squad coaches' request.

## **7. Protests and Complaints**

- All protests and complaints about any matter relating to the WDABA domestic competition must be emailed to the Association Secretary within 72 hours of the incident. Forms are located at the venues and available on the website. Any member of the committee of Management who is connected in any way with either team shall not take part in the proceedings.

## **8. Policies**

### **Extreme Heat Policy**

- a. When the court temperature reaches 35oC, must implement the following timing rules:
  - i. Based on a 40 minute schedule played in halves, the game time must be reduced by 2 minutes per half with 2 team time outs per half.
  - ii. The clock must stop for each timeout and the referee must call an additional compulsory timeout close to the half way mark in each half. Each team must call a timeout before the compulsory timeout and after the compulsory timeout.
  - iii. If a game is played in quarters, the referee must call an additional compulsory timeout in each quarter if no timeout has been called by half way through the quarter.
  - iv. The clock must stop for every whistle in the last minute of the first half and the last 3 minutes of the second half (this may be modified for local conditions in domestic basketball).
- b. When the court temperature reaches 40C games must be abandoned. Subject to any rule or ruling by a competition organiser:
  - i. if a game is abandoned before it commences or before or at half time it is counted as a draw;
  - ii. if a game is abandoned after half time, the game score stands as a final result.

### **Blood Rule**

- Any player who is bleeding will be substituted immediately.
- If the referee does not notice that a player is bleeding, then the scorers shall sound the horn and notify the referee immediately.
- Player clothing is to be free of blood before taking the court again.

## Photo Policy

Basketball Victoria recognises that there are many legitimate reasons why still and video photography at sports is very common and does not wish to unnecessarily restrict or curb that photography.

It is perfectly normal and acceptable for parents to want to film their children's sports to keep as a memento of their growing up. This is becoming increasingly so with the technology being widely owned.

It is also becoming increasingly popular for coaches to video their teams' games to assist them in training. Less common, but also becoming more so, is for the purposes of scouting another team that will be playing the videoing team shortly. Videos can also assist in referee training.

Having a video record of a game is also useful if there is a reportable incident during the game. The video can be used in evidence. At more senior levels, the competition organisers have made it compulsory for games to be taped for precisely this reason. In addition, the knowledge that a game is being taped may act as a deterrent to bad behaviour because players will know they may be captured on tape, even if a referee does not see the misdeed. So there is a safety angle to the issue as well.

On the other hand, photographs and videos can also be used for nefarious purposes. Basketball Victoria is concerned to ensure that it and its affiliated associations take reasonable steps to ascertain that photographic depiction of basketball activities is being used for legitimate and harmless purposes.

This means that competition organisers have to be ever vigilant in protecting participants, particularly children.

### **Accordingly, the following policy will apply until further notice:**

- Associations and leagues should usually allow parents and close relatives to take photographs and video tape games or training provided the parent or relative is known to the association.
- As a courtesy, the coach or manager of the opposition team should also be notified of the intention to photograph or video the game.
- Coaches who wish to video their own team's games or training for training purposes should also normally be allowed to do so. Again, the opposition should be informed. Parents of the coach's own team should be advised by the coach if it is intended to regularly video games or training and the reason for it.
- Referee coaches wishing to video games for training or evaluation purposes should advise the teams of their intentions prior to the game.