



**WODONGA BASKETBALL ASSOCIATION  
GENERAL BY-LAWS**

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*The authorisation and amendment history for this document must be listed in the following table.*

Version	Authorised by	Approval date	Modification
Version 1	WBA Board	27 July 2016	All

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## **1. Introduction**

- 1.1 The By-Laws contained herein are to be read in conjunction with the publications listed below. It is recommended that the following current publications be available for all WBA (WBA) members, coaches, players and officials.
  - 1.1.1 The Rules of the Wodonga Basketball Association (WBA).
  - 1.1.2 The Basketball FIBA Rules and Referee's Manual.
  - 1.1.3 The Basketball Victoria Official Score Table Association Handbook.
- 1.2 All matches will be conducted under the current FIBA Basketball Rules and Referee's Manual with the following modifications known as the By-Laws, which apply to all matches including finals.
- 1.3 Should any issue arise for which provisions have not been covered in bylaws 1.1.1, 1.1.2 or 1.1.3 The WBA Board shall take such action as deemed necessary to protect the interests of the Association and to promote a fair competition.
- 1.4 The Board has the right to accept or refuse all team entries and grading as nominated.
- 1.5 Recognised Officials of the Competition shall be those designated by the WBA Board.

## **2. Player Definitions**

- 2.1 Junior player - Any player under the 19 Years of age as of 31 December the year of competition and who is registered with the WBA.
- 2.2 Senior player - Any player turning 19 years of age or older as of 31 December of the year competition and who is registered with the WBA.

## **3. Player Eligibility**

- 3.1 Any player from another Basketball Victoria affiliated association must present proof of registration from their association before qualification/registration is accepted by WBA. Payment of the full fee or part thereof is at the discretion of the Administrator.
- 3.2 All completed clearances must be processed by the Administrator. In the event of a dispute a player may appeal in writing to the WBA Board citing the reasons for his/her clearance to be granted.
- 3.3 Additional players may be registered with a team after the commencement of the season by registering online and paying the prescribed fees in full before playing their first game.
- 3.4 Senior players may register with one (1) team only in the same division.
- 3.5 To allow senior players the option of playing at the highest level as well as at a social level, senior players may play in 2 Divisions providing the division is only 1 division higher or lower than the other. (Division 1 and Division 2 or Division 3 and 4) providing they have not played CBL or Big V in the previous and/or current season of either competition.
- 3.6 Senior teams may include up to two (2) fill-in players from a lower division/or U19's (if no

U19's competition then players must be of the U19's comp age) to make a maximum of five (5) players. There must be a minimum of three (3) members of the original team to create a game.

- 3.7 At the discretion of the administrator a non-member, fill-in player may participate in up to 3 games and pay a game fee. After the third game players must register and become an affiliated member.

3.7.1 Fill in players must sign a waiver and play at their own risk.

- 3.8 Senior teams or players will be deemed ineligible if the following occurs:

3.8.1 If any senior team knowingly plays a player under another player's name or plays a player who is not a member of the WBA.

3.8.2 A player who has not been cleared as a fill in player by the Administrator.

3.8.3 Playing in a new team whilst a clearance is refused or in dispute.

3.8.4 If they take the court without having paid the registration fees or fill in game fee.

#### **4. Penalty for playing ineligible players or teams.**

- 4.1 If it is found that a team knowingly plays a player in breach of bylaws 3.8.1 to 3.8.3 the player will be automatically disqualified from the game concerned and the penalty to be applied will be a loss of four (4) premiership ladder points for the team.

#### **5. Junior Registrations**

- 5.1 Junior players must play their own age group before nominating to play in a higher age group. Juniors who do not play at least 55% of their own age group will not be eligible to play in the higher age group or be ineligible for selection in WBA Junior or Senior Representative Programs.
- 5.2 Junior teams will consist of a minimum of six (6) players and a maximum of seven (7) players. Once all positions are filled, interested players will be placed on a waiting list. As positions become vacant listed player will be notified. However, the Age Group Coordinators or Administrator may approve a team of eight (8) players where it is considered beneficial because of injuries, teams failing to consistently field a team of five (5) players, or to ensure that all interested parties are given the opportunity to play basketball.
- 5.3 WBA Junior Representative teams may be entered into the domestic competition but must play in the age group above their representative age group and will not be eligible to play finals.
- 5.4 Players with special circumstances or needs may write to the WBA Board for special consideration.
- 5.5 Age limits for the appropriate age groups for each season will be as of 31 December in the same year.

## **6. Junior Player Guidelines.**

- 6.1 To be eligible to play Junior Representative Basketball players must play at least 55% of games in their age group for season prior to the Junior Representative Basketball tryouts. Players with special circumstances or needs may write to the WBA Board for special consideration. If the player is new to the association the previous season is not applicable.
- 6.2 Junior players must be registered and play 55% of their games within their own age group to be eligible to play in finals for their age group and a second game in the age group Immediately above if numbers permit.
  - 6.2.1 First preference will be given to players meeting the correct age criteria.
  - 6.2.2 In the event of an injury, which excludes a player from competition for more than three (3) weeks, e.g., broken arm, and may jeopardise their ability to qualify for finals, a doctor's certificate must be supplied.
  - 6.2.3 A decision whether to include the player for finals will be made by the WBA administrator.
- 6.3 The final decision on player eligibility for finals will be at the discretion of the WBA Administrator.

## **7. Junior Team Guidelines**

- 7.1 Junior teams may include up to two (2) fill-in players from a lower division/age group directly below to make a maximum of five (5) players. There must be a minimum of three (3) members of the original team to create a game or a forfeit will be called.
- 7.2 Any junior player wishing to play in a higher age group other than the age group directly above their own must apply in writing including consent from a parent/guardian to the WBA Board. The WBA Board will consult with relevant coaches and basketball authorities where needed to adjudicate on the request. The Board's decision is final and there will be no appeal process once the final decision has been made.
- 7.3 Detailed direction for pooling coordinators is detailed in the Pooling coordinators guidelines.

## **8. Player Grading/Downgrading**

- 8.1 If a junior representative player is playing in a higher age group, it will be up to the age group coordinator to decide which division they will play in depending on availability in the higher age group.
- 8.2 All request to play a second game in a higher age group must be made in writing to the WBA Administrator.
- 8.3 Juniors included in Senior Representative Basketball must play 55% of their own domestic games. Junior representative commitments are their first priority.
- 8.4 Junior player grading will be determined by Age Group Coordinators at the start of each season and during the first three (3) weeks of each season. A player should speak with the

WBA Administrator to have their grading reviewed prior to teams being finalised.

- 8.5 If there is a dispute concerning grading, the disputing player will not be permitted to change grades until a reply in writing has been received from the Age Group Coordinator, Administration or Board.

## 9. Player Fees

- 9.1 Playing fees must be paid in full prior to players taking the court for their first game.
- 9.2 Player fees are determined by the WBA Board and notice of the fee for the season/year will be posted on the relevant website and Facebook site as well as emailed to all registered players or are available from the Administrator.
- 9.3 Special payment arrangements may be sought by a player and granted at the discretion of the Administrator and/or Treasurer. A payment plan must be set up and signed by the player if over 18 or parent/guardian if under 18.

## 10. Registration Fee – Refund policy

- 10.1 WBA accepts player registrations on a seasonal basis. From time-to-time players may be unable to continue playing in the competition. In these instances, players may apply for a part refund of the registration fee. Refunds will only be considered within the first 4 weeks of each season. Refunds after this time will only be considered if the player provides a Doctors Certificate to indicate they are unable to play the remainder of the season.

*Refund = Registration fee less (Administration fee as set each year x 50%) less BVC Insurance, less any outstanding amounts.*

- 10.2 A player may apply in writing to WBA to review a decision made under this policy. The player must set out the full circumstances as to why a refund should be paid.
- 10.3 A refund will not be payable if the player has been issued a singlet and that singlet has not been returned.

## 11. Special Junior Requirements

- 11.1 The following junior requirements should be read with in conjunction with the Pooling guidelines.
- 11.1.1 The ball size for each competition/age group will be in accordance with the BVC guidelines.
  - 11.1.2 The three-point line will not be acknowledged in any competition for U12 and below.
  - 11.1.3 Zone defence will not be played in any competition/division by any team in age groups from U14 and below. The penalty for using a zone defence is:
    - \* Warning of the infringement when recognised by the referee at first instance, followed by:

\* A bench technical foul for the second and any subsequent infringements.

11.1.4 All other junior age groups are encouraged to play man-to-man defence at all times.

11.1.5 During any junior game, if the winning team leads by twenty (20) points or more the mercy rule is to be applied.

The Mercy Rule / Fall Back Rule:

- The referees will enforce this rule when a winning team is 20 points or more in front.
- The rule can be revoked at any stage throughout the game by the losing coach,
- This can continue all game, or the losing coach may decide not to invoke at all.
- Automatically stops being applied once the margin drops to less than 20 points.

11.1.6 In the event they must move their man-to-man defence back to their defensive three-point line the referee and team coach will enforce this rule.

## 12. Improper Behaviour

12.1 Any player displaying improper behavior and receives a technical foul will be disciplined in accordance with the BVC Sin Bin rules.

12.2 After the stated period the player will be allowed back on the court with the Referee's permission through a normal substitution. The score bench should notify the referee when this is allowable.

12.3 Any player who is also a referee and receives a technical foul during a domestic game will be suspended from refereeing for two (2) weeks for their first offence, four (4) weeks for a second offence and removed from the roster permanently for any subsequent offences.

## 13. Finals Format

13.1 The finals format will be determined by the Administrator.

13.2 A team short of players for finals may include a maximum of two (2) players from the age group/division below to make numbers up to a maximum of five (5), where regular players are unavailable for unforeseen circumstances. Example:

13.2.1 A team in 16 Boys Div 1 has only three players as their other four players are on camp. They may include two (2) players either from 16 Boys Div 2 or 14 Boys to make their team numbers equal to five (5) for the game.

13.2.2 In the event of combined age groups, the fill-in players' eligibility will be determined by the Age Group Coordinator and/or the Administrator.

13.3 Lower division players already registered and playing a second game in their higher age group are ineligible.



## **14. Social (Masters)**

- 14.1 Age requirement: The aim is for players to be 35 years or older in the year of competition, but to allow games to take place on any given night, other registered players of the association may be included to provide a suitable competition.
- 14.2 All master players must be registered and have paid the full fees prior to taking part in any game.

## **15. Senior Team Grading**

- 15.1 In all senior competitions, teams in Grand Finals shall be considered for upgrading.
- 15.2 Teams can be upgraded or downgraded up to week three (3) of the commencement of the competition, at the discretion of the Administrator. Performance of the team will be watched and considered, and not just by the final scores.
- 15.3 Should a dispute arise between the team and the Administrator, the team shall have the right to appeal to the Board.

## **16. Game Disputes**

- 16.1 Any team desiring to lodge a protest or complaint in respect to any game must notify the Administrator immediately following the game by submitting a written compliant form. All other official protest/complaint must be lodged in writing within 24 hours of the match or 12 hours for finals.
- 16.2 The format for the compliant is detailed in the administration guidelines and is available from the basketball office.
- 16.3 The Administrator along with the WBA Board will deal with all protests/disputes/complaints.
- 16.4 WBA follow the [Basketball Victoria Code of Conduct Player and Spectator guidelines and Policies](#).

## **17. Reports**

- 17.1 All reports to be lodged as per Tribunal Procedures, which are available on request from the WBA Administrator, Referee's Coordinator or Nightly Referee Supervisor.
- 17.2 Tribunal Proceedings will be conducted as per BVC guidelines.
- 17.3 A technical foul will be given for offensive language, whether directed at a referee or another player. A second technical foul will result in disqualification from the game.
- 17.4 If a player is awarded a technical foul OR unsportsmanlike foul, and in the opinion of the Senior Referee, Referee Supervisor or Administrator, the player is under the influence of drugs or alcohol, he/she will be disqualified immediately from taking any further part in the game.

## **18. Codes of Conduct**

18.1 The WBA has adopted the [Basketball Victoria Codes of Conduct for Players, Coaches, Officials, Parents and Spectators](#) which are available from the website.

## 19. Dress code

19.1 All juniors are supplied with a singlet. Senior singlets must be of a uniform main colour. A t-shirt may be worn under a player's singlet. The singlets are to be as follows:

19.1.1 Legible numbers must be on both the front and back of singlets.

19.1.2 Should there be a clash of uniforms, Team 'B' on the score sheet shall wear the bibs or reversed singlet.

19.2 All junior players must wear plain black shorts without pockets or stripes. A penalty of five (5) points per player will apply for incorrect shorts, which will be awarded to the opposition team at half time. A three (3) week amnesty period will apply at the commencement of each new season.

19.3 Senior teams will list their shorts colour at the time of registration. A penalty of five (5) points per player will apply for incorrect shorts, which will be awarded to the opposition team at half time. A three (3) week amnesty period will apply at the commencement of each new season.

19.4 All players must wear appropriate non-marking sports shoes.

19.5 Shorts with pockets, rivets, zips, or buttons are not permitted under any circumstances.

19.6 Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plaster, pliable (soft) plastic, metal, or any other hard substance, even if it is covered by soft padding are not suitable. Any concerns should be assessed by the Nightly Referees Coordinator as to its appropriateness. Their decision is final.

19.7 Head decorations, headwear (excluding fabric headbands/hair ties), unrestrained plaits, braids, hair beading, and jewelry (including visible piercings) are not permitted.

19.8 Any breach of the dress code will have a penalty applied after week three (3) of the season commencement.

## 20. Game Start direction.

20.1 Game Start - The game clock is to be started at the scheduled time for commencement of the game, provided the referee is ready to commence.

20.2 Delay to start of game - Teams must have four (4) players present and ready to commence the game when 'centers' are called. The clock will start and the team that does not have four (4) players within 10 minutes will forfeit the match. The match score will be 0-20.

20.3 Late Start - For each minute the game is delayed by a team the opposing team's score is to be increased by two (2) points.

20.4 Should both teams fail to have four (4) eligible players present and ready within 10 minutes of 'centers' being called the match will be declared a draw. The match result will be 0-0.

## **21. Game duration**

- 21.1 For Preliminary Rounds/Semi and Elimination Finals there shall be two (2) eighteen (18) minute halves for all U10 games and two (2) twenty (20) minute halves for all other games.
- 21.2 Time outs are always allowed except the last one (1) minute of the first half. The clock WILL NOT STOP for any time out except a time out called in the last minute of the second half. The clock WILL STOP for every whistle in the last minute of the second half.
- 21.3 For Grand Finals the game duration shall be as defined in Rules 21.1. Time outs are permitted at any time throughout the first and second halves. The clock WILL STOP for all time outs. The clock WILL STOP for every whistle during the last minute of the first half and the last three (3) minutes of the second half.

## **22. Drawn Games**

- 22.1 For all preliminary games if the scores are equal at the end of the game, it shall be declared a draw.
- 22.2 In the event of a drawn game during a final an extra period of five (5) minutes will be played until the draw is broken. Teams will continue in the same direction as per the second half. Teams will be allowed one (1) time out per extra period. The clock will stop for every whistle in the last one (1) minute of each extra period in Semi and Elimination finals and the last three (3) minutes in the Grand Final.

## **23. Scorer/Timekeeper**

- 23.1 Both teams must supply one competent scorer/timekeeper for their games prior to the match commencing. Teams that do not provide a competent scorer/timekeeper will be penalised five (5) points, which will be awarded to the opposition team by the referees at half time.
- 23.2 If neither team can provide a scorer/timekeeper a player from each team must score, leaving at least four (4) players on the court. These players may substitute throughout the game.
- 23.3 For each minute the game is delayed while a scorer is sought, the late start penalty will apply.
- 23.4 No disputes concerning scores will be considered if the team disputing the score did not have a competent scorer/timekeeper at the time of the dispute.
- 23.5 Players are entitled to enter a game after halftime if they are fully registered players of WBA, have not been disqualified, and have not received five (5) personal.
- 23.6 Referees have the right to query any name not listed in the competition program and must check with the Administrator to ensure all are fully registered.

## **24. Final Game Score**

- 24.1 The stadium-scoring program will determine the final game score.

- 24.2 At the conclusion of the game, the coach or appointed representative from each team will check the score on the competition program and confirm with the referees.
- 24.3 If a dispute arises in relation to the outcome of a game a complaint is to be logged in accordance with by law 16.1.

## **25. Premiership Points**

- 25.1 Premiership points will be awarded as follows:

Win – 3 Points  
Draw – 2 Points  
Loss – 1 Point  
Forfeit – 0 Points  
Bye – 3 Points

## **26. Finals**

- 26.1 To be eligible to play for a team in the finals, a player must have taken part in 55% games for the team in preliminary rounds.
- 26.2 No fill in players are permitted during finals.

## **27. Grand Finals Officials**

- 27.1 The Administrator will arrange a competent scorer and timekeeper.
- 27.2 The WBA Referees Coordinator in conjunction with the relevant Nightly Referee Supervisor will appoint referees.