

# Westgate Basketball Association Rules Summary



This summary is aimed at assisting Coaches and Team Managers in their knowledge of specific rules applicable to the Westgate Basketball Association (WBA) – August 2014. It is recommended that Coaches and Team Managers take the time to read the full WBA rules which can be found on the Williamstown Cannons Website located in the Coaches section.

## **Registered Players and Fill Ins**

- If you require a “fill in” player, their name can be written on the scoresheet at the game. However if they are going to continue with the team, you MUST notify the Registrar by email and that player must register with the club.
- Players filling in for higher age groups – please advise the Registrar so that this player can be added to the team list for the higher age group that they are filling in for.
- *The penalty for playing an unregistered player is the forfeit of all games that the unregistered player played in and the unregistered player cannot count that game as being a game for finals eligibility.*

## **Player Eligibility**

- Players can move between teams in the same age group up to and including Round 5 however CAN ONLY play one game in that age group each round.
- Once a player has played 3 games with a team, they must remain with that team and cannot be moved into another team regardless of whether those 3 games are played before Round 5.
- Players can play in a higher age group as well as their own age group each round however must be registered to both teams and must not play any more than 2 games a day.
- Players can only play one age group above their age group.
- Age eligibility is determined by the year that a child is born and a player must not exceed the competition age as at 31<sup>st</sup> December of the calendar year in which the season ends. For example, a child cannot play in the Under 10 competition in either the Summer or Winter season if they turn 10 in that calendar year in which those seasons are conducted. This is despite the fact that they may be under 10 for all of the Summer season and Winter season in that year (ie born 20<sup>th</sup> December).
- *The penalty for playing an ineligible player is the forfeit of all games that the ineligible player played in and the ineligible player cannot count that game as being a game for finals eligibility.*

### **Timing Regulations**

- Each half is 20 minutes.
- Clock will be stopped for all whistles in the last 2 minutes of the second half.
- Clock will be stopped for all substitutions during the last 1 minute of the first half.
- Time out is not permitted in the last 2 minutes of the first half.
- Time outs called with less than 3 minutes remaining in the first half will finish at the 2 minute mark.

### **Finals Eligibility**

- To be eligible to play finals, players must have played with the team half of the actual games (including grading games) fixture for that team.
- Please ensure that players present at the game are “Ticked off” on the scoresheet in the appropriate column next to their name by the scorer as evidence they played for finals eligibility.

### **Scoresheets**

- Teams must supply a competent scorer for each game.

### **General Rules**

- Only the coach is permitted to bring a maximum of two basketballs into the stadium during competition – players are not permitted to bring their own basketball to the stadium for games.
- Representation player rules apply even when players are playing above their age group.
- Where a player is bleeding, they must be substituted and the blood cleaned off and also off his/her uniform prior to being able to retake the court.
- A team can commence the game with a minimum of four players.
- Mercy Rule – All games (except U18) will have a 20 point rule applied where a team has a lead of 20 points or more, they must only defend within the 3 point line. This rule does not apply in finals.
- Sin Bin Rule – where a player displays poor conduct or poor sportsmanship that warrants a technical foul, in addition to being called for a technical foul, the player will be required to leave the court and may not return to the game for five minutes of playing time.

### **Under 10 Rules Modified Rules**

- Teams in Under 10 are permitted 5 seconds in the key.
- Free throws will be taken from a super short foul line.
- Players are only permitted to score a maximum on 14 points per game. Any points scored after that will not count to the team score.
- All players must be on the court for a minimum of 15 minutes.
- Games are 2 x 15 minute halves.

### **Under 11 and Under 12 Modified Rules**

- Under 11 and Under 12 shall take foul shots from a line marked inside the key.

### **Uniforms**

- Under garments and protective clothing must be the white or skin colour.
- Clash Tops – when playing another Williamstown Cannons team or a team with a similar colour singlet, the team mentioned first on the fixture is responsible for collecting clash tops from the Clash Top Coordinator.
- Players are not permitted to wear jewellery, any jewellery which cannot be removed must be taped.
- No head gear including bandanas, hair clips and combs.
- Fingernails must be short – to the tops of fingers only.

### **Premiership Points**

Premiership Points are awarded as follows:

Win or Bye	3 points
Draw	2 points
Loss	1 point
Forfeit	0 points

- Teams on the same points will be separated firstly by For/Against points percentage then by head to head result.

### **Injuries**

- Each team is responsible for providing their own first aid supplies – Williamstown Cannons Basketball Club provides each coach with a first aid kit and replenishment supplies as required (contact the Coach Equipment Coordinator).
- All injured players must complete an Incident Form (can be downloaded from the Williamstown Cannons website under Coaches section) and forward this to the Williamstown Cannons Basketball Club Secretary at [secretary@williamstowncannons.org.au](mailto:secretary@williamstowncannons.org.au).
- If a player needs to make a Personal Accident claim, the claim form will need to be completed and submitted as soon as possible. The player can download a claim form from the website [www.vinsurancegroup.com/basketball](http://www.vinsurancegroup.com/basketball) and the declaration on the claim form needs to be signed by the Secretary of the Club. Once the claim form has been completed, it must be sent to Cunningham Lindsey (solicitors) who handle all claims for the insurer.