

Western Port Basketball Association

Playing Rules

Updated April 2025

WPBA

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Playing Rules

Western Port Basketball Association regularly reviews and updates the Playing Rules for our competitions. Updates are generally made prior to the commencement of a season however we reserve the right to update Playing Rules as necessary to ensure integrity and wider regulations are kept current.

Working with Children Check

Member Clubs and Independent Teams will keep a record of all coaches and club officials Working with Children Check information and will make it available to Western Port Basketball Association if requested.

All coaches and club officials over the age of 18 of a junior domestic team require a valid Victorian Working with Children Check as per the relevant Victorian Government legislation. Information can be found via <https://www.vic.gov.au/working-with-children-check>

Fill-in coaches can be used without having a Working with Children Check. However, they are only allowed to coach three (3) games after which they must apply for a Working with Children Check.

Each club will monitor their coaches and club officials' status and identify those whose Working with Children Checks expiry dates are due so that renewals can be undertaken prior to the expiry date being reached.

Coaches of Independent Teams (not club affiliated) are required to supply a copy of their Working with Children Check at the time of team nomination.

Prior to Round 1 of every season, Clubs and Independent Teams must ensure that:

- (a) All team coaches are entered into PlayHQ
- (b) All coaches and club officials have a valid and hold a current Working with Children Check or has applied for the card.

1. Introduction

The playing rules for all domestic competitions conducted by the Western Port Basketball Association (hereinafter referred to as the WPBA, or the Association) are determined by the General Committee (GC) of the Association. The GC receives advice on necessary changes from staff, sub-committees and working groups.

2. Competition Membership of WPBA

The Competition Rules recognise three levels of Competition Membership:

- (a) Player

- (b) Team
- (c) Club

The nature of each type of membership is described below:

2.1 Player Membership

All players must be members of WPBA. Player Membership is not recognised by WPBA until the player has completed the Player Registration Process (see 2.1.1.). Player Membership is necessary to allow management of the players movements within the Association (refer to Permits and Clearances).

2.1.1. Player Registration Process

To register as a Playing Member, a person must:

- Complete and submit the prescribed Online Player Registration form via PlayHQ (prior to Round 3 of the regular season), accompanied by the appropriate registration fee.
- Provide photographic proof of identity or a statutory declaration or other proof of identity approved by the WPBA Office upon request.

2.2 Team Membership

Team Membership is necessary to allow the scheduling of competitions. The following clauses apply to Teams (*for Clubs, refer to the Club Membership provisions below*).

2.2.1. Team Entry

Applications by teams for entry into the competitions conducted by WPBA shall be by:

- The completion of the prescribed online entry form(s) via PlayHQ, by the due date.
- The payment of all appropriate fees by the due date.

As part of the Online Registration Process, the team contact completing the registration form must include email contact details to allow players to register to the team via online registration.

All teams who enter the competition must have a Team Manager registered in PlayHQ by the first game of the season. All correspondence from WPBA Administration regarding the team will be delivered to the Team Manager.

2.3 Club Membership

WPBA Administration will work with all Clubs to help with the organisation of the Domestic Competition.

Any team that is registered with a Club must include the Club's prefix within their team's name e.g. any team that is a part of Balnarring Storm Basketball Club must include "Balnarring Storm..." at the start of their team name.

2.4 Acceptance of Applications by WPBA

The WPBA is not bound to accept applications. It may reject applications in respect of individuals, individual teams (or Clubs), or impose such limitations on the number of teams or other conditions as it sees fit. Where applications for a team (or teams) are not accepted, the prescribed fees will be returned or credited to the Team/Club's account.

3. Competition Pre-requisites – Competition Season

3.1 Competition Season

The year shall be divided into two competition seasons, known as the Summer Season (*School Terms 4 and 1*) and the Winter Season (*School Terms 2 and 3*).

3.2 Age Limits

Age Limits for competitions shall be:

- Junior Competitions: the player must be under the age as of 31 December in the year in which the season commences.
- Senior Competitions: players must be over 16 years of age as of 31 December in the year in which the season commences.
- Under 8 Competition: players must be turning 6 during the season in which they have registered.
- Any player may be called upon to supply proof of age and identity.
- Junior Competitions are divided into the following age groups – Under 8, Under 10, Under 12, Under 14, Under 16 & Under 18.

3.3 Uniforms

3.3.1 Full Uniform

The Full Uniform shall be deemed to include shorts and singlet. Up until Round 4, allowances will be made to the strict application of the following rules, to accommodate new teams and new players, except where such allowances may cause or exacerbate colour clashes. After Round 3, each player in incorrect uniform will be penalized 5 points not consistent with the majority of the team.

Only under exception made by WPBA Administration will teams or players be allowed to take to the court wearing any association's representative singlet or shorts. This includes the reverse side such as uniforms.

3.3.2. Singlet

The following restrictions apply to Singlets:

The singlets worn by the players, or each team must be uniform in design and colour.

Only numbers from the following ranges will be deemed acceptable as playing numbers: 0, 00 – 99

3.3.3. Shorts

The following restrictions apply to Shorts:

Shorts worn by the players of each team must be of the same colour and be consistent in style (ie, Football shorts and longer shorts worn by different members of the same team are NOT considered consistent).

Small manufacture's logos are permitted

If the uniform includes a contrasting trim, it is to be worn by all players.

Shorts with pockets or belt loops are not permitted.

3.3.4. Colour Clash

A uniform colour clash shall be deemed to exist if the referees, or either team, raise an objective based on uniform colour similarity.

3.3.5. Compression Wear

Any compression must be black, white, or same dominant colour of playing singlet, if there is a logo or branding on the item, it must not be visible outside of the uniform or to be the same colour as the item. E.g black on black. The colour choice will be decided by the player's team to ensure uniformity if more than one player in a team is wearing black compression gear. Any other player in the team must also wear black if any compression gear is worn. "Compression" garments ARE NEVER LOOSE-FITTING (i.e. If it's loose, it is not compression and must be removed.)

3.3.6. Teams From Same Club

When two teams from the same Club meet in a game (Balnarring Storm Blue vs Balnarring Storm Teal) the team listed as TEAM B on the scoresheet must change to alternative-coloured singlets or tops.

3.3.7. Stadium Singlets

Teams are able to use Stadium Singlets, which are available at the front Desk but must leave a bond be it Car Keys or bank card.

3.4 Ball Size and Free Throw Line

The ball size and free throw line used in WPBA competitions shall conform the details listed in the following table:

Age Group	Ball Size	Free Throw Line
Under 8	5	Broken Line of Jump Circle
Under 10	5	Advanced Free Throw Line
Under 12	5	Advanced Free Throw Line
Under 14, Girls U16, Girls U18, Open Mixed and Over #	6	Standard Free Throw Line
Boys U16 and Over *	7	Standard Free Throw Line

Includes Open aged Female competitions.

*Includes Open aged Male competitions

3.5. Score Sheets

3.5.1 Details Added in Advance

Team representatives shall ensure details are complete pre-match on the device before the scheduled time of the commencement of each game. These details include:

- Team Name.
- Coaches Name.
- Each Player's Name (Given Name and Family Name) and Playing Number.

3.6. 3 Point Line

In venues where there are both 3-point lines marked U14 age groups and below competitions will use the inner 3-point line. U16 age groups and above will use extended (outer) 3-point line

3.7. Mercy Rule

In Junior competitions, as per table below when the differences in the game score reaches the indicated points or more, the team has the lead will be required to play defence only within the three-point line arc at the end of the court that contains the basket that team is defending, Refer to Rules “Timing Regulations” and “3 Point Line” that relates to this provision.

Under 8	Under 10	Under 12 and Above (Juniors)
N/A	15 Points	20 Points

3.7.1. Exceptions to the Mercy Rule

The losing team has the option to forego this rule.

3.8. Timing Regulations

3.8.1. Games excluding Under 8s & Under 10s

Games shall be played 2 x 18-minutes halves with a running clock. (Two-minute half time interval). The game clock will stop in the last minute of the second half when the game is within 10 points (please ensure your scorer is aware of this ruling). Timing rules should be available on the scorebench of each court. If not available, please speak to the venue supervisor.

3.8.2. Under 8s & Under 10s

- 20 Minute Halves
- The game clock does not stop in the last minute of the second half. No substitutions or time outs can be called in the last 2 minutes of the each half.
- There may be Compulsory Time Outs called by the referees (Blood on the court, Heat Policy etc.). The clock does not stop during Compulsory Time Outs (refer to Rule 6. “Special Provisions for Junior Competitions”).

3.8.3 Finals Timing

The game clock shall be stopped only for finals matches in accordance with the following:

- Based on a 60-minute schedule
- Clock stops for all time outs (2 per half)
- Clock stops on Every Whistle For
- Last Minute of Fast Half.
- Last Three (3) Minutes of 2nd Half
- Warm up time shall be 5 minutes

Note: If a Time Out is called preceding the taking of fouls shots, then the clock shall not restart until the ball is in play after the shots are taken.

3.9. Score Table Officials

Each team shall provide one competent official for each game in which the team participates. If a team cannot supply a scorer, the opposition team may (at their description) supply a second scorer. If the team with a scorer disagrees to provide a secondary scorer, one player shall be scorer, and the team shall play with four players.

Scorers must be 14 years of age or older. If this not possible, please speak to the referee/venue supervisor to devise an adequate solution.

3.10. Game Day Scoring

- Please ensure that any players who are not playing in the game are not to be included in the scoring system.
- If a fill-in player is required (adhering to the guidelines in Rule 5.3.1 Fill-in players), please ensure that they are added to the scoring system using the 'add fill-in player' function with their correct details. Any player who is caught playing under false details or another player's name will be reported to the Tribunal and may face suspension. In addition, the game will be forfeited in the opposition's favour. Penalties for violations of this Rule are as described in Rule "Penalties for Illegal Player Movements".

3.11. Scoring Discrepancies

If there is an issue on the score bench, please consult the referee/venue supervisor. Do not directly approach the opposition scorer/team.

Any scoring discrepancies must be settled before the game is finalised in the scoring system. If the discrepancy cannot be settled, the referee/venue supervisor will make a report to WPBA Administration, who will decide. Teams are not to directly contact WPBA Administration asking for scoring adjustments i.e. re-scoring of the game.

4. Competition Management

4.1. Grading of Teams

4.1.1. Initial Grading Process

The initial grading of teams shall be determined by 3 weeks of grading as well as previous performance in the season prior if necessary. Teams will be monitored weekly, and fixtures will be manipulated to help find the most suitable grade for every team.

4.1.2 Re-grade Process

After teams have been allocated into their respective grade, WPBA Administration will continue to monitor results over the next 3 games to make any potential regrades. This will allow additional teams to enter at that stage. Notwithstanding the above, WPBA may regrade any team at any time of a season to ensure a competitions integrity and fairness.

4.2. Premiership Points

4.2.1 Resulting from Games Played

- A team winning a non-finals game shall be awarded three premiership points.
- The losing team shall be awarded one premiership point.

- Where a game results in a tie, each team shall be awarded two premiership points.

4.2.2. Resulting from Walkovers

- The team winning by walkover shall be awarded three premiership points.
- The team losing by walkovers shall be awarded zero (0) premiership points.
- Refer to Rule “4.3 Walkover and Late Starts” for details on treatment of game points.

4.3. Walkovers and Late Starts

4.3.1. Late Starts

If a team does not field a minimum of four players at the scheduled commencement time (according to the published fixture) of a game involving that team, the referees shall allow the game clock to be started at that time but will not execute the toss of the ball to commence play. For each minute, or part thereof according to the game clock, that the game is delayed by any team not being present (with a minimum of four players, ready to play), the opposing team, while in attendance, shall be credited with two game points, up to a maximum of 20 points (ie up until the 10 minute mark).

If both teams have a minimum of four players, ready to play, within the first 10 minutes, the referees shall immediately start play. If at least one team fails to present a minimum of four players, ready to play, by the 10-minute mark, the referees shall declare the game a walkover (refer to Rule “Walkovers”).

4.3.2. Walkovers

In circumstances when the match referees have declared a game to be a walkover (refer to Rule “Late Starts”), the following provisions apply:

4.3.3. Only One Team Fails to Appear

Where only one of the teams fails to appear, the game shall be awarded to the opposing team. This scoresheet will be inscribed to indicate a win for the opposing team 20-0 (refer to Rule “Premiership Points” for details concerning teams giving walkovers).

4.3.4. Both Teams Fail to Appear

Where both teams fail to appear, both teams will be deemed to have given a walkover and be liable for the stipulation fine. The game result shall be recovered on the scoresheet as nil all (refer “Premiership Points” for details concerning teams giving walkovers).

4.3.5. Penalties for Walkovers

Besides the allocation of match points (as described above) and premiership points (as described in Rule “Premiership Points”), the following penalties shall apply:

- For each walkover given, a team shall be liable to pay the prescribed fine (\$150 un-notified or \$75 notified – if within 48 hours prior to the scheduled game, this is un-notified and to be called a “walkover fee”).
- Any team that gives two (2) un-notified walkovers or five (5) notified walkovers during a season may be disqualified from the competition at the discretion of WPBA Administration.
- All fees incurred must be paid in full prior to the next fixtured game.

4.4. Deferred Games

4.4.1. Conditions for Deferral of a Game

A finals game may be deferred only with the approval of WPBA Administration, provided:

- A formal request has been submitted to WPBA Administration, and if both teams agree to the deferral.
- Deferral is practical and appropriate.
- Approval to defer is entirely at the discretion of WPBA Administration. If not approved, the original fixture shall stand.
- Please note that regular season or grading games cannot be deferred.

In the case of the regular season and finals (semi and preliminary) games being terminated or unable to start due to unforeseen circumstances, eg: power failure, the following rules shall apply (This includes technology issues if one team can provide sufficient evidence):

- Should a game be terminated before half time, the game is considered a draw.
- Should a game be terminated after half time, the team with the highest score at the time wins.
- No games will be rescheduled to another date or time.

For Grand Finals both teams will be consulted on a mutually agreeable time and venue for a reply or balance of time remaining for the game. If all parties are non-agreeable, then WPBA Administration will decide the fairest outcome.

4.5. Finals

4.5.1. Team Eligibility for Finals

Team eligibility to play in finals will be determined by the finals system used (refer to Rule 'Finals Systems'), and the position of the team on the ladder following the last round of competition. The position on the ladder will be determined by:

- Average Premiership points are awarded, then
- Overall percentage (points scored by the team for the season divided by points scored against the team for the season times 100%), then
- Where teams are still tied for positions, whichever team has scored the most total points throughout the regular season (not including grading) will be placed higher on the ladder.
- Any team who qualifies for finals but cannot participate must communicate this with WPBA administration. As a result, the team will be considered withdrawn from the competition and the 5th placed team on the ladder will move into the finals system.

4.5.2 Finals System

Generally (see Exceptions, below), the top four teams in a grade will play off in a finals series, as described in the following:

- **Semi Finals**

Game 1: 1st vs 4th

Game 2: 2nd vs 3rd

- **Grand Final**

Game 1 Winner vs Game 2 Winner

Exceptions:

- Where a grade has less than four teams, a finals system will be played that accords with the number of teams involved. WPBA Administration will determine this system.
- No finals series shall be conducted for the Under 8 Mixed competition.

4.5.3. Player Eligibility for Finals

To be eligible to play in the Finals, all players will need to meet the following criteria:

- Have registered under the team and/or Club.
- Shall have played with the team in question a minimum of 8 games fixtured (including grading games).
- Any player, who, through injury or other considered just cause, that has not been able to play the required number of games to qualify for Finals, may apply to WPBA Administration for consideration. Such application needs to be made in writing with a medical certificate or other appropriate documentation where applicable, at least seven days prior to the start of the competition's finals series.
- Compulsory training sessions for selection in State teams and STP Camps shall be counted as games played in lieu of corresponding WPBA competition games, provided that the player has played for that team in no less than one quarter of the fixtured games for that team (rounded down to next whole number where necessary). The team/club should supply, to WPBA Administration, a letter signed by the State coach conducting the training sessions in which the player has participated, including the dates of such training sessions.
- If a team is reduced to less than five (5) players for the finals, the next part qualified player may be added to the team, under the direction of WPBA Administration. In the situation where a qualified player becomes available later in the Final Series, and the team otherwise has a minimum of five (5) players, the part qualified player cannot play.

4.5.4. Special Arrangements for Juniors

Junior players may also compete in more than one age group's finals series, provided they have qualified in each age group, in accordance with the above criteria.

5. Player Management

5.1. Movement between Grades/Age Groups within a club

5.1.1. Definitions:

- Each season stands on its own, and there is no carry forward of requirements from one season to the next.
- The term "games" refers to non-finals games, and byes do count as games played.
- The term "normal age group" means the lowest age group in which a player is eligible to play.

5.1.2. Play in Different Teams

Players are not allowed to be registered in 2 teams in the same age group under any circumstance. Players are allowed to fill-in for another team in the same age group in accordance with Rule 5.3.1 ("Fill in players").

5.1.3. Senior Player Provisions

A player from a senior team may play in two teams (B grade team and a C grade team) for the duration of the season. Competition management will not fulfil any requests to ensure both teams are scheduled at different times.

5.1.4. Play in Different Age Groups

The following provisions apply to players who play in more than one age group:

- A player may play in an older age group than their normal age group e.g. an U14 eligible player may choose to play in both the U14 and U16 competitions.
- A player can play in a lower age group for no more than three games if they are eligible to do so. Exemption to this is if a player is registered in 2 age groups, a minimum of 2 grading games must be played for each team and notification of registration is made with WPBA Administration. Competition management will not fulfil any requests to ensure both teams are scheduled at different times.

5.1.5. Females playing in different competitions

- A female player may elect to play in a boys competition as well as a girls competition, however, the player must not play no more than one division below (example, playing 12A girls must play no lower than 12B Boys)

5.2. Penalties for Illegal Player Movements

The penalties described below will apply to illegal player movements (refer to Rule "5.2 Unregistered Players", Rule "5.3 Movement Between Grades/Age Groups within a Club" and Rule "5.4 Movement Between Clubs"):

- Where a team that illegally plays a player, wins such a game, that win shall be forfeited, Also, as a result, the opponents will be awarded three (3) premiership points, and the penalised team will be awarded zero (0) premiership points.
- Where a team that illegally plays a player, loses such a game, that game result shall stand. However, while the opponents are awarded three premiership points, the penalised team will be awarded zero (0) premiership points.
- Games illegally played by a person shall NOT be credited to the player's total games for finals eligibility (refer to Rule "Player Eligibility for Finals").

5.3. Unregistered Players

An unregistered player is defined as some who has played the permitted 3 games as a fill in for one team without registration. If the player wishes to continue playing, the player must register to the team/club via PlayHQ.

After the grading process (refer to Rule 4.1.2 “Re-grade Process”), a team playing an unregistered person(s) shall lose premiership points gained from the first game in which that person played whilst unregistered. No further penalty shall be incurred until official notification has been made to the team/Club. After notification, the team shall lose all subsequent points and the result of affected games will be revised in favour of the opposing team(s). In all cases where penalties apply the provisions of Rule 5.1 “Penalties for Illegal Player Movement” shall apply.

5.3.1. Fill in players

- Teams may use fill-in players to bring the team up to a maximum of six players during the regular season only.
- It is the team/club's responsibility to ensure the integrity of the competition remains in place.
- Fill-in players are allowed subject to compliance with the rest of Rule 5.1.
- If a team uses an ineligible player as a fill-in the match will be recorded as a forfeit in favour of the opposing team, regardless of the result.
- Any fill-in player needs to be communicated with WPBA administrations and or a medical certificate is required if they are wanting to exceed the limit of 6 players while using a fill in player.
- A fill-in player may play up a grade (B Grade player can fill-in for an A Grade team but not the reverse) within their age group. A player can play in a higher grade no more than three games before they are classified as a permanent player within the higher graded team.
- Any fill-in player is not allowed to play for any team in the same competition grade as their original team e.g. an A grade player cannot fill in for another A grade team in same age group.
- If a player is playing in multiple age groups, they are allowed to fill in for the higher of the 2 age groups e.g. a player playing in both the U10 and U12 competitions can only fill in for U12 teams, not U10 teams.
- Fill-in players are required to enter their details into the scoring system (*PlayHQ*) prior to the commencement of their game. If this is not completed, the player will be considered as an illegal player. Refer to 5.2. This can be done a maximum of three times before they must pay the full registration fee. If this is not completed, the player will be considered as an illegal player. Refer to 5.2.

Please Note: Games played by fill-in players do not count towards player eligibility for finals.

5.4. General Comments

Clubs are strongly recommended to seek prior help from WPBA Administration, who shall give a ruling. These rules seek to prevent a team gaining an unfair advantage over another team, whether by accident or design, through movement of players from one team to another, It is not intended to prevent a player from finding the grade suited to his/her skills or from making a team which might otherwise have to give a walkover.

5.5. Movement Between Clubs

Junior players may only play for one Club in the season, except where a Clearance is approved up to Round 5, and where a Permit is granted by the Association. These two exceptions are covered below:

5.5.1. Transfers & Clearances

A player wishing to transfer to another team/Club shall observe the following requirements:

- A player wishing to transfer to another team or Club shall obtain, on the prescribed form, a clearance from their present Club and lodge this clearance with the WPBA office.
- Clubs must deal with any clearance application received, within 14 days. Where no reply is given within 14 days, the player may appeal to WPBA Administration, who shall have the right to grant or refuse a clearance.
- A player lodging a transfer application prior to Round 3 of the regular season, which is subsequently approved by the Association, will be eligible to play immediately.
- Clearances in circumstances not covered by the above Rules, or received after Round 3 of the regular season, shall be considered on their merit by WPBA Administration.
 - Where the Association deems that the transfer of a player would adversely affect the competition (refer to clause (vi) – dot point three, below), the player involved may either:
 - Remain with the team of previous registration and participate for the remainder of the season in question, or
 - Be transferred to the new Club but remain ineligible to participate in the season which is already under way
 - In exercising discretion, WPBA Administration may be guided by the following general principles and considerations:
 - The overriding desire shall be to ensure that persons wishing to play basketball are not prevented from doing so
 - Where contracts exist, or financial or property matters are contested, the Association may determine that a clearance is denied, until such time as the monies owing are repaid, or property is returned
 - Any transfer request after Round 5 of any season will be considered only where the player's transfer would not change the overall makeup of either team or relative strengths of the two grades, where this is relevant
 - Penalties for breaches of this Rule shall include the immediate forfeit of premiership points gained in the first instance of the breach (as described in Rule “5.1 Penalties for Illegal Player Movements”). No further penalty shall be incurred until official notification has been made to the team/Club. From that time all penalties applied shall be as described in Rule “5.1 Penalties for Illegal Player Movements”.
 - Please note that if a player transfers to a new team mid-season, they must play 5 games with their new team to be eligible for finals.

5.5.2. Permits

A Permit must be submitted on the prescribed form and is valid for one season only. A Permit will be accepted only where both Clubs approve of the arrangement and the arrangement commences prior to the halfway point of the season. The effect of the Permit is to allow the player to participate with another Club (eg, where the Club, to which the player is registered, does not have a team at the desired age or grade level) for the duration of a season, but the player will remain registered with the original Club at the completion of that season.

6. Representative Players in the WPBA Domestic Competition

The primary aim of the Domestic Competition is for fun and exercise for all concerned. With this in mind, it is essential that no one team should dominate in any competition. All junior teams in the WPBA Domestic Competition will be adjudicated under the Competition Superiority ruling.

This ruling has been brought in to assist in the task of making the Junior Domestic Competition at Western Port both fair and competitive for all players, coaches, teams and supporters. WPBA Rules require all WPBA Junior Representative players to also play in the Domestic Competition.

To assist with the ruling, all teams must have finalised their team lists before the conclusion of Round 3 of Grading. It is completely at the discretion of WPBA Administration and the GC whether a team needs to be re-graded to a higher age group. However, the following factors will be considered to help make this decision:

- Grading performance
- The Junior Representative status of each player (any team that has 4 or more Junior Representative players will be considered for re-grading to a higher age group).
- Previous season's performance (if applicable)

6.1. Criteria for Allocation to a Player Principle

A player's status as a Junior Representative (JR) player is defined as follows:

- Any player who is selected to play JR basketball (for WPBA or any other Junior Representative Club) will be considered a JR player for the subsequent Winter and Summer seasons e.g. a player participating in the 2025 VJBL season will be considered a JR player for the Winter 2025 and Summer 2025/26 seasons.
- The general principal observed here is that the player's status at the start of the Domestic season remains in place until the end of the Domestic season including finals. e.g. if a JR player withdraws from JR basketball during the domestic season, their status as a JR player will remain until the conclusion of the domestic season.

7. Special Provisions for Junior Competitions

7.1. U/8's to U/12's Modified Competitions Rules

Junior Competitions conducted by WPBA shall include Under 8 Mixed and Under 10 age groups. The U/8 Mixed Competition will not include finals. The following table details the playing rules for each competition:

Rule	U8s	U10s	U12s
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Permitted Defence	N/A	Man on Man	Man on Man
Permitted Defensive Area	Behind Red line (netball third)	Behind Half Court	Full Court
Centre Line Violations	N/A	Yes	Yes
Keyway Violations	N/A	Yes (5 seconds)	Yes (5 seconds)
Max. Points per player	10	14	20
Ring Height	8ft	8ft (Girls - B Grade & below; Boys - C Grade & below 10ft (Girls - A Grade; Boys - A&B Grade)	10ft
Gender	Mixed	Girls may play in the Boys competition	Girls may play in the Boys competition

7.2. No Zone Policy

As well as the above table in 7.1 under permitted defences, man to man will be the only permitted defence allowed in all competitions below and including the U14 age group. Details of WPBA No Zone Policy can be found on the WPBA website under “Domestic”, “Rules”.

8. Open Aged / Mixed Competition provisions

- At the start of the game a team must be represented by at least 2 female and 2 male players on the court, the fifth player can be either male or female.
- 4 players may start the game (2 females & 2 males).
- No more than 3 players of either sex may be on the court at any one time.
- Normal rules of forfeiture and late start apply (4.3).
- Male and Female players shall alternate halves to allow access in the restricted (key) area at either end of the court. Penalty: Violation side ball to the opposing team.
- Any intentional defensive key violation by players is to be awarded a technical foul, i.e. two foul shots and possession to the opposing team.
- Players must comply with age rules as per 3.2. Exemption can be permitted at the discretion of WPBA Administration.

9. Conduct

WPBA is a Full Member of Basketball Victoria (BV) and is bound by BV’s Policies and Procedures. For more information on BV’s Policies and Procedures, please visit <https://www.basketballvictoria.com.au/resources/association-resources/policies>

Pursuant to the principles of public health and safety, and to ensure the good name and reputation of the WPBA, the following provisions will apply at WPBA venues.

No person shall act on the premises in a manner likely to cause injury or offence to any person, nor commit or threaten to commit any damage to property.

For further information around BV's Code of Conduct, please refer to

<https://www.basketballvictoria.com.au/resources/association-resources/policies#codes-of-conduct>

Any violations of BV's Code of Conduct could result in loss in premiership points for the team involved or potential suspension from the WPBA Domestic Competition.

Any on-court incidents will be reported by the referees to WPBA Administration and if necessary, will be sent to the Peninsula Tribunal.

For more information on the Tribunal process, please visit

<https://www.basketballvictoria.com.au/resources/association-resources/governance#tribunal>

10. Penalties and Charges Outstanding

All penalties and charges remain in force until completed or fully paid. The Association reserves the right to impose further sanctions and charges where fees are not paid on time or where other penalties are contravened.

11. Refusal of Entry

WPBA administration or supervisors will refuse entry to any person under the influence of alcohol or attempting to carry alcohol into the stadium. Any member of the General Committee or staff shall have the power to refuse or restrict entry if it is in his/her opinion that refusal or restriction is in the best interests of public health, safety or enjoyment, or that the proposed entrant may put at risk the premises or any equipment, or prejudice the enjoyment of the members of the public.

12. General

In any matter not specifically covered by these Rules, WPBA Administration and the GC may make the necessary ruling, subject to provisions of the WPBA Rules of Association and By-Laws.