

# **Western Port Basketball Association**

## **Domestic Competition Rules**

**Updated April 2026**

**WPBA**

## 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.

WPBA regularly reviews and updates the playing rules for our competitions. Updates are made prior to the commencement of a season however, WPBA reserves the right to update Playing Rules as necessary to ensure integrity and wider regulations are kept current.

## 2. Competition Membership of WPBA

The Competition Rules recognise three levels of Competition Membership:

- Player
- Team
- 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 player movement within the Association (refer to Permits and Clearances).

#### 2.1.1. Player Registration Process

To register as a Playing Member, a person must:

- Complete the prescribed Player Registration process via PlayHQ, accompanied by the appropriate registration fee before Round 1 of Grading (Round 1 of the regular seasons for Senior Competitions). Any registrations after this point must be communicated to WPBA.
- Provide photographic proof of identity, a statutory declaration, or other proof of identity approved by WPBA 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.

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 the team's name.

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 regarding the team will be delivered to the Team Manager.

All junior teams who enter the competition must also have a Coach registered in PlayHQ by the first game of the season. The registered Coach must sit on the team's bench during the game and assist with ensuring that the team conducts themselves in an appropriate manner. If the team's Coach is unavailable, then the registered Team Manager must sit on the bench with the team in their place. If there is no adult present on the team bench, then the referees and/or supervisor may stop the game until an adult is present or, if necessary, forfeit the game in the opponent's favour.

### **2.2.2. Team Withdrawal**

If a team wishes to withdraw from the Competition, then they must inform WPBA immediately.

- If a team withdraws during the grading phase, the fixture will be updated to remove the team from any upcoming scheduled games. The withdrawal will be actioned at the completion of the upcoming Round.
- If a team withdraws after the grading phase, then they will be required to pay a \$100 withdrawal fee. The team will then be removed from the fixture at the completion of the upcoming Round.

## **2.3 Club Membership**

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

## **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 manager's account.

# **3. Competition Pre-Requisites**

## **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 stated in the relative age group as of December 31<sup>st</sup> of the year in which the season commences
- **Senior Competitions:** players must be over 16 years of age as of December 31<sup>st</sup> of the year in which the season commences
- Players participating in the U8 Competition must be turning five 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

### **3.2.1. Medical Exemptions**

Players may seek permission to play in a lower age group by applying for a Medical Exemption. The process is as follows:

- A parent, carer, or guardian must first approach their Club for their approval. If the player is a part of an independent team, then the Team Manager is responsible for approving the request on behalf of their team.
- The Club or independent Team Manager must then apply for an exemption by completing the Medical Age Group Exemption Application form, which can be found on the WPBA website: <https://wpba.com.au/junior-domestic-medical-exemption-form/>. Applications must be completed at least 7 days prior to the start of the Domestic season.
- The application must include an explanation as to how medical condition or diagnosis impacts the player from being able to play in their own age group and the potential benefits to the player for being able to play in a lower age group. A Medical Certificate or documentation must also be provided.
- Once submitted, the Domestic Competitions Officer will review the application and determine whether the application is approved or declined. The outcome will be communicated to the applicant within 72 hours of the application being submitted.
- A player is not eligible to play in a lower age group prior to a Medical Exemption being approved.

Medical exemptions are valid for one Domestic season only. Players seeking to continue a medical exemption for a subsequent Domestic season must submit a new application each season, supported by current medical documentation.

## **3.3 Uniforms**

### **3.3.1 Full Uniform**

The full uniform shall be deemed to include shorts and a singlet.

Allowances for non-compliant uniforms will be made up to and including Round 3 to support new teams and players, except where doing so would create or worsen colour clashes.

From Round 4 onwards, any player not wearing the correct uniform consistent with the majority of their team will incur a five-point penalty.

Only under exception made by WPBA will teams or players be allowed to take to the court wearing any association's representative single or shorts. This includes the reverse side of such 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 (i.e., football shorts and longer shorts worn by different members of the same team are NOT considered consistent).
- Small manufacturer logos are permitted. If the uniform includes a contrasting trim, it must be worn by all players. Shorts with pockets or belt loops are not permitted.

### **3.3.4. Colour Clash**

A uniform colour clash may be determined by the referees, taking into account any objections raised by either team regarding colour similarity.

### **3.3.5. Compression Wear**

Any compression must be black, white, or same dominant colour of the playing singlet.

If there is a logo or branding on the item, it must not be visible on the outside of the uniform. Logos that match the colour of the item (e.g. black on black) are permitted.

The colour choice will be decided by the player's team to ensure uniformity if more than one player in a team is wearing compression gear. Compression garments are not permitted to be loose-fitting (i.e. If it is loose, it is not compression wear and must be removed.)

### **3.3.6. Teams From Same Club**

When two teams from the same Club meet in a game, the team listed as TEAM B (the right-hand side) on the scoresheet must change to alternative-coloured singlets or tops.

### **3.3.7. Stadium Singlets**

Teams are able to use WPBA's hire singlets, which are available at the WPBA Office, but must leave a bond i.e. 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 to the details listed in the following table:

<b>Age Group</b>	<b>Ball Size</b>	<b>Free Throw Line</b>
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 Open Women	6	Standard Free Throw Line
Boys U16, Boys U18, Open Men	7	Standard Free Throw Line

### 3.5. 3 Point Line

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

### 3.6. Mercy Rule

In Junior competitions, when the difference in the game score reaches the indicated points (please see the table below) or more, the team with the lead is required to play defence only within the three-point-line arc at the end of the court containing the basket they are defending. There is no Mercy Rule for U16 age groups and above. The losing team has the option to forego this rule.

Under 8	Under 10	Under 12 & Under 14
N/A	15 Points	20 Points

### 3.7. Timing Regulations

#### 3.7.1. Games excluding Under 8s & Under 10s

- Games consist of two 18-minute halves with a running clock
- The half-time interval shall be 2 minutes
- The game clock does not stop in the final minute of the second half if the score margin is 10 points or less (please ensure the scorer is aware of this rule)
- Timing rules will be available on the score bench of each court. If not available, please speak to the venue supervisor.

#### 3.7.2. Under 8s & Under 10s

- Two 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 each half.
- Referees may call 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").

#### 3.7.3 Finals Timing

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

### Match Duration

- Semi-Finals: 50-minute schedule
- Grand Finals: 60-minute schedule
- Warm-up time: 5 minutes
- Overtime (if required): 3 minutes

### Game Clock

- Stops for all time outs (2 per half)
- Stops on every whistle for the last minute of the 1<sup>st</sup> half and the last 3 minutes of the 2<sup>nd</sup> half

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

### **3.8. Score Table Officials**

Each team shall provide one scorer for each game in which the team participates. Scorers are considered officials of the game and therefore, are expected to competently complete all scoring duties, be familiar with all timing rules for the relevant age group, report any scoring issues/discrepancies to the game referees immediately, and act in an unbiased manner.

If a team is concerned with the competency of the scorer supplied by the other team, the Coach may request the referee or referee/venue supervisor investigate whether the person should be replaced. The referee or referee/venue supervisor's decision is final.

If a team cannot supply a scorer, the opposition team may (at their discretion) 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.

### **3.9. Game Day Scoring**

Team representatives must ensure that scoring details are completed before the scheduled start time of each game. This includes:

- Adding all eligible players to the lineup on the scoring system
- Ensuring the players who are not participating in the game are not included in the scoring system

If a fill-in player is required (in accordance with 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 automatically 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 5.2. "Penalties for Illegal Player Movements".

### **3.10. Scoring Discrepancies**

If there is an issue or discrepancy on the score bench, please alert the game referees immediately. If necessary, they will then 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, who will then decide whether re-scoring of the game will be undertaken. Teams are not to directly contact WPBA asking for scoring adjustments or re-scoring.

## **4. Competition Management**

### **4.1. Grading of Teams**

Each age group's competition is divided into grades. During team registration, both Club and Independent teams will have the opportunity to nominate the team's preferred grade via PlayHQ. These allocations will be used to guide initial grading matchups. Teams are then graded based on their overall ability compared to those within the same age group, with A Grade including the strongest teams within the age group.

#### **4.1.1. Initial Grading Process**

The initial grading of teams shall be determined by a 3-week grading phase. Team performance in seasons previous may also be considered if applicable. 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 the grading phase, teams are allocated into their grade. WPBA will continue to monitor results over the next 3 games to make any potential regrades. This will allow any new/additional teams to enter the Competition at that stage. Notwithstanding the above, WPBA may regrade any team at any time of a season to ensure a competition's 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 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 (as per the published fixture), 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 (i.e. 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.

#### **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 team fails to appear, the game shall be awarded to the opposing team. The 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 relevant forfeit fee. The game result shall be recorded on the scoresheet as 0-0 (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 forfeit fee (\$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”).
- For each walkover given, a team shall be liable to pay a forfeit fee equal to double the usual team sheet price if notification of the forfeit occurs within 48 hours of the scheduled game. If notification of the forfeit occurs with more than 48 hours’ notice before the scheduled game, then the team will only be required to pay the usual team sheet 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.
- 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, provided:

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

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 will decide the fairest outcome.

#### **4.4.2. Conditions for Cancellation of a Game**

In the case of regular season games being cancelled or unable to start due to unforeseen circumstances (such as 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 cancelled, where neither team will receive any premiership points.
- 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.

### **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 multiplied by 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 ASAP. As a result, the team will be considered withdrawn from the finals series and the 5<sup>th</sup> 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 outlined below:

##### **Semi Finals**

- Game 1: 1<sup>st</sup> vs 4<sup>th</sup>
- Game 2: 2<sup>nd</sup> vs 3<sup>rd</sup>

##### **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 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 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, 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. 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. 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").
- 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 for the duration of the season. The only exception is when both teams compete in the same grade; in that case, the player must nominate one team only. Competition management will not consider requests to schedule the two teams at different times.

### **5.1.4. Playing in Different Age Groups**

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.

### **5.1.5. Females playing in different competitions**

A female player may participate in both a boys’ competition and a girls’ competition. However, she must not play more than one division below her registered girls’ division (for example, a player in 12A Girls may 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 “5.1 Movement Between Grades/Age Groups within a Club”, Rule “5.3 Unregistered Players”, and Rule “5.5 Movement Between Clubs”):

- Where a team that illegally plays a player wins such a game, that win shall be forfeited 20-0 in the opponent’s favour. 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. The opponents will be awarded three (3) premiership points, and 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.

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. A medical certificate is required if a team is wanting to exceed the limit of 6 players while using a fill in player. This must be communicated to WPBA at least 48 hours prior to the scheduled game.
- Fill-in players are required to enter their details into the scoring system prior to the commencement of the game. If this is not completed, the player will be considered as an illegal player. Refer to 5.2.
- A player may fill-in a maximum of three times before they must register to the team/club. If this is not completed, the player will be considered as an illegal player. Refer to 5.2.
- A player may fill in for a team in a higher grade within their age group (e.g., a B Grade player may fill in for an A Grade team, but not the reverse). A player who participates in more than three games in a higher grade will be reclassified as a permanent member of that higher-graded team.
- A fill-in player may not play for any other team in the same grade as their original team. For example, an A Grade player cannot fill in for another A Grade team within the same age group.
- A player can fill in for a higher age group. However, players can only fill in for a team that is one grade below or higher than their original team e.g. an U12A player can fill in for U14 A & U14B, but no lower.
- A player can fill in for a younger age group, if they are age-eligible, but only if the game is in a higher grade than the player's own registered grade. As an example, An U16B1 player may fill in for U14A only, but an U16A player may not fill in for any U14 team.
- Representative players (please see 6.1. for definition of a Junior Representative player) can only fill in for other Representative players. Non-representative players can fill in for both Representative and non-Representative players.
- Games played by fill-in players do not count towards player eligibility for finals.
- 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.
- Fill-in players are allowed subject to compliance with the rest of Rule 5.1.

### **5.4. General Comments**

Clubs are strongly recommended to seek prior help from WPBA, 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 or Club shall obtain a clearance, in writing, from their present Club and lodge this clearance with WPBA.

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, 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.

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 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 re-paid, 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 in writing to WPBA and is only valid for one season. 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 (e.g., 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 enjoyment and participation in local, community sport. 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 WPBA both fair and competitive for all players, coaches, teams and supporters. WPBA Competition Rules require all WPBA Representative players to also play in the Domestic Competition.

It is completely at the discretion of WPBA 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 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 Representative player is defined as follows:

- Any player who is selected to play Representative basketball (for WPBA or any other Junior Representative Club) will be considered a Representative player for the subsequent Winter and Summer seasons e.g. a player participating in the 2025/26 VJBL season will be considered a Representative player for the Winter 2026 and Summer 2026/27 seasons.
- 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 Representative player withdraws from Representative basketball during the domestic season, their status as a Representative player will remain until the conclusion of the domestic season.

### **6.2. Exemptions**

Any WPBA Representative player has the right to apply for an exemption from participating in the WPBA Domestic Competition.

Exemption applications must be submitted in writing to the Domestic Competitions Officer at least 21 days prior to the start of the new Domestic season. Applications may be submitted by the player's parent/s, or the player's legal guardian.

Exemptions may be considered for the following reasons:

- Injury or medical reasons (medical certificates or supporting documentation must be provided)
- Work, study, or family commitments
- State or FDP commitments
- Other exceptional circumstances, at the discretion of WPBA

All applications must outline how the player’s circumstances are preventing them from participating in the WPBA Domestic Competition, as well as the potential benefits for the player by not participating in the WPBA Domestic Competition.

All exemption applications will be reviewed by the Domestic Competitions Officer, who may consult with the Junior Representative Committee and General Manager as a part of the review process. The final decision will be made by the Domestic Competitions Officer, who has the right to approve or reject the application. The outcome will be communicated in writing to the applicant within seven days of the application being submitted.

Any exemptions granted apply for one Domestic season only. If a Representative player wishes to be exempt from both Domestic seasons within their Representative status, then they will need to apply twice.

All exemptions will be monitored by WPBA throughout the Domestic season and potentially reviewed if circumstances related to the exemption being approved change. WPBA withholds the right to withdraw any exemptions that have been previously approved if the player fails to comply the conditions of the exemption.

## 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
Permitted Defence	N/A	Man on Man	Man on Man
Permitted Defensive Area	Behind Red line (netball third)	Full Court	Full Court
Centre Line Violations	N/A	Yes	Yes
Keyway Violations	N/A	N/A	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 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 ([No Zone Policy](#)).

## 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 may 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.

## 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, 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.

All WPBA players, team managers and coaches agree to abide by BV's Code of Conduct during the registration process. Any violations of BV's Code of Conduct could result in a loss in premiership points for the team involved or potential suspension from the WPBA Domestic Competition. 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 on-court incidents will be reported by the referees to WPBA and if necessary, will be sent to the Peninsula Tribunal. WPBA also reserves the right to suspend players from the Domestic Competition without sending the reported person to the Peninsula Tribunal to help resolve what are deemed minor incidents by WPBA.

For more information on the Tribunal process, please visit

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

### 9.1. Technical Foul Suspensions

WPBA has the following ruling regarding Technical Fouls for players:

- If a player receives 3 technical fouls within a season, they will receive a 1-game suspension from the Domestic Competition.
- If a player receives 4 technical fouls within a season, they will receive a 2-game suspension from the Domestic Competition.

- If a player receives 5 technical fouls within a season, they will be suspended for the remainder of the season and will not be allowed to re-register to the Domestic Competition for the following season.

WPBA has the following ruling regarding Technical Fouls for teams:

- If a team receives a total of 5 technical fouls within a season, the team will receive a 1-game suspension, where their upcoming game will be forfeited in the favour of their opponent. The team will still be required to pay their usual team sheet fee.
- If a team receives a total of 7 technical fouls within a season, the team will be removed from the Domestic Competition immediately and will incur the withdrawal fee of \$100. In addition, the team will not be allowed to re-register to the Domestic Competition for the following season.

The following provisions apply:

- Each player's technical foul tally resets for every new season
- Technical Fouls are carried across all teams. If a player is suspended as a result of Technical Fouls, they will be suspended for 1 game for all teams that the player is registered to.

The Team Manager will be emailed by WPBA within 72 hours of their most recent Technical Foul informing them of the player's suspension.

### **9.1.1 Appeals Process**

A player, or team manager on behalf of their player, has the right to appeal a Technical Foul suspension. Appeals are limited to only incorrect reporting (accidentally recorded on the wrong player, unsportsmanlike foul instead of a technical foul etc.) and are not to be based on personal judgement of a referee's decision (barring exceptional circumstances).

Only the most recent Technical Foul that the player has received may be appealed.

Appeals must be made in writing to WPBA within 48 hours of the notification being sent to the Team Manager. Appeals should include all relevant match details (time, venue, date etc.) and can include supporting documentation or evidence.

Any appeals will be reviewed by WPBA in consultation with the game referees and referee and/or venue supervisor. Video footage of the game may be used to help WPBA formulate a decision.

The outcome of an appeal will be communicated in writing to the Team Manager within 48 hours of the appeal being submitted. This decision will be final.

## **10. Working with Children Check**

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

Each member Club is responsible for monitoring the status of its coaches and officials, ensuring that Working with Children Check expiry dates are tracked, and renewals are completed before the expiry date.

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 the season, member Clubs and Independent Teams must ensure that:

- All coaches, team managers, club officials have a valid and current Working with Children Check or has applied for the card
- All team coaches and team managers are entered into PlayHQ with their WWCC information added to their PlayHQ profile

### **11. 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/charges and reject team applications where fees are not paid on time or where other penalties are contravened.

### **12. 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.

### **13. General**

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