



WEST SYDNEY WOLVES BASKETBALL ASSOCIATION JUNIOR 5 X 5 DOMESTIC COMPETITION RULES & REGULATIONS

The West Sydney Wolves Basketball Association competitions are conducted under the Official Basketball Rules and Referee's Manual as adopted by FIBA. These Rules and Regulations are variations enforced by referees and officials of the West Sydney Wolves Association. West Sydney Wolves Basketball Association is managed by MAD Corp Australia Pty Ltd

West Sydney Wolves Basketball Association reserve the right to amend, alter, add or delete items from these Rules and Regulations at whichever time it sees fit. All amendments cannot must be produced in writing.

SIGNED AND APPROVED BY

Ronnie Khalil
Chief Executive Officer
West Sydney Wolves Basketball Association



CONDUCT OF GAMES

All games under the jurisdiction of the West Sydney Wolves Basketball Association shall be conducted according to the rules of the game as laid out in the Official Rule Book of FIBA, except where variations are listed within these competition rules.

All teams having entered the competition and registered by paying the entry fee, shall automatically pledge to pay all court fees for that competition whether the team completes the competition or withdraws before it finishes, except as provided below, or if the team is withdrawn by the Executive Committee and is replaced by another team. Teams will be given a date of the competition to pay their nomination monies in full—this will be noted on the entry form. After this date teams will receive no competition points until amount is paid in full. *[points lost will not be redeemable]*

The West Sydney Wolves Basketball Association has the right to decline entry to any team or individual player for any reason that it sees fit.

All matches will be under the control of the West Sydney Wolves Basketball Association which is responsible for receiving entry forms for competitions, and all fees from the teams in all divisions.

The WSWBA is responsible for making the draw, notifying teams of the draw and any later changes, receiving notice of forfeiture of matches, informing the other team and ensuring that these competition rules are carried out.

Notices to teams will be posted, emailed or handed to the designated team contact. Team Contacts may be required to sign for documents handed to them. It is the responsibility of the team contacts to advise the Association of any change of address or change in team contact. Any notices that are sent will be deemed as served and any penalties attached will be enforced.

The WSWBA website has information relating to draws, standings and announcements. Please check the website regularly for up-to-date information.

COMPETITION RULES –

4 x 12 Minutes Quarters - 48 Minutes Total - With 1 minutes per quarter and half time 3 minutes.

All games are to start at their advertised starting time. Teams will be penalised 2 points per minute or part thereof if they are at fault for preventing the game from starting on time.

Junior games shall be timed from central clocks on courts. The clock will not stop in the first three (3) quarters. The final quarter centrally timed with the final minute of the game being separately timed on each court. This final minute will be fully timed [clock stops for all whistles], 2 x 30-second time outs per team per half [clock does not stop for time-outs].

Shot Clock

All games will have a 24 second shot clock. This will develop and improve players court awareness while stopping stalling and keep-away tactics to win games.



GAMES - FINALS

Finals games shall be timed as per regular season games, however if a game is tied at the end of regular time then an overtime period of 3 minutes will be played, with the final minute being fully timed. Teams are entitled to one (1) timeout per overtime period and team fouls shall carry over from the previous period. If the scores remain tied at the end of an overtime period, another overtime period shall be played until a result is reached. In all finals games, the clock shall stop for time-outs.

COMPETITION POINTS

Points will be awarded for competition games as follows: -

Win - 3 points; Loss - 1 point; Draw - 2 points; Forfeit - loss of 3 points. In the case of a double point game, then all points are doubled.

FINAL PLACINGS AND FINALS STRUCTURE

Positions within a competition will be decided on the points awarded to each team - the highest being first. In the case where points are equal the positions shall be decided by:

THE RESULTS OF THE GAME BETWEEN THE TIED TEAM (WIN – LOSS RATIO)

If still equal, points for and against on the results between the teams that are tied. Then points for and against over the entire competition.

In a competition where a split will be made during the competition to form two or more divisions a team's win/loss record may be used for grading teams [excluding penalty points deducted for forfeits]. The WSWBA Committee shall decide the finals format after nominations close. Where necessary the semifinal structure & format may be altered. If consolation semifinals, finals and grand finals are played then the format shall be the same as the major competitions. Where scheduled round matches cannot be played prior to the end of the competition, the WSWBA Committee can allocate double match points for the games played in the first round of matches and vice versa.

A winning team in a lower division may be promoted to a higher grade for the next competition by the WSWBA Committee provided that the team remains substantially the same.

All teams (including Clubs) must nominate junior players on the Entry Form and they will be graded on the basis of that nomination. Additional junior may be nominated after the start of the competition, provided they are submitted to the WSWBA Committee for approval. Failure to abide by this rule will incur loss of points for the games played.

Players may only play for one team on any one night unless it is a club exception. The WSWBA Committee has the right to approve or deny any application to vary this. All players must register via a link provided by their team/club contact. This registration process needs to be completed separately every season for each team they wish to play with.



Any team who plays a player under someone else's name will forfeit that game and the ineligible player could be suspended.

For juniors to be eligible to play in a particular age group, the player must not turn that age before or on the 31st December of that calendar year. Players with their name pre-printed on the scoresheet make take the court at any time during the game.

Players who are NOT listed on the scoresheet [but are eligible to play] MUST PRINT their full name and number on the scoresheet prior to the commencement of the second half to be eligible to take the court.

CLUB PROCEDURE

A player who is registered for a club in one competition is permitted to play for another club in a separate competition within the WSWBA Association. A player wishing to move from one club to another is permitted to do so however they must notify their previous club and must be declared financial with the previous club.

CLUB PROCESS

The association must be notified of the administration that will be in place to run the club.

To be considered a club it must have at least ONE of the followings;

- Six (6) senior teams
- Six (6) junior teams
- Five (5) teams in total made up of a combination of seniors and juniors.



PLAYING UP

A player is permitted to play in a higher division or age group for another team. All players must be registered into both teams and pay team fees for both teams.

A junior competition player may “play up” into a senior competition team to a maximum of four (3) games per season. Prior to playing their fifth game they must register into the senior team by completing the link supplied by the team/club contact.

Where a Club has two or more teams entered in a division they are treated as separate teams and may not exchange players.

A representative player may not play up unless it is to avoid a forfeit (i.e. they are the fourth player). The representative player must leave the court and take no further part in the game once the team has sufficient players.

No player is permitted to play down a division or age group. All senior competitions are considered to be above junior competitions. Hence, senior players cannot “play up” into a junior competition if they are eligible by age **but must register into the junior team by completing the link supplied by the team/club contact.**

TRIAL GAMES

Teams may trial a player twice during each competition (up to 4 weeks prior to Semi's) with approval from the WSWBA Manager prior to game night. [certain restrictions apply]

JUNIORS ONLY: a player wishing to trial must complete a “trial player form” at the front office and have this approved prior to taking the court. Providing ID at this time is preferable.

Finals and qualifications

To be eligible to play in finals, a player must have played with the team in the division nominated:



- at least 50% of the total games, (e.g. 17 games in season, must play 9 games to qualify) OR
- at least 70% of the games in the second half of the season if joined after half way of the competition. (e.g. 17 games in season, second half is final 9 games, 7 games to qualify)

Note: There is no rounding of calculations - whole numbers are used only.

Note: Byes are not classed as games, however a Forfeit may be used as a game providing the player was present for the forfeit, their name and number is recorded on the scoresheet and they are verified as being present. Double point games are classed as 1 game.

Note: Teams and players must be under no financial obligation to the Association.

Any exemption requests must be received in writing 7 days prior to game night. A player who provides sufficient proof of medical inability to play may have the games missed removed from the calculation.

A player who has played up into a higher age group or division will qualify for Finals if they have played at least 2 games in the higher age group or division and qualify for their original team.

It is the responsibility of the team to ensure that all players are eligible to play in finals games. Any disputes regarding qualification or point score must be received by the match committee at least 48 hours prior to the game.

A player is deemed to have played if he/she is dressed ready to play with his/her name and number on the scoresheet.

** Placing a name & number on the scoresheet does not automatically qualify a player. **

[Senior Competition & U/22] For qualification purposes, a player who does not score or commit a foul during the game must check at the end of the game that they have been marked as present on the scoring system.

WITHDRAWAL FROM COMPETITION



Where a team is withdrawn from the competition, the team members (if not under financial obligation to the Association) shall be free to play with another team or club in that competition. All requests must be put in writing and submitted to the Match Committee for approval.

RESTRICTION OF PLAYERS:

Definition of a State/Representative player: Any player who has been selected in a representative basketball team for any Association. A player is deemed a representative player from the current year March to February the following year. [Winter & Summer season] . A representative development player is not deemed to be a representative player. However, if the status of a development player changes during the season, this matter will be referred to The WSWBA Committee

Each junior team is restricted to a 10-point system for players at a representative level.

REPRESENTATIVE LEVEL	POINTS PER REPRESENTATIVE
State Player	4 Points
Division 1	3 Points
Division 2	2 Points
Division 3	1 Points
Division 4	1 Points

A division one graded team may apply in writing to the WSWBA committee to replace a representative player with another representative player.

INELIGIBLE PLAYERS

A player is not eligible to take the court if he/she is:

- Out of Uniform more than 3 times in a season
- Unregistered
- Has not qualified for semi's, final's and grand finals
- Playing under another players name
- Not supplied correct personal information

Note: Whenever possible the game will be played without the illegal player

Penalty:

The offending team shall forfeit the game. The game is awarded to the non-offending team as a 20-0 win.

Note: If a team plays an illegal player in the final series, the WSWBA Committee reserves the right to withhold any prize money due to the Winner or the Runner Up.

RESPONSIBILITIES TO THE COMPETITION



FORFEITS

Any team which cannot field a team at the time and place set down in the draw for that competition shall automatically forfeit all points for that match, except when they have representation in a representative team, when an application can be made to the WSWBA Committee for a deferment at the discretion of the WSWBA Committee.

Ten (10) minutes grace only will be allowed to each team after the scheduled starting time of the match before that team forfeits the match. A team may start with a minimum of four (4) players. Any time lost by a team being late is to be deducted from playing time and a penalty of two (2) points per minute or part thereof up to a maximum of 20 points awarded to the team ready to play. Points are to be added to the scoresheet and scoreboard prior to the start of the game.

By mutual agreement between the teams concerned, the Court Supervisor and as long as the referee's are still present on court, the match may be played after the forfeit time has lapsed. If the match is played then the results [score] will stand.

FINES APPLYING TO FORFEITS

Any team forfeiting a competition game will pay a fine (see below) and may lose competition points.

Forfeit fines must be paid prior to next game. No competition points will be awarded until fine is paid in full. Points lost are not redeemable.

Members of the non-offending team are entitled to a refund of their court fees if the game is not played. Any team forfeiting 3 or more matches is liable to immediate suspension from the competition

TABLE OF PENALTIES

NOTICE GIVEN	COMPETITION	COMPETITION POINTS
7 Days or more	Junior \$85.00	Game treated as 20 – 0 loss (1 Competition point given) Teams only receive this once per comp
No Notice Given	Junior \$110.00	Game treated as 20 – 0 loss (Minus 3 Competition Points) Teams only receive this once per comp

BONDS



Bonds held from previous seasons that are not claimed after a period of two [2] years will be deemed as forfeited. This only applies to teams who have not competed during the two [2] year time frame and does not apply to teams who continue to compete West Sydney Wolves Basketball competitions.

JUNIOR COMPETITION

Teams are required to supply one person to score their own game.

UNFINANCIAL PLAYERS

Teams or Players who are unfinancial with the WSW Basketball Association will not be permitted to play. If a player is a member of an unfinancial team they must pay their portion of the outstanding amount to be eligible to take the court. This includes Representative players. They will also be made unfinancial with BNSW making them ineligible to play at any other BNSW affiliated association.

A player who is unfinancial with a Club within WSW Association will be listed as unfinancial with West Sydney Wolves Basketball Association and will not be permitted to play until such time as this is rectified.

CHANGES TO DRAWS

If a team requests a change in the draw after the complete draw has been finalised and circulated that team will incur a fee of \$150.00. Requests will be considered but not guaranteed.

UNIFORMS

Singlets shall be numbered on the front and back. Teams shall use numbers from 1 to 99 only with no duplicate numbers being used in any one game. Uniforms shall also consist of all players wearing the same or predominantly the same colour singlet, top and shorts, skirts or bicycle pants. Predominantly black shorts may be substituted for any team colour that is difficult to purchase e.g. orange. All teams will be required to be correctly uniformed from **week six**. If players are ununiformed they will be deemed to be correctly uniformed.

Players not in correct uniform will incur the following penalties:

Five (5) points shall be credited to the opposition team for each member who is out of uniform. These points shall be totalled and credited to the opposition by the court supervisor only who will do this as soon as possible. Players who are repeatedly out of uniform (more than 3 times in a season) may not be permitted to participate in the game.

Teams who are repeatedly out of uniform may be removed from the competition by the Competition Manager. Under-garments may be worn under singlets. The under-garment should be white, black or the same dominant colour of the playing singlet.

DISPUTES



Any protest against another team or a decision of the Court Supervisor or any other member of the Association must be in writing, signed and addressed to the WSW Basketball Committee of the Association before seven (7) days have elapsed from the time of that incident. Such protest will be dealt with by the WSWBA Committee as soon as possible.

PLAYERS MISCONDUCT

A player who receives an unsportsmanlike foul in a game will be automatically removed from the court for a period of five [5] minutes of playing time. The time of the unsportsmanlike foul shall be recorded by the scorer on the scoresheet, however failure to do so shall not negate the five-minute penalty.

A player who receives two technical fouls or two unsportsmanlike fouls or one technical foul and one unsportsmanlike foul shall be disqualified for the remainder of the game and must leave the venue immediately.

A player who receives a technical foul whilst they are on the bench are also subject to either the five [5] minute penalty or removal from game, however as per the FIBA rules this foul will not count as a personal foul nor against the team foul count for the period.

THE FOLLOWING ACTIONS WILL NOT BE TOLERATED AND WILL BE STRICTLY POLICED:

- Sledging and taunting between players,
- Swearing and obscene language,
- Any form of racial or derogatory remarks or gestures to officials and/or opposing teams, including but not limited to on social media forums.
- Constant and unwarranted disputing of referee's decisions
- Referees or Stadium Staff may issue a Technical Foul without warning for these offenses. In more serious situations a disqualifying Foul may be issued where deemed appropriate.
- Players found to be illegally dunking or hanging off rings, nets or backboards prior to the game or during warm up could incur a penalty of two [2] weeks automatic suspension from the Stadium.
- Court Supervisors have the authority to rule if players are illegally dunking prior to or after competition games. Referees will adjudicate during the game.
- Teams will be held responsible for their spectator's behavior. Teams face severe disciplinary action should they or their spectators breach the above rules.

If the Court Supervisors or Officials rostered to the match deem that a player is under the influence of alcohol and/or drugs, they will not be permitted to take part in the game.

Supervisors or the Referee Supervisor are delegated the responsibility of policing this rule, and they will have the final say as to whether a team is playing a zone or not, and to penalise teams who do not abide by this rule. A coach may request a Supervisor to observe this. 18-Point Individual Rule - all grades up to and including Under 15s No longer applicable.

Three-point baskets — all grades up to and including Under 12s



There are no 3-point baskets in these grades. Any field goals shot from behind the 3-point line shall count for only 2 points.

Individual Player Points—all grades up to and including Under 14s Players points will not be individually recorded in our system and therefore not updated to our website (sporting pulse) for these age groups.

HEAT RULE

If the temperature within the Stadium exceeds 34 degrees Celsius, the following adjusted timing rules shall apply: the game shall be shortened by 2 minutes per half, with a compulsory 30 second time-out at the mid-point of each half.

The compulsory time-out is only for the purpose of taking on water, not for coaching and direction - a regular time-out should be requested if required.

GAME ABANDONED

If a match is abandoned due to an injury or wash out within the first half, then the game will result in a 'draw'. However, if it is abandoned within the second half then the result will stand. The decision to abandon a game will be made by the senior supervisor / competition manager on the night.