

Warragul & District Amateur Basketball Association

(WDABA)

Senior Domestic Playing Conditions



Updated September 2025

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THE FOLLOWING RULES APPLY TO ALL SENIOR DOMESTIC COMPETITION GAMES HELD UNDER THE ADMINISTRATION OF THE WARRAGUL & DISTRICT AMATEUR BASKETBALL ASSOCIATION

(WDABA or The Association)

1. Introduction

1.1 WDABA Vision

To provide high quality and inclusive basketball experiences.

1.2 WDABA Mission

We will run quality, sustainable and equitable basketball opportunities that will result in increased participation through a resilient club structure across a spread of local facilities.

2. Competition

- 2.1 Warragul and District Amateur Basketball Association (WDABA) Senior Domestic Competition is conducted on a TEAM basis with games played Monday night at the Warragul Leisure Centre (Burke Street Warragul), St Pauls Anglican Grammar Warragul (150 Bowen Street, Warragul), Neerim South Stadium, Bunyip Stadium and Bellbird Park, Drouin.

3. Registration

3.1 Team Entry

Each Team is to register by completing the required online Team Entry Form via the WDABA. Registrations and team names must be accepted by the association and team's may be required to amend their team names as a condition of entry. Each team must appoint a Team Delegate. It is the responsibility of the Team Delegate to make sure that their contact number and email address are current on the Play HQ. The Team Delegate will be the person responsible for all matters related to team entry and team conduct and will be the person to whom all matters are directed. The Team Delegate will be responsible for responding to any matter raised by the WDABA and must do so within 7 days of being notified of the request.

3.2 Player Registration

All players must register via their unique team registration link and pay the prescribed WDABA registration fee, as well as any additional Basketball Victoria affiliation fees as required. WDABA fees are determined by the association before the commencement of each season.

- 3.2.1 All players, with the exception of Fill-in Players (8.1) must have completed their registration and paid the required association fee and BV insurance prior to taking the court.
- 3.2.2 Participating in the Senior Competition must have a minimum age of 14 years by the end of the season. Players having not reached the age of 14 at the start of the season can apply to the Association with written parental consent to play.
- 3.3.3 Any coaches must be registered by Round 3 of the Senior Domestic competition.

4. Grading

- 4.1 Registering teams may indicate a preferred grade and the Association may, at its discretion, adjust each team's grade to create a balanced competition.
- 4.2 The number of Grading Rounds will be determined by the Association depending on the season may be 3-5 rounds. Teams may be moved earlier in the grading process if the Association deems an immediate change is required.
- 4.3 Any new players to be added after the last grading round will require approval from the Association before registering for all grades below A grade. Applications for approval must be made in writing to operations@warragulbasketball.org.au
- 4.4 The Association reserves the right to transfer any team to any grade at any time, to ensure a more even and fair competition.

5. Rules and Timing

- 5.1 Playing times for the games will be two (2) 20-minute halves.
- 5.2 The clock will stop for all whistles in the last minute of the second half where the margin is 10 points or less.
- 5.3 No time-outs in the last 2 minutes of the second half unless the clock is already stopped
- 5.4 Referees will announce 1 minute prior to the game's start time. Should teams not be ready at the scheduled start time of the game, referees will be permitted to start the clock. Each minute players do not assemble on the court for the commencement of the game; the offending team will be penalised one (1) point every minute.
- 5.5 Each team is allowed two (2) time-outs per half.
- 5.6 Half-time break is two (2) minutes.
- 5.7 Should an injury occur, the clock will not stop, except as described in 5.2
- 5.8 The following shall be the premiership points that are allocated for each game:
 - Bye - 3
 - Win - 3
 - Loss - 1
 - Draw - 2
 - Forfeit Win - 3
 - Forfeit Loss - 0
 - Cancelled - 2
 - Abandoned - 2

6. Scoring

- 6.1 Each team must supply a competent scorer (12 years and older) for any game in which they are engaged.
- 6.2 Players may choose to score if a non-playing scorer is available, and subs may be made from the score bench during the game.
- 6.3 The scoring iPad/sheet must be filled in **by the Court Supervisor**, including the addition of any fill-in players, before the commencement time of the game. The Court Supervisor must complete the "Court

Supervision Form” at the end of each game, including the details of any fill-ins provided by the team. Players may take the court at any time during the game, provided they are a registered player with the team and their name is on the scoring iPad/sheet at the commencement of the game.

- 6.4 All score table officials must stay at the score table until the Referee has signed off the score sheet or the iPad. Any results that are not recorded or missing at a game **MUST** be raised with the Court Supervisor on the same night as the game. Scores will not be changed after game night.

7. Finals

- 7.1 Finals for each grade will be comprised of the top four (4) teams at the conclusion of the season, except as otherwise provided by the Association.
- 7.2 Ties for position will be decided on percentage for the overall season.
- 7.3 For the finals, the Association will provide an official for each bench. In all instances, the official shall control the clock. Each team will still be required to supply a scorer under the normal match rules.
- 7.4 Finals Eligibility**
- 7.4.1 All players who are registered before the end of Round 4 will be eligible for finals, regardless of the number of games played
- 7.4.2 Players registering after Round 4, will be required to play in a minimum of six (6) games to be eligible for finals
- 7.4.3 Players who do not meet either criterion above can apply to the Association for special consideration via email at operations@warragulbasketball.org.au and provide suitable documentation to support the request. All requests must be received at least 2 weeks before finals, and late applications will not be considered. Any decision by the association to grant or deny an exemption is final.

8. Fill-in Players

- 8.1 Fill-in players can be used to make up the fifth (5th) or sixth (6th) player in any game
- 8.2 Fill-in players who are registered with WDABA for the current season, cannot be sourced from the same grade but can be sourced from any other lower grade. For example, D grade can fill in for C and above, C grade can fill in for B and above, B grade can fill in for A. A maximum of 2 games are permitted for each fill-in player.
- 8.3 Fill-in players not registered with WDABA for the current season may fill in for a maximum of 2 total games across any grade and team. Fill-in players not registered with WDABA for the current season will need to apply to Operations if they wish to exceed 2 total fill-in games with any team and may be required to pay a pro-rated registration fee.
- 8.4 All Fill-in players must provide the court supervisor with their details, **provide photo ID** and register to each game via PlayHQ’s electronic scoring platform prior to taking the court. Failure to comply with these conditions may result in the player being deemed ineligible and the match resulting in a forfeit.

9. Uniforms

- 9.1 All players must play in their correct uniform from Round 4 onwards with matching tops & shorts. Any team with a player or players not in correct uniform shall forfeit six (6) points to the opposing team.

- 9.3 No T-shirts to be worn under tops but short sleeved compression garments are allowed if all in the same colour. Compression clothing is allowed under the team shorts – this includes tights/leggings/bike shorts etc.
- 9.4 Uniforms must consist of tops of the same colour throughout the team, numbered back and front as prescribed by the rules. Jerseys must be of the same dominant colour and style; numbers must be consistent. Shorts must be of the same dominant colour, differing logos or markings on shorts will not be considered out of uniform. Regulation basketball shoes or joggers must be worn (non-marking soles).
- 9.5 The Association has the power to order any player or team to renew uniforms should the team not be to the standard required. Uniforms that have faded or discoloured to such an extent that they confuse the referees will be referred to the Court Supervisor who will, in turn, inform the Association. The Association will then set a time limit for the uniforms to be replaced, during which time there will be no penalty for the uniform in question.
- 9.6 Numbers permitted are 0,00, 1 - 99 and must be of the correct size and same colour throughout the team. Different styles of numbers will not be penalised. No hand-drawn numbers are permitted on tops.
- 9.7 Shorts can be basketball shorts or compression shorts and free of such encumbrances as zips, buttons, buckles, pockets, belts, cords, etc.
- 9.8 Jewellery cannot be worn on the court. Wedding rings, studs, and rings that cannot be removed must be taped.
- 9.9 Fingernails must not protrude beyond the visible line of the finger. If so, they must be taped. Soft Velcro-sealed netball gloves may be worn over long fingernails.

10. Conduct

- 10.1 All Teams must ensure that all players, coaches, assistant coaches, team managers, and team officials, associated with their Team, abide by the Playing Conditions of the Association and the Codes of Conduct of the Association and Basketball Victoria. All Association and Basketball Victoria Codes of Conduct are available on their respective websites.
- 10.2 If, in the opinion of the Association, any player, team or official conducts themselves in a manner that is considered detrimental to the competition or WDABA, they may be charged and sent to the BV tribunal.
- 10.3 The Association has the right, where it sees fit, to refuse entry and/ or remove any team from the competition if the conduct of the team or officials is deemed to be outside of the WDABA or Basketball Victoria Codes of Conduct.
- 10.4 Players adversely affected by alcohol or drugs will not be permitted to play.
- 10.5 Once disqualified, a Player, Coach, or Spectator must leave the stadium and is not permitted to return or enter any other WDABA venue for the remainder of that session (night).

11. Technical Fouls

- 11.1 Game Referees are **required** to instantly penalise any obvious dissent from a player, coach, or team official with a Technical Foul. Examples include but are not limited to, disputing calls, critical comments or gestures towards Referees or their calls, and bad language.

11.2 Towards a Minor Referee - Any negative behaviour towards a referee that is a minor (green whistle) will not be tolerated. This will result in an immediate Technical Foul and may result in penalties being applied by the Association.

11.3 Towards A Player - Any coach, team official, or spectator that approaches any player (before, during, or after a game) with abusive language or gestures, or exhibits bad behaviour, will be reported by either the Referee or the Court Supervisor. If this occurs during the game, a Technical Foul will also be given against the Team, and the matter investigated by the Association for the application of penalties.

11.4 Dissent/Abuse - Any senior player who receives a Technical Foul for dissent/abuse of any official will be sent to the Sin Bin for five Minutes. In addition, they will receive an **automatic one (1) week suspension** and the possibility of additional penalties. The player will miss the next competition game whether that be the next round, finals, or the first week of the next season.

11.5 Second Technical Foul - A second Technical Foul offence will result in the player, coach, team official, or spectator being ejected from the venue, and **will be** subject to penalties or tribunal action at the discretion of the Referee Advisor.

11.6 Referee Unaware - Where a referee does not see or hear an incident, but it is observed by the Referee Advisor or the Court Supervisor on duty, they may notify the Referee of the indiscretion and the referee may invoke a Technical Foul, and the Sin Bin rule (see below).

11.7 Warnings and/or Technical Fouls may be given by Referees for non-behavioural incidents. Examples include, but are not limited to:

- Purposely kicking or striking the ball.
- Goaltending a free throw.
- Faking being fouled.
- Substituting into a game at an inappropriate time.
- Hanging from the rim (except to avoid injury).
- Intentionally delaying the game multiple times.
- Team members on the bench illegally entering the court.

11.8 Players will accumulate the below points for technical fouls with the prescribed penalties accruing throughout the season. All points are reset to zero at the beginning of a new season. These penalties are separate from any suspensions issued by a tribunal as result of an official report and apply only to WDABA Competitions. All penalties are cumulative.

Offence	Points Accrued
Non-behavioural Technical Foul	1
Behavioural Technical Foul	3
Behavioural Technical Foul – Directed at Junior Official	5

Total Points Accrued	Penalty
3	One Game Suspension
6	One Game Suspension
9	Two Game Suspension
12	Two Game Suspension
15	Rest of Season Suspension – Suspension for following season if <4 games remaining in current season

12. Sin Bin Policy

- 12.1 The Association will enforce the Sin Bin policy for all games. The Sin Bin location for coaches and team officials is at least 25 meters away from the Team bench, and communication with the team is not permitted during the Sin Bin period. The Sin Bin location for a team player is at the Team Bench.
- 12.2 Any coach or team official that incurs a first Technical Foul as a result of verbal abuse, inappropriate gestures, or bad behaviour towards an official, or who disputes a decision by a Referee, will be sent to the Sin Bin for a period of five (5) minutes of actual playing time.
- 12.3 A player who is sent to the Sin Bin is allowed to be replaced by substitution.

13. Incident Reports

- 13.1 All incidents, including Technical Fouls, will require a written Incident Report with all details to be provided to the Court Supervisor at the end of the game, and the Court Supervisor will upload all reports to the Association.
- 13.2 Where a person that is not a game official wishes to complain, the complainant should, where practical, discuss the matter with the Court Supervisor or other appropriate WDABA Official. The complainant must ask the Court Supervisor to make the report in accordance with 8.1. above.
- 13.3 All incidents will be reviewed by the Referee Advisor immediately following the game and will be investigated as necessary. Penalties may include, but not be limited to, a warning letter, a one-week suspension, or a multi-week suspension. All serious misconduct, including swearing or offensive language or gestures to a referee, where a behavioural technical foul is given, shall incur an automatic one-week suspension with the possibility of additional penalties.

Should the penalty be a suspension of time, this would include all basketball activities within the association. Activities to be missed during the period for which the penalty is imposed will include, but are not limited to:

- Playing
- Coaching
- Team Managing
- Officiating
- Spectating

Association Operations will notify the affected Team Delegate in writing of any penalty, and it shall be the Team's responsibility to inform the coach, player, or team official affected by the penalty. All complaints forwarded to the Team by the Association, for comment, must be responded to in writing within 7 days of notification.

- 13.4 If a player plays while being deemed suspended, the player's team will lose that match by forfeit, the player will automatically receive a fine of \$75 (payable before the next game) and will be required to miss the next match that they should be playing. If the player/team plays the suspended player in the following match, the player will be referred to the Tribunal and the team will be fined \$200 (payable before the next game) as a second offence. Any subsequent disregard for these WDABA Senior Domestic Playing Conditions will result in the team being expelled from the competition and all players will be unable to play or be transferred to another team for that season.

14. Forfeits

- 14.1 A team will incur a penalty of \$90 if a notified forfeit is not provided twenty-four (24) hours before the commencement of the game, with payment in full to be made to the Association before the next game. **NOTE:** Teams that provide a notified forfeit more than twenty-four (24) hours before the scheduled game will avoid the prescribed forfeit fee.
- 14.2 If monies are not paid by the following week the team will forfeit points for that game and that game will not start until debt is paid. All forfeits must be emailed to: operations@warragulbasketball.org.au. The time of email will be taken as the time of notification.
- 14.3 A team forfeits a game when:
- The team fails to turn up; The team must take the court within ten minutes after start time if forfeit is to be avoided.
 - The actions of the team prevent the game from being played.
 - The team refuses to play after being instructed to do so by the referee.

Where this occurs, the game will be awarded to the opponents, and the score will be listed as 20 – 0. The forfeiting team will not receive any premiership points, and the winning team will receive 3 premiership points.

- 14.4 A team loses by default when, during the game, the team has fewer than two players on the court and is deemed unable to continue playing. If the non-defaulting team is ahead, the score stands. If the defaulting team is ahead, the opponents, then win 20-0. The defaulting team receives 1 premiership point: winning team 3 premiership points.
- 14.5 In a game where the team forfeits, players from the forfeiting team will not be credited with that game for finals eligibility, players from the non-forfeiting team will be credited with that game for finals eligibility.
- 14.6 If a match is unable to commence or continue within the time scheduled for the match for reasons beyond the control of either team (including circumstances where it is unsafe for the match to proceed) the following shall apply:

Prior to the Commencement of the Game: the match shall be deemed a draw and 20 points each shall be allocated to each team.

Prior to Half time: the match shall be deemed a draw and the scores of each team at the time the match was interrupted shall be used in calculating the percentage of each team.

Half time and beyond: the scores of each team at the time the match was interrupted shall be deemed to be the final scores of the match. The team with the highest score shall be deemed the winner of the match and the scores shall be used in calculating the percentage of each team.

- 14.7 Teams repeatedly giving forfeits may, at the discretion of the Association, be suspended from the competition immediately.

15. Care of Venues

- 15.1 Any team, player, official, or other person responsible for causing damage to a venue may be required to pay the reasonable cost of reinstatement or a contribution towards such cost, as determined by the Association.

16. Protests and Complaints

- 16.1 All protests and complaints about any matter relating to the WDABA Senior domestic competition must be emailed to Association Operations within 48 hours of the incident. All protests and complaints must, in the first

instance, be sent via the Team Delegate. Any member of the WDABA Board, or coordinator/advisor, who is connected in any way with either team shall not take part in the proceedings due to a conflict of interest.

17. General

17.1 In any matter not specifically covered by these by-laws, the Association Operations will make the necessary ruling. All players competing in the Senior Domestic Competition organised by the Association do so at their own risk. WDABA accepts no claims for loss or damage to personal property.

18. Policies

18.1 Extreme Heat Policy

When the court temperature reaches 35C, the following timing rules must be implemented:

- With a game based on a 40-minute schedule played in halves, the game time must be reduced by 2 minutes per half with 2 team time-outs per half.
- The clock must stop for each timeout and the referee must call an additional compulsory timeout close to the halfway mark in each half. Each team must call a timeout before the compulsory timeout and after the compulsory timeout.
- The clock must stop for every whistle in the last minute of the first half and the last 2 minutes of the second half (this may be modified for local conditions in domestic basketball).

When the court temperature reaches 40C games must be abandoned and any final decision on games becomes subject to the ruling of the competition organizer:

- If a game is abandoned before it commences or before or at half-time it is counted as a draw.
- If a game is abandoned after halftime, the game score stands as the final result.

18.2 Blood Rule

Any player who is bleeding must be substituted immediately. If the referee does not notice that a player is bleeding, then the scorers shall sound the horn and notify the referee immediately. Player clothing is to be free of blood before taking the court again.

18.3 Photo Policy

The following policy has been adopted by Basketball Victoria and operates across all associations and Leagues in Victoria.

Basketball Victoria recognises that there are many legitimate reasons why still and video photography at sports is very common and does not wish to unnecessarily restrict or curb that photography.

It is perfectly normal and acceptable for parents to want to film their children's sports to keep as a memento of their growing up. This is becoming increasingly so with the technology being widely owned.

It is also becoming increasingly popular for coaches to video their teams' games to assist them in training. Less common, but also becoming more so, is for the purposes of scouting another team that will be playing the videoing team shortly. Videos can also assist in referee training.

Having a video record of a game is also useful if there is a reportable incident during the game. The video can be used in evidence. At more senior levels, the competition organisers have made it compulsory for games to be taped for precisely this reason. In addition, the knowledge that a game is being taped may act as a deterrent to bad behaviour because players will know they may be captured on tape, even if a referee does not see the misdeed. So, there is a safety angle to the issue as well.

On the other hand, photographs and videos can also be used for nefarious purposes. Basketball Victoria is concerned to ensure that it and its affiliated associations take reasonable steps to ascertain that photographic depiction of basketball activities is being used for legitimate and harmless purposes.

This means that competition organisers have to be ever vigilant in protecting participants, particularly children.

Accordingly, the following policy will apply until further notice:

Associations and leagues should usually allow parents and close relatives to take photographs and video tape games or training provided the parent or relative is known to the association.

As a courtesy, the coach or manager of the opposition team should also be notified of the intention to photograph or video the game.

Coaches who wish to video their own team's games or training for training purposes should also normally be allowed to do so. Again, the opposition should be informed. Parents of the coach's own team should be advised by the coach if it is intended to regularly video games or training and the reason for it.

Referee coaches wishing to video games for training or evaluation purposes should advise the teams of their intentions prior to the game.