



Junior Basketball By-Laws
(Revised September 2019)
SWAN ACTIVE LOCATIONS

1) INTERPRETATION

- 1.1. All current FIBA rules shall apply unless otherwise provided for in these by-laws.
- 1.2. Day to day interpretation of these by-laws shall be the responsibility of the Umpire present at the time.
- 1.3. Appeals against interpretation shall be taken up with the on duty Leisure Program Attendant on the day.
- 1.4. Unresolved appeals against interpretation can be lodged in writing to Centre Management.
- 1.5. Zone defence is not permitted in Under 10's & 12's competitions. For the purposes of these by-laws, zone defence means 3 or more players defending an area in the keyway.
- 1.6. Back court defence is not permitted in Under 10's.

2) REGISTRATION

- 2.1. Team registrations must be submitted to Centre Management before close of business Tuesday prior to the season commencement date.
- 2.2. Team registrations after this date will be lodged at Centre Management discretion.
- 2.3. Team registrations must have all players first and last names and date of births.
- 2.4. Any changes to registered teams which include withdrawal and/or adding players to the team must be put in writing to Centre Management.
- 2.5. In the event of a player writing their name on the scorecard to play a fixture game, date of births must be provided in brackets next to their name. Failure to do so will result in the player being unable to take the court.
- 2.6. If a player, including a guest player, has not provided sufficient information, then the designated team contact will be required to take the responsibility of identifying and informing that player of any issues which arise, in relation to that player's involvement in games at the centre.
- 2.7. Failure to assist in these matters may result in disciplinary action against the team, including withdrawing the team from the competition.
- 2.8. Grading and regrading of teams will be the sole responsibility of Centre Management.
- 2.9. **A team cannot contain more than 3 age appropriate WABL players.** Teams with more than this number of players, within the **Under 12, 14, 16 or 18 grades**, must register for the grade **above** the players age appropriate level.

3) FORFEIT FEES

- 3.1. In the event of a forfeit and no match conducted, a refund of game fees will be given. However, if a scratch match or "friendly" game occurs between the two fixtured sides, then all members from both teams must still pay their admission fee to cover court/umpire costs incurred by the centre. Once a scratch match is played, no 'credit' will be given to either side.
- 3.2. Open Grade teams must pay a one (1) game fee of \$65 in the event of a forfeit.
- 3.3. Any team forfeiting twice in any one season may be replaced without notice at the discretion of Centre Management.
- 3.4. Registrations for new seasons will not be accepted from teams with outstanding debts.

4) TEAM UNIFORMS

- 4.1. All players in each team are required to present themselves in conforming shirts/tops (matching colours and numbers) for each match. If this does not occur, then the team will be penalised uniform points.
- 4.2. If players are not in correct uniforms a two point (2) penalty will be enforced for each offending player.
- 4.3. Teams unable to produce conforming shirts/tops (matching colours and numbers) for each match will sign out a set of centre bibs. In the event of two teams with similar coloured uniforms, the away team must wear bibs provided by the centre.
- 4.4. Uniform points will be awarded by the umpires present on court.

5) ELIGIBILITY OF PLAYERS

- 5.1. Teams are required to ensure that the full names of players ready to play in the match are presented on the official match scoresheet before the commencement of play. Penalty for including the names of players who are not present and ready to play in the match is a loss of all premiership points accrued for that season.
- 5.2. Late arriving players who are ready to play may have their name included on the official match scoresheet before half time. Should it be discovered during the course of a match that the name of an on-court player does not appear on the scoresheet, the players name may be added without penalty.
- 5.3. A substitute player who is present and ready to play but does not actually participate in the match shall be considered a legal player as long as they are financial (i.e. paid their game fee) and had their name added to the scoresheet.
- 5.4. Any club with two or more teams in the same grade shall not be permitted to interchange players from one team to another without Centre Management approval. If this occurs it will result in an **immediate forfeit**. The game may continue to be played with no refunds given.
- 5.5. Players are ineligible to fill in for the same and/or lower ranked grades than their registered team. If this occurs it will result in an **immediate forfeit**. The game may continue to be played with no refunds given.
- 5.6. A player may play in more than one age grade provided they are age appropriate or younger.
- 5.7. If a team changes age groups during the season, the opposition team will be given a bye on the game played at Centre Management discretion.
- 5.8. A fill in player is only permitted to play to assist a team to avoid a forfeit. A fill in player is defined as a player who is registered to another team in the competition.
- 5.9. A non-registered player is only allowed to play for one team on the day provided they are age appropriate or younger. A non-registered player is defined as a player who is not registered to a team in the competition.
- 5.10. A team must have at least three (3) registered players for a game to proceed. A maximum of two (2) fill-ins only is permitted to make up a team of five (5). There are no limitations on non-registered players.
- 5.11. Fill in players are ineligible for finals. Should other team members arrive and take the court the "fill in" must leave the court.
- 5.12. Players must play in an age grade based on the age appropriate grades in section 19. Failure to do so will result in an **immediate forfeit**. The game may continue to be played with no refunds given.
- 5.13. Age exemptions may only apply in the under 12 grade to play in the under 10 competition with Centre Management approval. The player must be viewed playing at an under 12 level for assessment.

6) FINAL MATCHES

- 6.1. To qualify for finals matches, a player must have played a minimum of **six (6)** regular season matches for that team. Open Grade is a minimum of **four (4)** regular season matches for that team.
- 6.2. Finals eligibility will not accumulate until a player has been registered in writing to Centre Management.
- 6.3. Centre Management has the right to ask for proof of identification for any player believed to be playing under another name.
- 6.4. Centre Management has the right to approve a player for finals who has not played six (6) regular season games.

7) TEAM RESPONSIBILITIES

- 7.1. All coaches must collect receipts from players prior to the start time and hand to the umpires present.
- 7.2. All teams must provide a competent scorer for the duration of the game during the regular season. Failure to provide a scorer will result in a person from the opposing team being required to take the place of the scorer.
- 7.3. In the event of a finals match, the team listed first must provide a competent scorer for the duration of the game to assist centre staff. Centre Staff will control the score sheet and the assisting competent scorer will take direction from centre staff by operating the score box. Decision from centre staff is final. Failure to provide a scorer will result in a person from the opposing team being required to take the place of the scorer.
- 7.4. All coaches, players and spectators must abide by the Code of Conduct, Conditions of Entry and these By-Laws. Failure to do so may result in removal and/or suspension from the centre.
- 7.5. A team shall be held responsible for the conduct of its members and spectators. Umpires and Centre Management have the capacity to penalise teams based on the conduct of its members and spectators.
- 7.6. A team representative must distribute copies of the Swan Active junior basketball information pack to all players and supporters.
- 7.7. All players must ensure, to the satisfaction of the umpires present, that fingernails, rings and other apparel do not present a hazard to other players. (This may include cutting, taping, removal or making safe the hazard).

8) PLAYER REPORTS BY OFFICIALS

- 8.1. Players, teams, team officials and supporters shall be subject to a management inquiry for any form of misconduct.
- 8.2. If Centre Management receives a written complaint about any player, team, team official or spectator or if the management deems it necessary, then they may tender a case against that player, team, team official or spectator for misconduct.
- 8.3. Misconduct shall include but not be limited to abusive language, unsporting conduct, undue rough play, resisting, striking and attempted striking or any action or behaviour that contravenes the Code of Conduct, Conditions of Entry or Competition By-Laws.
- 8.4. The Swan Active official shall complete an Incident Report Form which shall be lodged at the centre.
- 8.5. The Centre may deem it necessary, at Centre Management's discretion, to conduct a Management Inquiry.
- 8.6. A Management Inquiry will be conducted entirely at the discretion of Centre Management.
- 8.7. All players, teams, team officials, parents and supporters are required to participate in a Management Inquiry and provide requested information to Centre Management if asked to do so. Failure to cooperate with a Management Inquiry by the reported person or other relevant participants without prior written notification to the centre may be interpreted as an admission of guilt and Centre Management may hand down any penalty they consider appropriate in that person's absence.
- 8.8. A player or team official found guilty from the Management Inquiry may appeal the decision.
- 8.9. The appellant player or team official must lodge the appeal in writing to Centre Management within 48 hours with sufficient grounds for the appeal as well as an appeal fee of one match payment.
- 8.10. All appeal decisions will be final.

9) ABANDONED MATCHES

- 9.1. In the event of misconduct by players, substitutes, coaches or spectators, Umpires have the authority to abandon matches. Decisions in relation to the outcome of abandoned matches will be determined by Centre Management.

10) ILLEGAL PLAYERS

- 10.1. If a team includes illegal players in a game, then that team will automatically forfeit any match in which the offences occurred. No refunds will be given to forfeited matches due to illegal players.
- 10.2. Illegal players are defined as follows:

- Playing in a grade for which they are ineligible.
- Playing in age group for which they are ineligible.
- Failing to pay the appropriate game fee.
- Playing under an assumed name.
- Non-compliance of the qualifications criteria for finals matches.
- Playing while under suspension.
- Playing while under suspension by any affiliated association.

11) PREMIERSHIP POINTS

11.1. Points shall be awarded on the following basis

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

11.2. Teams joining the competition after the commencement of the season will start on no points and nil for or against scores.

11.3. Grading is not to be based solely on ladder position and as a result, final team grades are based upon Centre Management discretion.

11.4. Premiership points will not be awarded to non-financial teams with the centre and they are not redeemable.

12) PROTESTS

12.1. Protests from teams or players are to be lodged in writing to Centre Management with seven (7) days of the alleged incident.

13) COMMENCEMENT OF MATCHES

13.1. When a team has four (4) players, the match must start. If four (4) players are not available to start a penalty of two (2) points for every minute or part thereof that the defaulting team did not have at least four (4) players will be awarded to the opposing team.

13.2. Should the other player/s arrive ready to play before the expiration of ten (10) minutes after the official starting time, the match will proceed as a normal game. If no other players arrive within ten (10) minutes of the start time the game will be considered a forfeit and points awarded to the opposition team accordingly.

14) DRAWN MATCHES

14.1. In the event of an equal score at the conclusion of full time of any non-final match, then the match will be considered a draw and each team will be awarded two (2) premiership points.

14.2. In the event of a draw during semi-final matches, one (1) additional five (5) minute time period will be played until a draw does not occur.

14.3. In the event of a draw during Grand final matches, one (1) additional five (5) minute time period will be played with the final two (2) minutes being fully timed until a draw does not occur.

15) TIME CLOCK OPERATION

- 15.1. In final matches play shall only be stopped for an injury at the umpires discretion for a period not exceeding three (3) minutes after which the match shall be recommenced.
- 15.2. In minor round matches time cannot be held for injury.
- 15.3. Any injured player who cannot be moved from the court should not be moved. If due to injury the game is abandoned, Centre Management shall decide the outcome of the match.
- 15.4. Grand finals will be fully timed in the last two (2) minutes of the second half only. FIBA rules will apply in relation to clock operation.
- 15.5. The stop clock operation will be abandoned (see 15.4) if one (1) team is twenty (20) points or more ahead with two (2) minutes of game time remaining.
- 15.6. No time outs may be taken in the last two (2) minutes of the final half except for grand finals where time outs are permitted during the fully timed two (2) minutes.
- 15.7. A three (3) minute time period will commence immediately after the conclusion of the previously scheduled game. This time period may be modified at Centre Managements discretion.

16) LENGTH OF MATCHES

- 16.1. All matches shall consist of the following times unless indicated otherwise by Centre Management. Two (2) twenty (20) minute halves with a half time interval of two (2) minutes.

17) PRIZES

- 17.1. Prizes shall be awarded to the championship team and finalists to a maximum of ten (10) players.

18) HANGING ON RINGS/NETS

- 18.1. Any player/person found continuously hanging on the ring or net before, during or after a game will be suspended from the centre. The length of the suspension will be determined by Centre Management.

19) AGE APPROPRIATE GRADES

- 19.1. Boys must be under the age of the grade including the grand final date.
- 19.2. Girls may be younger than, or the same age as the grade including the grand final date.

20) WORKING WITH CHILDREN CHECK

- 20.1. All clubs and teams participating in junior sporting competitions at Swan Active must comply with the Working With Children (Criminal Record Checking) Act 2004. The Centre reserves the right to request information regarding a coach or other club/team representative's compliance with the Working With Children Act 2004.

21) PHOTOGRAPHY

- 21.1. Photos are permitted of your child only. Filming is not permitted during game play.
- 21.2. Photos and videos taken by centre staff are for educational purposes and the purpose of promoting City of Swan, Swan Active Centres.