



Warragul Basketball Association

Warragul and District Amateur Basketball Association
Trading as Warragul Basketball Association

Senior Domestic Playing Conditions

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These Playing Conditions supersede all previous versions and Board Directives.
Questions: admin@warragulbasketball.org.au

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1. Introduction

1.1 WBA Vision

To strengthen and grow the Warragul and District Amateur Basketball Association, trading as Warragul Basketball Association (the Association or WBA), by providing quality and inclusive basketball experiences across West Gippsland.

1.2 WBA Mission

We will further develop our business practices and increase resources to ensure the provision of well-run, sustainable, and equitable basketball opportunities across West Gippsland. This will result in more people playing basketball and enjoying a well-run, inclusive competition across West Gippsland.

2. Playing Conditions and Codes of Conduct

All Teams must ensure that all players, bench officials, spectators, and any other individuals associated with their teams abide by the Association's Playing Conditions and Codes of Conduct, as well as those of Basketball Victoria. All Association and Basketball Victoria Codes of Conduct are available on their respective websites.

Protection of the Interests of Basketball

Should any matter arise for which a provision has not been expressly made in these Playing Conditions, the WBA Board shall be entitled to take such action as is necessary to protect the interests of the Association and the conduct of Basketball in Warragul.

Penalty: If a team breaches any of these conditions, Association Operations will impose a technical forfeit on the respective team for the game in question. Breaches may be reported to Association Operations by any technical official, Game Day Official (GDO), or bench official.

3. Definitions

For the purposes of these Playing Conditions, the following definitions apply:

Term	Definition
Association / WBA	Warragul and District Amateur Basketball Association, trading as Warragul Basketball Association.
Association Operations	WBA staff responsible for day-to-day competition administration, being the Domestic Competitions & Administration Coordinator and/or General Manager.
Team Delegate	The registered contact person for a team, responsible for all matters related to team entry, team conduct, and communication with WBA.
Cancelled Game	A game officially called off before it begins due to unforeseen circumstances. Not considered played; may be rescheduled at the discretion of Association Operations.

Term	Definition
Abandoned Game	A game that starts but is halted before completion. If abandoned before or at half-time: counted as a draw. If abandoned after half-time: score at time of abandonment stands.
Game Day Official (GDO)	A WBA-appointed official responsible for overseeing game-day operations, conduct management, and administrative decisions at a venue. The GDO is the primary authority for implementing the Behaviour Management Framework at a WBA competition venue.
TF	Technical Foul — issued for a rules violation (e.g. illegal defence, delay of game, too many players, kicking the ball). Penalty: 2 free throws + possession. No conduct consequence.
BTF	Behavioural Technical Foul — issued for conduct (dissent, abuse, disrespect toward officials or others). Penalty: 2 free throws + possession + automatic conduct consequence. See Section 10.
DQF	Disqualifying Foul — issued for flagrant or extreme conduct (fighting, physical aggression toward any person, extreme abuse). Penalty: 2 free throws + possession + immediate ejection + incident report filed. Matter referred to Association Operations.
UF	Unsportsmanlike Foul — deliberate illegal contact where the player is not making a legitimate play on the ball. Penalty: 2 free throws + possession. Counts as a personal and team foul.
Fill-In Player	A player who takes the court for a team they are not their primary registered team, in accordance with Section 8.
Bench Official	Any person seated on the team bench during a game who is not a registered playing member of that team for that game. A Bench Official is subject to all conduct provisions of these Playing Conditions regardless of whether they hold a formal registration with WBA.

4. Competition

4.1 Warragul and District Amateur Basketball Association (WBA) 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.

5. Registration

5.1 Team Entry

Each Team is to register by completing the required online Team Entry Form via WBA. Registrations and team names must be accepted by the Association and teams 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 PlayHQ. 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 WBA and must do so within 7 days of being notified of the request.

5.2 Player Registration

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

5.2.1 All players, with the exception of Fill-in Players (Section 8), must have completed their registration and paid the required Association fee and BV insurance prior to taking the court.

5.2.2 A player must turn 14 years of age during the calendar year in which the season is played to be eligible to participate in the Senior Domestic Competition. Players who have not yet turned 14 at the commencement of the season may apply to the Association with written parental consent to take the court before their 14th birthday.

6. Grading

6.1 Registering teams may indicate a preferred grade and the Association may, at its discretion, adjust each team's grade to create a balanced competition.

6.2 The number of Grading Rounds will be determined by the Association depending on the season and may be 3–5 rounds. Teams may be moved earlier in the grading process if the Association deems an immediate change is required.

6.3 Any new players to be added after the last grading round will require approval from the Association before registering, regardless of grade. Applications for approval must be made in writing to admin@warragulbasketball.org.au

6.4 The Association reserves the right to transfer any team to any grade at any time, to ensure a more even and fair competition.

7. Rules and Timing

7.1 General Rules

All matches are conducted in accordance with the current Official FIBA Basketball Rules except where modified by these Playing Conditions. Key rules in force for WBA Senior Domestic competition include:

- The no-charge semi-circle applies in accordance with FIBA rules where the arc is painted on the court. Where the arc is not painted at a venue, charging fouls may be called anywhere under the basket. This applies at all age groups and venues.
- Technical Foul (TF — rules violation): 2 free throws + possession from the one-third court mark. No conduct consequence.
- Behavioural Technical Foul (BTF — conduct): 2 free throws + possession from the one-third court mark + automatic conduct consequence per Section 10.
- Disqualifying Foul (DQF): 2 free throws + possession + immediate ejection + incident report. See Section 10.
- Unsportsmanlike Foul (UF): 2 free throws + possession. Counts as a personal and team foul. Two UFs in a game result in automatic disqualification of that player.
- Attempting to fake (draw) a foul is a Technical Foul.
- One (1) jump ball at game commencement; the possession arrow decides all subsequent jump ball situations.
- Substitution rules follow standard FIBA rules.
- No more than ten (10) players per team may play in any game. If more than ten players are listed for a team, a team representative must remove the extras before the game commences.

7.2 Timing

7.2.1 Playing times for the games will be two (2) 20-minute halves.

7.2.2 The clock will stop for all whistles in the last minute of the second half where the margin is 10 points or less.

7.2.3 No time-outs are permitted in the last 2 minutes of the second half in regular season games unless the clock is already stopped.

7.2.4 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.

7.2.5 Each team is allowed one (1) time-out per half in regular season games. Each time-out is a maximum of sixty (60) seconds. Referees are responsible for enforcing the time-out duration.

7.2.6 Half-time break is two (2) minutes.

7.2.7 Should an injury occur, the clock will not stop, except as described in 7.2.2.

7.3 Points Allocation

The following premiership points are allocated for each game:

Result	Competition Points
Win	3
Loss	1
Draw	2
Bye	3
Forfeit Win	3 (score recorded 20–0)
Forfeit Loss	0
Cancelled	2 (each team)
Abandoned	2 (each team)

7.4 Ladder Calculation

The ladder is sorted by points average (total competition points divided by number of games played, not including byes). This ensures teams are not disadvantaged by having fewer games played due to byes. A team's points average is calculated by dividing total competition points by the number of games actually played.

8. Scoring

8.1 Each team must supply a competent scorer (12 years and older) for any game in which they are engaged. Games will not commence until a scorer is on the bench for each team.

Penalty: If a team fails to provide a score table official, one (1) point will be awarded to the opposing team for every minute of delay until a scorer is provided.

8.2 Players may choose to score if a non-playing scorer is not available, and subs may be made from the score bench during the game.

8.2a Team Captain

Each team must nominate a team captain before the commencement of each game. The captain's name must be recorded on the scoring iPad/sheet. The captain is the designated team spokesperson and contact for the Game Day Official (GDO) and referees throughout the game, including for the purposes of the spectator warning card process under Section 12.8. A registered player from the team may fulfil the role of playing captain and act as bench spokesperson while on court. Where a team has a player unable to take the court due to injury, that player may act as a non-playing captain for that game provided they are registered with WBA for the current season.

8.3 The scoring iPad/sheet must be filled in by the Game Day Official (GDO), including the addition of any fill-in players, before the commencement time of the game. Each player's first name, surname, and singlet number must be entered before the game commences. Players arriving before the half-time siren may be added at the next available time-out or half-time. No player arriving after half-time may take the court.

8.4 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 Game Day Official (GDO) on the same night as the game. Scores will not be changed after game night.

9. Finals

9.1 Finals Eligibility

9.1.1 All players who are registered before the end of Round 4 will be eligible for finals, regardless of the number of games played.

9.1.2 Players registering after Round 4 will be required to play in a minimum of four (4) games to be eligible for finals.

9.1.3 It is the team's responsibility to ensure all players are qualified. Any team playing an unqualified player will forfeit that game (0–20).

9.1.4 Special Consideration — General

Players who do not meet the eligibility criteria in 9.1.1 or 9.1.2 may apply to the Association for special consideration via email to admin@warragulbasketball.org.au with suitable documentation supporting the request. All applications must be received no later than seven (7) days prior to finals. Late applications will not be considered. Any decision by the Association is final.

9.1.5 Special Consideration — Injury or Illness

A Club may apply for a medical exemption on behalf of a player who missed games due to injury or illness. The application must be supported by a medical certificate and submitted to admin@warragulbasketball.org.au within seven (7) days of the first game missed. The application must also be received no later than seven (7) days prior to finals. Any decision by the Association is final.

9.1.6 Fill-In Games and Finals Eligibility

Fill-in games do not count toward a player's finals eligibility tally under any circumstance. A player who fills in for a team and subsequently registers permanently with that team will have their eligibility counted from the date of permanent registration only.

9.2 Finals Structure

All competitions use a top 4 finals structure:

- 1st vs 4th
- 2nd vs 3rd
- Winners proceed to the Grand Final.

Where a division has ten (10) or more teams, Association Operations may add a Reserve Final between the teams finishing 5th and 6th. This will be communicated to clubs with advance notice. The Reserve Final is a standalone game and does not affect Grand Final qualification.

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. Ties for position will be decided on percentage for the overall season.

9.3 Extra Time

In a drawn finals match, additional five (5) minute overtime periods are played until a result is achieved. The clock stops on all whistles throughout the entire overtime period. Each team receives one (1) additional time-out per overtime period. Unused time-outs from regulation do not carry over. Team fouls reset to zero at the start of each overtime period.

Finals Time-Out Rules: In finals, each team is allowed one (1) time-out in the first half and two (2) time-outs in the second half. Each time-out is a maximum of sixty (60) seconds. The clock stops for all whistles in the last two (2) minutes of the second half. Time-outs not used in the first half do not carry over to the second half.

10. Fill-in Players

10.1 Fill-in players can be used to make up the fifth (5th) or sixth (6th) player in any game.

10.2 Fill-in players who are registered with WBA 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.

A fill-in player may not play in a grade lower than their own registered grade. For example, a B grade player may not fill in for a C or D grade team. This restriction applies regardless of circumstance, including forfeit avoidance.

10.3 Fill-in players not registered with WBA 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 WBA for the current season will need to apply to Association 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.

10.4 All fill-in players must provide the Game Day Official (GDO) 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.

10.5 Minimum Players to Start

A minimum of four (4) players are required for a team to take the court and commence a game. A team that cannot field four (4) players at game time will be subject to the forfeit provisions of Section 14. During a game, if a team is reduced to fewer than two (2) players on the court and is unable to continue, Section 14.4 (default) applies.

10.6 Fill-In Players in Finals

Fill-in players are not permitted in finals where a team has five (5) or more qualified players available. Where a team has fewer than five (5) qualified players, an exemption request for a finals fill-in must be submitted in writing to Association Operations at least five (5) days before the finals game. In exceptional circumstances such as a same-day injury, Association Operations may waive the five-day requirement at its sole discretion — any such waiver must be granted before the player takes the court. Any replacement player for a Semi-Final or Grand Final must be a registered WBA player approved by Association Operations.

11. Uniforms, Accessories and Headwear

11.1 Shirts and Singlets

Basketball singlets only are accepted — basketball bibs are not permitted. All-in-one uniforms are permitted. Singlets must be of the same dominant colour front and back with identical colour and design across the team. Each player's singlet must display a clearly visible number on the back.

Singlet numbers must be clearly visible from 10 metres. Numbers must contrast with the colour of the singlet. Teams may only use numbers 0, 00, and 1 to 99. No two players on the same team may wear the same number. Any advertising or logo on the singlet must be at least 5cm from the number.

Penalty: All players must be in correct uniform at the start of the regular (non-grading) season. Any player not in correct uniform will not be permitted to take the court. A player playing their first game of the season is allowed one week's grace provided the Game Day Official (GDO) is notified verbally before the game commences. If the player's uniform is still non-compliant at their next game after the grace period, they will not be permitted to take the court until the issue is rectified.

11.2 Shorts

Shorts must be of the same dominant colour. Shorts must not extend below the knee. Shorts with pockets or metal buckles are not permitted. Differing logos or markings on shorts will not be considered out of uniform. See Section 11.9.1 for full uniform standards.

Penalty: Players wearing shorts with pockets will not be allowed to take the court.

11.3 Accessories and Personal Equipment

The following are NOT permitted:

- Finger, hand, wrist, elbow, or forearm guards made of hard material;
- Casts or braces made of leather, plastic, metal, or any other hard substance, even if covered with soft padding;
- Objects that could cut or cause abrasions;
- Headgear, hair accessories, and jewellery (except as provided in 11.5 and 11.7);
- Long fingernails — must be closely cut. Tape may be used as per the BV Equipment Ruling;
- T-shirts under team playing singlets.

The following ARE permitted:

- Shoulder, upper arm, thigh, or lower leg protective equipment if sufficiently padded;
- Undergarments extending below the shorts, subject to Section 11.4 for compression garments;
- Compression gear — must be fitted, not loose. Colour requirements are governed by Section 11.4;
- Compression stockings in the same dominant colour as the shorts, black, white, or skin colour;
- Sweatbands on the forehead only (maximum 5 cm width, non-abrasive, one colour);
- Knee braces if adequately covered;
- Protector for an injured nose, even if made of rigid material;
- Spectacles, if they do not pose a danger to other players;
- Medic-alert jewellery, provided it is taped flat against the body with clear tape;
- Gloves, provided they are appropriate for basketball, do not provide additional reach or grip, do not give an unfair advantage, and are not dangerous to other players. Gloves may not be used to avoid cutting fingernails unless they meet these requirements;
- Wristbands and headbands made of textile material, maximum 10cm wide. Wristbands made of rubber, leather, or silicon must be covered with adhesive tape or a towelling sweatband to prevent finger-catching injuries;
- Mouth guard (any colour);

- Ankle braces;
- Religious headwear (see Section 11.7).

WBA does not enforce socks to be visible or of the same colour. WBA does not enforce shoes to be of the same colour.

11.4 Compression Undergarments

Compression garments (skins) are the only form of undergarment permitted to be worn during WBA competition. Compression colour is only enforced where the garment extends beyond the uniform — specifically where it is visible below the knee or above the shoulder. Where compression is visible beyond the uniform, all players on a team must wear the same colour, either black or white. No other colour is permitted in these circumstances. Non-compliant players will not be permitted to take the court until the issue is rectified.

Penalty: Any player wearing a non-compliant undergarment will not be permitted to take the court until the issue is rectified.

11.5 Jewellery

WBA adopts the Basketball Victoria Jewellery Policy. Any player wearing jewellery that is visible and could cause injury to themselves or other players must remove it before taking the court. The referee will explain the rule and ask the player to remove the item before taking the court. If a player claims a particular item cannot be removed, the referee may instruct the player to cover it with a suitably protective device such as medical tape. The player may not take the court until the referee is satisfied the item is appropriately covered. If the protective device falls off during the game, the referee must stop play at the next opportunity and direct the player to remedy it. If this occurs more than twice in the same game, the player must remove the jewellery or cease participating.

The referee should prohibit a player from participating where a protective measure will not adequately overcome the risk of injury, suitable protective measures are not available, or the player refuses to remove or cover the item.

11.6 Fingernails and Hair

Fingernails must be trimmed to avoid injury. Braided or plaited hair is acceptable and preferred to be held with a hair tie. If a braid swings freely and may cause harm, match officials or the Game Day Official (GDO) may request the styling be altered. Bobby pins and snap clips to hold hair back are permitted.

11.7 Religious Headwear

Players are permitted to wear headwear for religious purposes (hijabs, turbans, yarmulkes, etc.) provided that:

- It may be any colour or colour combination provided it does not display any inappropriate imagery or wording;
- It does not cover any part of the player's face;
- It does not have parts that protrude from its surface;
- It does not pose a danger to the player or other players; and
- It is worn consistently throughout the game.

11.8 Uniform Clash and Blood on Uniform

If there is a clash of uniform colours, the home team as listed in PlayHQ must change into alternate singlets. If no home/away designation exists in PlayHQ for that game, the Game Day Official (GDO)

will determine which team changes. The referee's determination of whether a clash exists is final. Any player with blood (wet or dry) on their uniform must change immediately before returning to the court.

11.9 Uniform Standards

11.9.1 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).

11.9.2 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.

11.9.3 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 Game Day Official (GDO) 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.

11.10 Team Bench Area

The team bench area is intended for registered players of that team only. WBA respectfully requests that spectators remain in the spectator area during games. The Game Day Official (GDO) may ask any non-registered person to vacate the team bench area where it is causing congestion or confusion.

All bench personnel must remain seated during live play. Entering the court during live play without referee permission is a Technical Foul.

12. Zero Tolerance Policy

12.1 Zero Tolerance Principle

WBA Zero Tolerance Policy

WBA operates a zero tolerance policy toward abuse, dissent, threatening behaviour, and disrespect directed at any participant, referee, Game Day Official (GDO), or other person at a WBA venue.

This policy applies to all persons at WBA venues and events — players, coaches, team managers, spectators, club officials, and administrators — without exception.

There is no excuse for abuse. Disagreeing with a referee's decision is not grounds for abusive, disrespectful, or intimidating behaviour.

WBA's behaviour management system uses warnings, Behavioural Technical Fouls, and ejections. Sanctions are automatic and non-negotiable.

12.2 Referee's Decision is Final

Referee's Decision is Final

The referee's decision on any call, foul, or ruling made during a game is final.

No player, bench official, spectator, club representative, Game Day Official (GDO), or Association staff member may overrule, defer, or negotiate any referee decision or the sanctions that result from it.

This principle is absolute and non-negotiable. It exists to protect the integrity of the competition and the safety of all participants — including junior referees.

Clubs or individuals with concerns about referee performance must raise these through the referee feedback process (Section 13.3). This process is entirely separate from the outcome of any call, foul, or resulting sanction and does not affect them in any way.

12.3 Types of Fouls — TF, UF, BTF, and DQF

Four foul types are relevant to conduct and behaviour in WBA Senior Domestic competitions. Coaches, clubs, and all participants must understand the distinction:

Foul Type	What Triggers It	Penalty
Technical Foul (TF)	A rules violation: illegal defence, delay of game, too many players on court, kicking the ball, illegal substitution, or similar infraction. Not a conduct issue.	2 free throws + possession from the one-third court mark. No conduct consequence or suspension.
Unsportsmanlike Foul (UF)	Deliberate illegal contact where the player is not making a legitimate play on the ball. Examples: deliberately fouling a fast break, hard foul away from the ball, holding or grabbing to prevent an easy score, deliberate contact from behind.	2 free throws + possession. Counts as a personal foul and team foul. Two UFs in a game result in automatic disqualification of that player.
Behavioural Technical Foul (BTF)	Conduct: dissent, abuse, disrespect toward officials, players, or others. Examples: aggressive arm motioning, prolonged complaining, sarcastic clapping at officials, shouting at referees, using profanity toward officials, threatening or intimidating behaviour toward any participant.	2 free throws + possession from the one-third court mark + automatic conduct sanction. Suspension is automatic and non-negotiable.
Disqualifying Foul (DQF)	Flagrant or extreme conduct: fighting, physical aggression toward any person, extreme abuse, conduct placing others at risk of harm.	2 free throws + possession + immediate ejection from the venue + incident report filed. Referred to Association Operations for further sanction. Cannot be appealed.

TFs, UFs, and BTFs are tracked separately. A TF or UF does not count toward the BTF tally. A player may receive a UF for deliberate illegal contact without a conduct consequence, unless their behaviour also warrants a BTF.

12.4 BTF Framework — Senior Competition

Warnings Apply Per Individual — Not Per Team

Each individual receives one warning. Once a warning has been issued, any repeat of that behaviour — at any point in the game — results in an immediate BTF without a second warning.

A warning is not required before issuing a BTF where the behaviour is severe, aggressive, or clearly beyond de-escalation. This applies to any person at the venue — players, coaches, team

managers, and spectators alike. The referee or Game Day Official (GDO) may issue an immediate BTF without prior warning in such circumstances.

Warnings are personal. A warning to a bench official does not transfer to a spectator, and vice versa. Each person owns their own warning and their own BTF tally.

In the Senior competition, the BTF framework operates as follows:

Person	BTF Framework
Player / Bench Official	One warning per individual → BTF = automatic ejection from venue + 1 game suspension + points accumulation (see Section 12.6).
Spectator	One warning per individual → BTF = ejection from venue for remainder of session + ban from team's next fixtured game (see Section 12.7).

Ejection from the venue means the individual must leave the stadium immediately and may not re-enter for the remainder of that session.

Team Warning — Senior Competition

In addition to the per-individual warning model, referees retain the discretion to issue a team warning where collective bench behaviour warrants it — for example, where multiple players, coaches, or spectators are simultaneously demonstrating dissent or creating a hostile atmosphere.

A team warning issued under this provision counts as the individual warning for all players, coaches, and bench personnel present at the time of issue. Any individual who repeats the behaviour after a team warning has been issued is subject to an immediate BTF without a further personal warning.

A team warning does not replace the per-individual warning model — referees may use either depending on the circumstances.

12.5 BTF and DQF Suspensions — Non-Negotiable

Suspensions Are Automatic and Cannot Be Overruled

All suspensions arising from a BTF or DQF are automatic, immediate, and non-negotiable.

No suspension may be reduced, deferred, waived, or overruled by any person — including Association Operations, the General Manager, club officials, or coaches.

The only avenue available to a club or individual following a BTF or DQF is the referee feedback process (Section 13.3). This process is entirely separate and does not affect the sanction in any way.

It is the responsibility of the club — not the Association — to adjust their team and bench when a suspension is in effect.

When a BTF or DQF is issued:

- The foul is recorded in PlayHQ by the referee immediately at the score bench.
- The referee completes an incident report at the conclusion of the game for all Technical Fouls (TF), Behavioural Technical Fouls (BTF), and Disqualifying Fouls (DQF). Incident reports enable Association Operations to track conduct patterns across the season.

- The Game Day Official (GDO) records the incident and notifies WBA.
- Association Operations reconciles the PlayHQ record and incident report and notifies the club of the suspension.
- The suspension applies to the next fixtured game of the individual's registered team.

Worked example: A player receives their first BTF of the season (3 points). They serve 1 game — the automatic per-BTF suspension. The 3-point threshold is covered by this same suspension; no additional game. They receive a second BTF (now 6 points total). They serve 1 game for the BTF plus 1 additional game for crossing the 6-point threshold = 2 games total. They receive a third BTF (now 9 points total). They serve 1 game for the BTF plus 2 additional games for crossing the 9-point threshold = 3 games total.

- Where a suspension is triggered in the last fixtured game of the season, it will carry over and must be served as the first game of the individual's next registered season with WBA. A suspension cannot be avoided by a season ending. It is the responsibility of the club to inform the relevant individual and ensure the suspension is served.

12.6 Points Accumulation System — Senior Competition (in addition to per-BTF suspension)

In addition to the automatic per-game suspension that follows every BTF, WBA applies a points accumulation system across the season for all registered participants and bench officials. Points are tracked per individual across every game in the season and reset to zero at the start of each new season. These penalties are separate from any suspensions issued by a tribunal and apply only to WBA Senior Domestic competitions. How it works in practice: your first BTF in a season earns 3 points. The 3-point threshold triggers a 1-game suspension — but this is the same game as the automatic per-BTF suspension, so no additional game is served on your first BTF alone. Each subsequent BTF that pushes your tally above a new threshold (6, 9, 12, or 15) adds the threshold suspension on top of that BTF's automatic 1-game suspension. Threshold suspensions are forward-looking — you only serve a threshold suspension when a new BTF crosses a new threshold. All accumulation suspensions are automatic and non-negotiable.

Offence	Points Accrued
Non-behavioural Technical Foul (TF)	1
Behavioural Technical Foul (BTF)	3
Behavioural Technical Foul – Directed at Junior/Green-Whistle Referee	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 carries to following season if fewer than 4 games remain in current season

12.7 Approaching Players and the Bench

Any bench official, spectator, or other person who approaches any player before, during, or after a game with abusive language, threatening gestures, or intimidating behaviour will receive an immediate BTF. Where the behaviour is extreme or physically threatening, a DQF applies.

Opposition-affiliated persons — including coaches, officials, and spectators associated with the opposing team — are prohibited from approaching players or the bench for any purpose related to the game, its outcome, or any decision made during it. Normal social interaction between people who know each other personally is permitted. The Game Day Official (GDO) applies a two-part test: is this person opposition-affiliated, and is the approach game-related? If yes to both, the Game Day Official (GDO) will intervene immediately.

Penalty: WBA treats abuse directed at any player as a serious matter. All such incidents will be reported to Association Operations and may be referred to Basketball Victoria for further action.

12.8 Spectator Behaviour — Warning Card Process

The Game Day Official (GDO) is responsible for managing spectator behaviour at all WBA venues. The following process applies:

Step	Action
Step 1 — Identify	The Game Day Official (GDO) identifies the spectator and the team they are associated with.
Step 2 — Issue Card	The Game Day Official (GDO) issues the physical warning card to the team captain. The captain passes the card to the spectator with an explanation of the required behaviour change.
Step 3 — Direct Approach	If the captain is unable to assist for any reason, or if the spectator cannot be linked to any team, the Game Day Official (GDO) approaches the spectator directly.
Step 4 — Ejection	If behaviour continues after the warning card is issued: the game is stopped, a BTF is issued against the spectator's team, and the spectator is ejected from the venue for the remainder of that session and banned from the team's next fixtured game.
Step 5 — Non-Compliance	The Game Day Official (GDO) does not restart the game until the spectator has left the venue. If the spectator refuses to leave, police may be called. The incident is reported to Association Operations.

Penalty: A spectator ejection is reported to Association Operations. Repeat offenders may face extended venue bans at the discretion of Association Operations.

A BTF issued as a result of spectator behaviour is recorded as a bench technical foul against the team in PlayHQ. The spectator's name and details must be recorded in the GDO incident report. The bench technical foul counts toward the team's technical foul record for the game but does not count toward any individual's points accumulation under Section 12.6.

12.9 Communication with Referees

The only person permitted to communicate with a referee during a game is the team captain. Communication may only occur at a dead ball or time-out. The conversation must be brief and courteous — one question or point, ending when the referee has responded.

The team captain must make themselves known to the referees prior to the commencement of the game. This avoids any dispute during the game about who is the designated team spokesperson. A brief introduction or handshake is permitted and encouraged. Referees are encouraged to engage in brief, respectful communication with the team captain. A captain who asks a neutral, courteous question about a ruling is not in breach of this section. The BTF is reserved for dissent, disrespect, or persistent questioning after the referee has responded.

All other players and bench personnel are not permitted to communicate with referees at any time. Players may seek brief, respectful clarification during a dead ball period; the conversation must end when the referee responds.

12.10 Protection of Junior Referees — Green Whistle / Green Lanyard

Protection of Junior Referees — Zero Tolerance

Junior referees (any referee under 18 years of age, identifiable by a green whistle or green lanyard) must be protected from intimidation, pressure, or any approach that challenges or disputes their decisions. WBA encourages positive relationships between all stakeholders and developing officials. Encouragement, introductions, and brief acknowledgements directed at junior referees are welcomed.

Game-related questions or requests for clarification must be directed to the Game Day Official (GDO), not to the junior referee directly. The Game Day Official (GDO) will relay information to the team captain as appropriate. This is not a mechanism to dispute or reverse a call. The referee's decision remains final.

Any person who approaches a junior referee in a manner that is intimidating, aggressive, or that challenges or disputes a decision will receive an immediate BTF. No warning is required. The Game Day Official (GDO) retains discretion to intervene in any approach that appears to be making the junior referee uncomfortable, regardless of the intent of the person approaching.

A brief referee-initiated pre-game introduction or handshake is permitted and encouraged. This does not constitute an unsolicited approach and does not require Game Day Official (GDO) presence.

12.11 Conduct — General

12.11.1 All Teams must ensure that all players, bench officials, and spectators 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.

12.11.2 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 WBA, they may be charged and sent to the BV Tribunal.

12.11.3 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 WBA or Basketball Victoria Codes of Conduct.

12.11.4 Players adversely affected by alcohol or prohibited substances will not be permitted to take the court. Smoking, vaping, and alcohol are prohibited in or around any WBA competition venue or school premises. This applies to all participants, coaches, officials, and spectators.

12.11.5 Once disqualified, a Player, Bench Official, or Spectator must leave the stadium and is not permitted to return or enter any other WBA venue for the remainder of that session (night).

12.12 Non-Behavioural Technical Fouls

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.

12.13 Score Bench Conduct

The score bench official is considered an official for the duration of the game and must act accordingly: remain diligent, act without bias, refrain from cheering or celebrating, and report any discrepancies to the referees immediately.

If a team is concerned about the competency of the opposing score bench official, the team captain may raise this with the referee. The referee's decision is final. Any replacement must come from the opposing team.

12.14 Incident Reporting

Any incident of significance at a WBA venue must be reported to the Game Day Official (GDO) on the night and followed up in writing to Association Operations within forty-eight (48) hours. Clubs are responsible for the conduct of all individuals associated with their teams including players, coaches, team managers, and spectators.

12.14.1 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. 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). Any subsequent disregard for these Playing Conditions will result in the team being expelled from the competition.

13. Game Day Officials and Referees

13.1 Game Day Official (GDO) Role

The GDO Role

The Game Day Official (GDO) is a paid WBA-appointed position. The GDO is the primary authority for implementing the Zero Tolerance Policy and Behaviour Management Framework at a WBA competition venue on game night.

The GDO role is an active, visible, and hands-on role. GDOs are expected to be on their feet and moving between courts throughout the session — checking in with referees and scorers, monitoring behaviour, and intervening when required. GDOs are not office or desk staff on game night.

The GDO role is a dedicated court supervision role. It may not be combined with any other venue duty — including canteen, retail, or any other operational function — during a session. WBA expects 100% dedication to court supervision for the duration of each shift.

GDOs must wear their WBA hi-vis vest at all times while on duty and must be clearly visible and identifiable to participants, referees, and spectators.

Personal mobile device usage is to be kept to a minimum — emergencies and duties-related communications only.

GDOs may not overrule a referee's decision on any call or foul. The referee's authority on rules matters is absolute. The GDO's authority on behaviour and administrative matters is equally absolute.

Game Day Official (GDO) responsibilities on game night include:

- Setting up the scoring system for all courts at the commencement of the session.
- Making themselves known to all referees and scorers at the start of each game.
- Conducting check-ins with scorers at the start, half-time, and end of each game to confirm scores are being accurately recorded and uploaded.
- Recording all results, fill-ins, incidents, and injuries.
- Entering fill-in player details onto the scoring system — this is the GDO's responsibility.
- Monitoring captain-referee communication and bench official conduct, and intervening if the Zero Tolerance Policy or communication protocols are breached.
- Implementing the warning card process for spectator behaviour as per Section 12.8.
- Writing incident reports for any behavioural issues, ejections, or injuries.
- Ensuring the venue remains clean, tidy, and safe throughout the session.
- Uploading all documentation to the designated WBA platform at the end of the shift.
- Where the scoring system does not differentiate between a Technical Foul (TF) and a Behavioural Technical Foul (BTF), the GDO must record the distinction manually on the run sheet and incident report at the time of the foul. This record is used by Association Operations to reconcile suspensions post-game.

Complaints on game night must be directed to the GDO who will refer the matter to Association Operations. The GDO does not adjudicate complaints on the night.

GDO to referee ratio: One (1) GDO per session covers a maximum of two (2) courts. Where a venue has more than two courts operating simultaneously, an additional GDO must be rostered.

13.2 Referee Appointments

The WBA Board appoints and delegates responsibility for referee activities to a Referee Advisor. The Board may also appoint a Referee Development Officer to assist the Referee Advisor. The Referee Advisor is responsible for the recruitment, training, rostering, and management of all referees.

13.3 Referee Feedback and Complaints

All complaints or feedback regarding referees must be directed to Association Operations in writing within forty-eight (48) hours of the incident. Complaints will be investigated by the Referee Advisor and the outcome communicated to the complainant by Association Operations. The Board, on advice from the Referee Advisor, may refer any complaint to the Victorian Basketball Referees Association (VBRA) Tribunal for investigation.

Penalty: Raising a referee complaint does not affect the outcome of any call, foul, or sanction issued during a game. The two processes are entirely separate.

13.4 Referee Attire — Green Whistle / Green Lanyard

Referees appointed to WBA games must be appropriately attired in accordance with WBA dress standards.

Junior Referees — Green Whistle / Green Lanyard Identification

Referees under 18 years of age must wear a green whistle or green lanyard at all times while officiating so they are clearly identifiable to all participants.

This identification requirement exists so that players, coaches, team officials, and spectators are aware they are interacting with a developing junior official and adjust their conduct accordingly.

Any negative behaviour directed at a referee identifiable by a green whistle or green lanyard will be treated as an aggravated offence under Section 12.6 and will attract 5 points under the accumulation system rather than 3. No warning is required before issuing a BTF in these circumstances.

13.5 Referee Duties

The primary role of the referee is to officiate games in accordance with FIBA rules and these Playing Conditions. Referees are to work collaboratively with the Referee Advisor, Game Day Officials (GDOs), and Association Operations. Referees are encouraged to introduce themselves to both coaches before each game. Referees must sign the run sheet at the conclusion of each game and record all technical fouls in PlayHQ immediately at the score bench.

13.6 Shot Clock

No shot clock applies in any WBA Senior Domestic competition unless specifically announced by Association Operations for a particular competition or 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 one (1) point per minute penalty under Section 7.2.4 applies from the scheduled start time and runs concurrently during the ten (10) minute window. After ten (10) minutes a forfeit is declared and the point penalties are void — the result becomes 20–0.

- 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 win 20–0. The defaulting team receives 1 premiership

point; winning team 3 premiership points. Section 14.4 takes precedence over Section 14.6 (abandoned match) where a default occurs during the game — the default result applies regardless of the score or stage of the game at the time the default is declared.

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. Where a match is abandoned due to on-court misconduct, no game fees will be refunded to either team and the result will be determined by Association Operations.

14.7 Teams repeatedly giving forfeits will be subject to the following escalating consequences:

- Two (2) forfeits in a season: the club must show cause in writing to Association Operations within seven (7) days as to why the team should remain in the competition.
- Two (2) consecutive forfeits: Association Operations may remove the team from the competition immediately.
- Three (3) or more forfeits in a season: the matter is referred to the WBA Board, who may remove the team from the competition and/or impose further penalties.

Association Operations will notify the Team Delegate in writing at each threshold.

Penalty: Any team that provides less than two (2) hours' notice of a forfeit on more than two (2) occasions will incur a \$75 charge payable to the Association before the next round. This charge is in addition to the \$90 forfeit fee under Section 14.1, which applies separately on each occasion that less than 24 hours' notice is given.

15. Injuries and Medical

15.1 On-Court Injuries

Where a player is injured during play, the referee may call an injury stoppage. The clock does not stop for an injury unless the conditions in Section 7.2.2 are already met (last minute of the second half, margin of 10 points or less). The injured player must leave the court and a substitute may replace them immediately. The player may return to the court once the injury has been assessed and the referee is satisfied it is safe to do so.

15.2 Blood Rule

A player who is bleeding or has an open wound must immediately leave the court and be substituted. The player may not return until bleeding has stopped and the affected area is completely covered. Any player with blood on their uniform must change before returning to the court.

15.3 Concussion Protocols

A player who sustains or is suspected of sustaining a concussion during a game must leave the court immediately and may not return to play in the same session under any circumstances. Return to play in subsequent games is governed by Basketball Victoria's current Concussion Policy, available on the BV website. The Game Day Official (GDO) must record all suspected concussion incidents in the incident report.

16. Protests and Complaints

16.1 All protests and complaints about any matter relating to the WBA 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 WBA 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.

16.2 Association Operations will acknowledge receipt of a complaint within five (5) business days and aim to resolve the matter within fourteen (14) days. Where additional investigation is required, the complainant will be notified of the expected timeframe.

16.3 A Team Delegate may appeal a decision made by Association Operations in writing to the General Manager. Grounds for appeal are limited to:

- Significant new or additional evidence has become available;
- The penalty imposed is outside these Playing Conditions; or
- The Association failed to follow required procedures to the significant detriment of the appealing party.

An appeal must be lodged within seven (7) days of the decision being communicated to the Team Delegate. The General Manager's decision is final.

No Appeal for BTF or DQF

The referee's decision to issue a Behavioural Technical Foul (BTF) or Disqualifying Foul (DQF) is final. There is no appeal process for a BTF, DQF, or the conduct sanctions resulting from them.

Clubs may raise concerns about referee conduct separately through the referee feedback process (Section 13.3). This process is entirely separate and does not affect the foul outcome or any resulting sanction.

17. Care of Venues

WBA staff and Game Day Officials (GDOs) are empowered to exclude any person from the venue for conduct or safety reasons. The following rules apply at all WBA competition venues:

- Alcohol may not be brought into or consumed at any WBA competition venue.
- Any person under the apparent influence of alcohol will be refused entry.
- Any player, official, or person causing deliberate damage to the venue must pay the cost of repair as determined by the venue and/or Association Operations.
- Hanging from nets, rings, backboard supports, or any other deliberate misuse of venue equipment carries a minimum one (1) week suspension from all WBA competitions. The individual will be evicted from the venue immediately.

Penalty: Deliberate damage to a venue may result in suspension, a fine, or both, at the discretion of Association Operations.

18. General

18.1 In any matter not specifically covered by these Playing Conditions, Association Operations may make the necessary ruling in consultation with the General Manager and, where appropriate, the WBA Board. All players competing in the WBA Senior Domestic Competition organised by the Association do so at their own risk. WBA accepts no claims for loss or damage to personal property.

18.2 WBA reserves the right to amend these Playing Conditions at any time. Amendments will be published on the WBA website and communicated to clubs. Any breach of these Playing Conditions or actions not in the best interests of the game may result in penalties as determined by the Association.

19. Policies

19.1 Extreme Heat Policy

When the court temperature reaches 35°C, 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.

When the court temperature reaches 40°C games must be abandoned:

- 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 half-time, the game score stands as the final result.

19.2 Blood Policy

The in-game blood rule is set out in Section 15.2. WBA's blood rule is consistent with the current Basketball Australia Blood Policy, available on the Basketball Australia website.

19.3 Drug, Alcohol, Smoking and Vaping

Players adversely affected by alcohol or prohibited substances will not be permitted to take the court. Smoking, vaping, and alcohol are prohibited in or around any WBA competition venue or school premises. This applies to all participants, coaches, officials, and spectators.

19.4 Pregnancy Policy

As per Basketball Victoria's current Participant Protection Policy.

19.5 Infectious Diseases Policy

As per Basketball Victoria's current Participant Protection Policy.

19.6 Concussion Policy

The in-game concussion protocol is set out in Section 15.3. WBA's concussion policy is consistent with Basketball Victoria's current Concussion Policy, available on the BV website.

19.7 Photo and Social Media Policy

Photography and filming at WBA venues is subject to the WBA Photo Policy available on the WBA website. All participants are also bound by Basketball Australia's current Social Media Policy.

Basketball Victoria recognises that there are many legitimate reasons why still and video photography at sports events is very common and does not wish to unnecessarily restrict or curb that photography. As a courtesy, the team captain or a representative of the opposition team should be notified of the intention to photograph or video the game. Teams who wish to video their own games for training purposes should also normally be allowed to do so.

End of Document — WBA Senior Domestic Playing Conditions — April 2026 v1.2