Warragul Basketball Association

Warragul and District Amateur Basketball Association
Trading as Warragul Basketball Association

Junior Domestic Playing Conditions

Updated November 2026 — Version 1.9.4

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

Amendment Summary — Version 1.9 (Summer 2026/27), updated to Version 1.9.4

This version incorporates the following amendments approved by the WBA Board for the Summer 2026/27 season. Section references are to this document.

Version 1.9.4 (12 November 2026): Section 4.6a revised and Section 5.2 corrected. Fill-ins in their own age group may only play in a division higher than their registered division (previously misstated as “equal to or lower”); same-division cover is available only under Section 5.2a. A team regraded during Stage 2 now carries its results, games played, ladder points and percentage into its new division; no game is recorded as abandoned because of a regrade. After Round 6, Association Operations may restructure a competition only where the minimum division size cannot otherwise be met, with ladders continuing to count results from Round 4. No other change from Version 1.9.3.

Version 1.9.3 (2 October 2026): Alignment with the FIBA Official Basketball Rules 2026, in effect from 1 October 2026. The Unsportsmanlike Foul is replaced by the Disruptive Foul (never counts toward disqualification) and the Flagrant Foul (two in a game = disqualification); Section 3, Section 9.1 and Section 12.3 updated. Technical fouls are identified as FIBA Category 1 (a BTF in WBA competition — automatic ejection) and Category 2 (a TF). WBA local variations stated: faking a foul, elbows without contact and hand near the eyes remain TFs; bench technicals are charged to the individual; throw-ins from the one-third mark. Dissent toward any official is confirmed as always a BTF. Section 12.5: the suspension period is now a minimum of one (1) week — seven days or the originating team’s next fixtured game, whichever is later. No other change from Version 1.9.2.

Version 1.9.2 (29 September 2026): Stage 1 grading reverts to regular-length games (one game per round) owing to team numbers; the mini-game format is withdrawn and Section 4.6b now sets out only the rule modifications that apply during grading — no Mercy Rule, no Under 10 scoring cap and no half-time free throws until Stage 3 (Round 7). Rounds 1 to 3 do not count toward the ladder; the ladder starts at Round 4. Grading games count as ordinary games for finals qualification and play-up participation. The five team foul threshold for mini-games is withdrawn. Under 8 is not graded. No other change from Version 1.9.1.

Version 1.9.1 (28 September 2026): Stage 1 extended from two rounds to three (Rounds 1 to 3); Stage 2 is now Rounds 4 to 6; Stage 3 begins at Round 7 and divisions lock after Round 6. The half-time free throw, Mercy Rule and Under 10 scoring cap start points, the late-registration cut-offs at Section 4.7 and the ladder commencement at Section 4.6a are aligned accordingly. Finals qualification clarified: each Stage 1 night (two mini-games) counts as one game for a player who takes the court in either mini-game. No other change from Version 1.9.

Section 3 — Definitions. New definition of “domestic exemption”.

Appendix A3a — Under 8 ring height (new, pilot). Under 8 games played on 2.6 m rings where the venue has adjustable rings, for Summer 2026/27 only, under Section 17.1.

Sections 4.6, 4.6a and 4.6b — Grading. Grading restated on the WBA 3-Stage Competition Model (Grade — Validate — Season): club nomination of divisions, six-team division floor, three Stage 1 rounds with results not counting toward the ladder and three Stage 2 rounds, official ladder from Round 4, divisions locked after Round 6. New Section 4.6b sets out the grading rule modifications (no Mercy Rule, Under 10 scoring cap or half-time free throws until Stage 3).

Section 5.1b — Sole Higher Age Group Registration. The viability of a natural age group competition is assessed at the level of the WBA competition as a whole, not by individual club; a club’s decision not to enter a team does not entitle its players to register solely in a higher age group. New Transitional Exception — Under 8 Introduction for players born in 2020 who played solely in Under 10 during Winter 2026 (Summer 2026/27 only). New Board-Reserved Exception — Community Access Program Participants.

Section 5.1c — Natural Age Group Participation. Exemption (j) replaced to align with Section 5.1b. The participation thresholds apply expressly to Under 8 to Under 10 play-ups; Under 8 team lists are recorded in PlayHQ from Summer 2026/27 as the record of participation. Cross-reference added to Section 6.3.

Section 6.3 — Loyalty discount. A season missed under a domestic exemption counts as a registered season with the club the player returns to, provided the player did not register or play elsewhere in the meantime.

Sections 9.6 and 9.7 — Clock and time-outs. Each team has one (1) time-out in the first half and two (2) in the second half. The clock runs through time-outs except in the final two minutes of the second half.

Section 9.11a — Team fouls. Team foul penalty of two (2) free throws after nine (9) team fouls in a half in Under 10 to Under 19 competitions, stated so that all game rules appear in the Playing Conditions.

Section 12.4 — Warning before a BTF. Referees are expected to warn first wherever the behaviour allows; where a BTF is issued without a warning, the incident report must state why. The decision to warn is the referee's and is not reviewable.

Section 12.4A — Warning Communication Protocol (new). Every warning is communicated to the co-referee immediately and to the Game Day Official at the next dead ball, and recorded on the run sheet with the behaviour and language described.

Section 12.5 — Suspensions. A BTF suspension is served as a suspension period — from ejection until the originating team has played its next fixtured game — during which the individual may not participate in any WBA competition in any capacity, for any team. New Integrity of Incident Reports provision.

Consequential. Sections 12.6, 12.9 and 13.1, and Appendix A1 and A5.2, amended to align. Cross-reference at Section 13.1 corrected to Section 12.9.

Authority. These amendments are made under the authority of the WBA Board.

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1. Vision and Mission

1.1 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 Mission Statement

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 within a resilient club structure, spread across a range of local facilities.

2. Playing Conditions and Codes of Conduct

All Clubs must ensure that all players, coaches, assistant coaches, team managers, team officials, parents, spectators, and any other individuals associated with their Clubs 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 coach.

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.
Club	A WBA-affiliated basketball club that fields one or more teams in WBA domestic competitions.
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.
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

Term	Definition
	a venue. The GDO is an active, visible court presence and 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 + progressive conduct consequence. See Section 12.
DF	Disruptive Foul — illegal contact that disrupts the game but is not flagrant (stopping a fast break, clock-stopping contact, clear-path contact). Penalty: 2 free throws + possession. Personal and team foul. Never counts toward disqualification. FIBA Article 37.
FF	Flagrant Foul — contact that is not a basketball play, is reckless or dangerous, or is excessive and hard. Penalty: 2 free throws + possession. Personal and team foul. Two in a game = disqualification. FIBA Article 38. Replaces the Unsportsmanlike Foul.
DQF	Disqualifying Foul — issued for flagrant or extreme conduct (fighting, physical aggression toward an official, extreme abuse). Penalty: 2 free throws + possession + immediate ejection + incident report filed. Matter referred to Association Operations.
CRP	Junior Country Representative Program — the Warragul Warriors representative program run by WBA in conjunction with Basketball Victoria's country representative pathway.
Representative Player	A player classified as a Representative Player for WBA domestic purposes under Section 6 of these Playing Conditions.
Fill-In Player	A player who takes the court for a team they are not registered with, in accordance with Section 5.2.
Domestic Exemption	An exemption granted in writing by Association Operations that excuses a player from registering in, or from the natural age group participation requirements of, a WBA domestic season for that season, including on the grounds of participation in a State Development Program, a VJBL program, or medical grounds. Association Operations maintains the record of domestic exemptions granted.

4. Club, Team, Player, Coach and Team Manager Registrations

4.1 Club and Team Contact Responsibilities

Each club must nominate at least two (2) contact persons. It is the responsibility of the club/team contact to:

- Distribute fixtures and competition information to their teams;
- Complete the score sheet or online scoring system before each game;
- Ensure players are in correct uniform;
- Make all players, coaches, and associated persons aware of these Playing Conditions; and

- Check the WBA website and PlayHQ for fixture updates no later than close of business on the business day before a scheduled game.

4.2 Player Registrations

A player is deemed registered by being registered with an Association club and only after payment of any due Association fees. Player registrations close at least one week before Team Entries close. No registrations will be permitted after the Grading Round is completed unless Association Operations grants an exception following a written application. No player may take the court unless fully registered, paid, and insured, unless filling in for a maximum of two (2) games in twelve (12) months. Each player must provide proof of age to Association Operations on request. Acceptable proof includes an original birth certificate, passport, student card, or statutory declaration.

Fill-In Tracking — GDO Responsibility

WBA has requested that PlayHQ differentiate between registered and fill-in player entries to enable automated tracking of fill-in game counts. Until this capability is confirmed, it is the responsibility of the Game Day Official (GDO) to record fill-in details on the run sheet each game night. The WBA incident tracking form has been updated to capture this information. Association Operations will reconcile fill-in counts from these records to enforce the two-game seasonal cap.

4.3 Coaches, Team Managers and WWCC

All coaches, assistant coaches, and Team Managers must be registered with WBA by the completion of the last Grading Round. By the end of the Grading Round, all coaches and team officials must have allowed their Club to sight their Working With Children Check and signed Basketball Victoria Member Protection Declaration. Details of the Working with Children Check must accompany their PlayHQ registration. The Club is responsible for collecting, maintaining, and verifying these records with Service Victoria.

Penalty: All coaches and assistant coaches aged 18 or over must hold a current Working With Children Check (WWCC). WWCC details must be provided to the club and recorded prior to the coach taking the bench for the first time each season. Clubs are responsible for sighting and recording the WWCC of all coaches and assistant coaches aged 18 or over.

4.3a Minimum Coach Age and Child Safeguarding

The minimum age for a registered head coach in any WBA junior domestic competition is thirteen (13) years. A coach must turn 13 before the first game of the season in which they are coaching.

Any registered coach aged between 13 and 17 (inclusive) must have a registered adult assistant coach (aged 18 or over) present on the bench for every game. The adult assistant coach must be registered in PlayHQ as an assistant coach — registration as a team manager does not satisfy this requirement.

Child Safeguarding — Under-18 Coaches

The requirement for an adult assistant coach when the head coach is under 18 exists for child safeguarding reasons. An adult must be present and available if a Game Day Official (GDO), referee, or Association staff member needs to speak with a coach before, during, or after a game.

If a registered coach is under 18 and no adult assistant coach is present at game time, the team may not take the court until an adult assistant coach is identified and registered.

This requirement applies to every game without exception.

4.4 Team Entry

Each Club team must register on PlayHQ by the team entry deadline. No team entering a WBA Domestic competition shall have “Warragul” in its name. WBA reserves the right to refuse any team entry.

4.5 Game Fees and Payment

All game fees are included in the association fee at initial registration. A Withdrawal Fee of $200 is payable if a team withdraws after the completion of its final grading match.

Penalty: Any team that fails to pay game fees by the due date will be recorded as a 0–20 forfeit until the outstanding amount is paid.

4.6 Grading of Teams

Grades are named Division 1, 2, 3, and 4 (or higher where required). The season is run under the WBA 3-Stage Competition Model: Stage 1 — Grade (Rounds 1 to 3), Stage 2 — Validate (Rounds 4 to 6), and Stage 3 — Season (Round 7 onward). All stages are played in the regular game format; the rule modifications that apply during grading are set out in Section 4.6b. The Under 8 competition is not graded and is governed by Appendix A.

Nomination: Clubs nominate the division for each team before the season. Association Operations does not pre-assign divisions and intervenes only where numbers require it — a minimum six (6) team division floor applies — or to resolve uneven pools. Where a club enters two or more teams in one age group, players must be distributed as evenly as practical across those teams by the end of Stage 1.

Stage 1 — Grade: Teams play one regular game per round. Results are used to assess team strength only and do not count toward the ladder. No team moves division during Stage 1. At the conclusion of Stage 1, Association Operations establishes preliminary divisions based on observed team strength.

Stage 2 — Validate: The official ladder begins. Association Operations reviews grading after each round and may regrade a team that is clearly misgraded, maintaining the six (6) team floor. The grading rule modifications in Section 4.6b continue to apply during Stage 2. Divisions lock at the completion of Round 6.

Stage 3 — Season: Divisions are locked and no further grading adjustments are made. Every result counts toward the ladder and finals eligibility applies.

Player movement: Once Stage 1 has commenced, no player may change teams without prior approval from Association Operations. Players should participate in at least 50% of the Stage 1 games in which their team participates to assist accurate grading placement. Clubs must notify Association Operations if a team is unable to meet this threshold.

Terminology: In these Playing Conditions, “Grading Round(s)”, “grading period”, “grading games” and “end of grading” refer to Stage 1 (Rounds 1 to 3) unless otherwise stated. “Regular season” refers to Stages 2 and 3. Stage 1 games count as games for the purposes of Sections 4.7, 5.1c and 10.1 in the ordinary way.

Penalty: Failure to balance teams as required will result in an automatic forfeit of each game until the rebalance has been completed.

4.6a Ladder and Regrading

Stage 1 results do not count toward the ladder. The official ladder commences at Round 4 (Stage 2) and carries through to the end of the season.

A team regraded by decision of Association Operations during Stage 2 moves to its new division with its results to date. All results stand: no game is recorded as abandoned because a team has been regraded, and the team’s games played, ladder points and percentage carry over to its new division.

No team may be regraded after the completion of Round 6. After Round 6, Association Operations may restructure a competition (for example, by combining or splitting divisions) only where the minimum division size in Section 4.6 cannot otherwise be met. In a restructured competition, ladders continue to count results from Round 4.

4.6b Grading Rule Modifications (Stages 1 and 2)

During Stage 1 and Stage 2 (Rounds 1 to 6), games in Under 10 to Under 19 competitions are played in the regular format under Section 9, with the following modifications. Where this section is silent, these Playing Conditions apply in full. This section does not apply to the Under 8 competition, which is not graded.

Mercy Rule: The Mercy Rule under Section 9.11 does not apply until Stage 3 (Round 7).

Scoring caps: The Under 10 individual scoring cap under Section 9.11b does not apply until Stage 3 (Round 7).

Half-time free throws: Half-time free throws under Section 9.9 are not taken until Stage 3 (Round 7).

Ladder: Stage 1 results (Rounds 1 to 3) do not count toward the ladder. The official ladder commences at Round 4 (Section 4.6a).

Everything else: Timing (Section 9.5), clock (9.6), time-outs (9.7), personal and team fouls (9.11a), zone defence (9.10) and the Behaviour Management Framework (Section 12) apply in full from Round 1.

4.7 Game Qualification for Finals

Players must take the court for a minimum of six (6) games in the season to qualify for finals. Grading games (Rounds 1 to 3) count toward this total. A Club may request a special consideration exemption in writing to Association Operations for injury or illness, supported by a medical certificate submitted within seven (7) days of the first game missed. Applications must be submitted no later than seven (7) days prior to finals.

The following late registration provisions apply to players who register after the grading period has concluded:

Registration Timing	Finals Eligibility Requirement
Registered before end of Stage 1 (Round 3)	Standard minimum of six (6) games applies.
Registered after Stage 1, before Round 7 (Stage 3)	Standard minimum of six (6) games applies from date of registration.
Registered at Round 7 (Stage 3) or later	Association Operations approval required before the player may take the court. If approved, a minimum of four (4) games must be played from the date of registration to be finals eligible.
Fill-in player converting to permanent registration at Round 7 or later	Association Operations approval required. Minimum of four (4) games from date of permanent registration. Fill-in games played prior to registration do not count toward finals eligibility.
Any player — registration after last regular season round	Not eligible for finals under any circumstance. No exceptions.

Late Registration — Key Principles
Association Operations approval for Round 7+ registrations exists to protect competition integrity. Clubs must not use late registrations to bring in stronger players specifically for finals.
Fill-in games never count toward finals eligibility, even where a fill-in player subsequently registers permanently with the same team.
The onus is on the club to apply for approval before the player takes the court. A player who takes the

court without approval will be deemed ineligible and the game recorded as a forfeit (0–20).
Association Operations may request information about the circumstances of any late registration and may refuse approval where the registration appears inconsistent with the spirit of these Playing Conditions.

4.8 Venues

Current WBA competition venues are published on the WBA website and PlayHQ at the commencement of each season. The Association reserves the right to alter venues as required.

4.9 Tournaments

Athletes from the Warragul Warriors program must prioritise their Warriors team over club tournament entries in the same age group and division. Any affiliated Club or Team wishing to conduct a publicly advertised exhibition match or tournament must apply in writing to the Association for approval before the proposed date.

Penalty: Non-compliance may result in suspension, a fine, or both, at the sole discretion of the Association.

5. Player Restrictions

5.1 Junior Domestic Players — Age Groups

All players must register for and play in their natural age group as their primary competition, based on their birth year. All junior competitions are conducted as separate gender competitions. Where separate boys' and girls' competitions are on offer, they are strictly boys-only and girls-only.

Application to Play in a Higher Age Division

A player may register in addition to a higher age group only through a Play-Up Registration under Section 5.1b, and only where the requirements of Section 5.1c are met.

Play Own and Higher Age Group: No exemption required. The player must register and pay twice, be allocated to both teams at the start of the regular season, and meet the participation requirements of Section 5.1c.

Penalty: Non-compliance will result in the player being deemed ineligible to play in the higher age division.

5.1a Playing Up — Age Group and Division Rules

A player wishing to play in a higher age group must comply with the following rules. These apply to both permanent play-up registrations and fill-in appearances in a higher age group.

Age group: A player may play up one (1) age group only. Playing up two or more age groups is not permitted under any circumstance (e.g. a U12 player may not play U16).

Division: When playing up, a player may play in any division at or above their registered division, or one (1) division below it. They may not play two or more divisions below their registered division.

The effect is a sliding scale. A player registered in Division 1 may play up into Division 1 or Division 2. A player registered in Division 2 may play up into Division 1, Division 2 or Division 3. A player registered in Division 3 may play up into Division 1, Division 2, Division 3 or Division 4. A player registered in Division 4 may play up into any division of the higher age group.

There is no restriction on a player playing up into a division higher than their own registered division, other than the representative player restriction below.

Representative player restriction: A player classified as Tier 1 or Tier 2 under Section 6 (subject to the Division 1 floor obligation) may only play up into Division 1 of the higher age group. They may not play up into Division 2 or lower, regardless of their registered division.

Exemptions: Clubs may apply in writing to Association Operations for an exemption to any of the above rules. Exemptions are granted at the sole discretion of Association Operations.

The following table is provided as a quick reference. It shows permitted and prohibited play-up divisions for each registered division, across all age groups:

Registered Division	D1 (higher age)	D2 (higher age)	D3 (higher age)	D4 (higher age)	2+ age groups up
U8 (no division)	✓ Permitted	✓ Permitted	✓ Permitted	✓ Permitted	× Not permitted
Division 1	✓ Permitted	✓ Permitted	× Not permitted	× Not permitted	× Not permitted
Tier 1 / Tier 2 player (D1 floor obligation)	✓ Permitted	× Not permitted	× Not permitted	× Not permitted	× Not permitted
Division 2	✓ Permitted	✓ Permitted	✓ Permitted	× Not permitted	× Not permitted
Division 3	✓ Permitted	✓ Permitted	✓ Permitted	✓ Permitted	× Not permitted
Division 4	✓ Permitted	✓ Permitted	✓ Permitted	✓ Permitted	× Not permitted

Notes on the Play-Up Table
The table above applies to all age groups: U8→U10, U10→U12, U12→U14, U14→U16, U16→U19.
A player may play up into a division higher than their own registered division. Division placement reflects the grading outcome of a player's team, not an individual assessment of the player, and divisions are not calibrated across age groups. Playing up into a higher division is permitted without exemption.
Not every age group runs the same number of divisions in every season. Where the higher age group does not run a division shown in the table, that option is simply unavailable for that season. A player is never required to obtain an exemption solely because a division listed in the table does not exist in the higher age group.
U8 players may play up to U10 in any division. The U8 competition has no divisions, so no division restriction applies when a U8 player plays up to U10.
'Tier 1 / Tier 2 player (D1 floor obligation)' refers to a player classified as Tier 1 or Tier 2 under Section 6 who is subject to the Division 1 floor obligation. These players may only play up into Division 1 of the higher age group. They may not play up into Division 2 or lower regardless of their registered division.
A player may not play up two or more age groups under any circumstances (e.g. U12 → U16 is never permitted).

Clubs may apply in writing to Association Operations for an exemption. Exemptions are granted at the sole discretion of Association Operations and must be approved before the player takes the court.

5.1b Play-Up Registration

A player who wishes to register permanently with a second team in a higher age group (in addition to their primary team) must comply with the following requirements.

Eligibility: A player may only access a Play-Up Registration if they hold a current, fully paid primary registration with a WBA club in the same season. Play-Up Registration is not available to players who are unregistered, fill-in only, or whose primary registration has been cancelled or is incomplete.

Registration Product: A dedicated Play-Up Registration pathway will be made available in PlayHQ each season, either via a separate registration product or a discount code issued to clubs by Association Operations. The Play-Up Registration pathway is not publicly listed and must be accessed through the player's club. Standard registration products may not be used as a substitute.

Approval Requirement: All Play-Up Registrations require prior written approval from Association Operations. A player may not take the court for their play-up team until approval has been granted and registration is confirmed in PlayHQ.

Play-Up Fee: The WBA Play-Up Fee is set at 50% of the current-season WBA primary junior registration fee (competition component). This fee represents the WBA competition component only. Governing body levies, participant licences, and insurance are not charged again where they have already been paid as part of the player's primary registration in the same season. Where the primary junior registration fee is amended by the Board from time to time, the Play-Up Fee moves proportionally without further amendment to these Playing Conditions.

Club Fees: Club fees for play-up players are a matter between the player and their club. Clubs are encouraged to apply a proportional fee consistent with the play-up nature of the registration.

Fixturing: The Association will endeavour to fixture play-up games so that there is no clash with a player's primary team game. This will not always be possible. In the event of a clash, which game the player attends is a matter for the family and their club. A player who misses their primary age group game due to a play-up fixture clash will not be credited with a game played for their primary team for that round, and this will count toward their finals eligibility accordingly.

Play-Up Rules: All play-up division and age group restrictions under Section 5.1 and 5.1a continue to apply. Play-Up Registration does not alter or expand a player's eligibility under those sections.

Penalty: A player who takes the court for a play-up team without an approved Play-Up Registration will be deemed ineligible. Any game in which an ineligible player has participated will be recorded as a 0–20 forfeit.

Exception — Sole Higher Age Group Registration: Where a player's natural age group does not run a competition at WBA in the relevant season, Association Operations may approve registration solely in a higher age group. Sole Higher Age Group Registration is also available where the player's natural age group competition has fewer than the minimum number of teams required to field a viable division and Association Operations has determined that the player cannot be reasonably accommodated in the natural age group. In all other circumstances, a player wishing to play in a higher age group must register in their natural age group and obtain a Play-Up Registration under Section 5.1b. The discretionary grounds of "player development", "safety", or "competition structure" shall not be used to grant Sole Higher Age Group Registration except where one of the two specific circumstances above is established.

For the purposes of this exception, the viability of a natural age group competition is assessed at the level of the WBA competition as a whole and not by reference to any individual club. A club's decision not to enter a team in an age group, for any reason, does not of itself establish that a player cannot be reasonably accommodated in that age group and does not entitle that club's players to register solely in a higher age group.

Transitional Exception — Under 8 Introduction: A player who (a) was born in 2020; (b) was registered with a WBA club and played in the Under 10 competition during the 2026 Winter season; and (c) did not hold a registration in the Under 8 competition during that season, may register solely in Under 10 for the Summer 2026/27 season without registering in Under 8. Such a player is treated for all purposes of these Playing Conditions as a player whose natural age group is Under 10, and Section 5.1c does not apply.

This exception is closed. It applies only to players who satisfy all three conditions above, is not available to any player who first registers with WBA for the Summer 2026/27 season or who played Under 8 during the 2026 Winter season, and does not create a basis for Sole Higher Age Group Registration in any other circumstance. Association Operations will confirm the eligible players in writing to their clubs before the season commences. This paragraph applies to the Summer 2026/27 season only and lapses at its conclusion. From the 2027 Winter season, all players born in 2020 register in their natural age group in accordance with Section 5.1.

Board-Reserved Exception — National-Level Representative Players: Notwithstanding the other provisions of this section, the WBA Board may approve Sole Higher Age Group Registration for a player who, at the time of application, is currently selected by Basketball Australia in a national team, a national squad, or a national development program. Approval under this clause is reserved to the WBA Board and may not be exercised by Association Operations. An application must be made in writing by the player's club, must include documentary evidence of the Basketball Australia selection, and must be considered by the Board at a scheduled Board meeting and resolved by minuted motion with reasons recorded. Approvals granted under this clause shall be reported in aggregate in the Association's annual report. Each approval is a discrete decision on the merits of the application and does not create precedent binding on future decisions.

Board-Reserved Exception — Community Access Program Participants: Notwithstanding the other provisions of this section, the WBA Board may approve Sole Higher Age Group Registration, one (1) age group above natural age, for a player who participates in WBA competition through a community access program operated by a recognised community organisation, where:

(a) the program provides the player's transport to and from games because the player has no family member or guardian able to do so; and

(b) the program's participants play together as a group, such that the player cannot practically participate in their natural age group.

Approval under this clause is reserved to the WBA Board and may not be exercised by Association Operations. An application must be made in writing by the player's club and must identify the program and the organisation operating it. The Board shall consider each application and resolve it by minuted motion with reasons recorded. Approval is for a single season and must be reapplied for each season. Each approval is a discrete decision on the merits of the application and does not create precedent binding on future decisions. The division restrictions in Section 5.1a continue to apply.

5.1c Natural Age Group Participation Requirement

A player who holds an approved Play-Up Registration under Section 5.1b must meet the following minimum participation thresholds in their natural age group competition across the regular season. For the purposes of this section, the regular season comprises grading rounds and regular season fixtured games; grading games count toward the cumulative total.

(a) By the end of Round 3 (end of Stage 1), the player must have played a minimum of two (2) games in their natural age group.

(b) By the end of Round 8, the player must have played a minimum of four (4) cumulative games in their natural age group.

(c) By the end of Round 13, the player must have played a minimum of six (6) cumulative games in their natural age group.

Participation for the purposes of this section means taking the court in a fixtured match and being recorded on the official scoresheet or PlayHQ electronic scoring system. Byes shall count toward the player's natural age

group total provided the player was registered to the team for that round. Forfeits awarded to the player's team shall count where the player was named on the team list for that round.

Fixture clashes. Where a player's natural age group game and higher age group game are scheduled in the same round, the player's natural age group game takes priority. Where the higher age group team would be unable to fulfil the fixture without the player, the higher age group game may be prioritised and the missed natural age game shall count toward the player's cumulative natural age total. Clubs are responsible for identifying and reporting fixture clashes to Association Operations in advance where possible.

Consequences.

(d) Warning (Round 3 miss): written notice from Association Operations to the club and parent or guardian; the player remains Play-Up registered.

(e) Suspension (Round 8 miss): Play-Up Registration is suspended and any higher-age game played while the Play-Up Registration is suspended is recorded as a 0–20 forfeit under the existing penalty wording at Section 5.1b.

(f) Revocation (Round 13 miss): Play-Up Registration is revoked for the remainder of the season, higher-age finals eligibility is forfeited, and the player is ineligible to apply for a Play-Up Registration in the following domestic season without prior written approval from the WBA Board.

Exemptions. Association Operations may grant a written exemption to one or more milestone checkpoints only on the following grounds:

(g) documented injury or illness supported by a medical certificate submitted within seven (7) days of the first game missed;

(h) participation in a State Development Program (U16+), Vic Country team, or Basketball Victoria Country (BVC) commitment scheduled at the time of the missed games;

(i) a documented inability of the player's natural age club team to field a team in the relevant round; or

(j) where the player's natural age group competition does not run at WBA, or falls short of viable team numbers, such that Section 5.1b's Sole Higher Age Group Registration applies instead.

For the avoidance of doubt, the natural age group participation thresholds in this section apply to all Play-Up Registrations, including Under 8 to Under 10. The developmental format of the Under 8 competition does not exempt a player from the requirement to participate in their natural age group. From Summer 2026/27, Under 8 team lists are recorded in PlayHQ and constitute the record of participation for the purposes of this section.

A player granted a domestic exemption from the requirements of this section should refer to Section 6.3 (Loyalty discount and domestic exemptions) for the effect of the exemption on the loyalty discount.

5.2 Fill-In Players

The purpose of a fill-in player is to enable a team to avoid a forfeit. A fill-in may only bring a team to a maximum of six (6) players during the regular season. A fill-in must provide the Game Day Official (GDO) with their details before taking the court. Only the Game Day Official (GDO) or Referee may enter fill-in details onto the score sheet. A fill-in may only fill in twice (2) per season. Fill-in games do not count toward finals eligibility.

Cross-club fill-ins are not permitted. A fill-in player must be registered with the same WBA club as the team they are filling in for. A player registered with a different WBA club may not fill in under any circumstance, including to avoid a forfeit.

Emergency same-club fill-in: Where a registered player from the same club is available at the venue on game night and a team is at risk of forfeiting due to a same-day unforeseeable circumstance, the GDO may approve the fill-in on the night. All other fill-in conditions apply.

A fill-in may only fill in for their own age group or one age-group higher, subject to the play-up division rules in Section 5.1a:

- Own Age Group: the fill-in must play in a division higher than their registered division. A fill-in may not play for another team in the same age group and division; the only route for that is the cross-team provision in Section 5.2a.
- Higher Age Group: the fill-in must comply with the play-up division rules in Section 5.1a.

A fill-in player may not play in a division equal to or lower than their own registered division within their own age group. This restriction applies regardless of circumstance, including forfeit avoidance.

Unregistered Fill-In Players

If a club does not have registered players from which to draw, an unregistered player may fill in. An unregistered fill-in player may only fill in twice per calendar year.

Fill-In for Finals

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. Where a team has five (5) or more qualified players, no fill-ins are permitted. Any replacement player for a Semi-Final or Grand Final must be a registered player from the same club, approved by Association Operations.

Penalty: Any breach of fill-in rules will result in an automatic forfeit of any affected game.

5.2a Cross-Team Fill-In — Same Club, Forfeit Avoidance

Where a club has two or more teams in the same age group and same division, and one team is at risk of forfeiting due to unavailability of players (for example, school camps or squad tournaments), the club may apply to use registered players from another of its teams in the same age group and division to avoid a forfeit. The following conditions apply:

- This provision exists solely to avoid a forfeit and must be used in the spirit in which it was created. It is not a mechanism to strengthen a team, field a preferred lineup, or gain a competitive advantage. Association Operations reserves the right to refuse or retrospectively void an application where it is satisfied the provision has not been used in good faith. Repeated use of this provision by the same club in circumstances that do not genuinely constitute a forfeit risk will be treated as a breach of these Playing Conditions.
- The application must be submitted to Association Operations in writing a minimum of seven (7) days before the game.
- If a player takes the court under this provision without prior written approval from Association Operations, the game is an automatic forfeit.
- A player may use this provision a maximum of two (2) times per season. This is a separate cap from the general fill-in cap in Section 5.2 — a player may use both caps independently.
- Games played under this provision do not count toward finals eligibility for the team the player fills in for.
- The representative player points cap must be observed. If including a fill-in would cause the receiving team to exceed the 9-point cap, that fill-in is not eligible for that team even to avoid a forfeit.
- A player may not play more than one game in the same age group on the same night under this provision.

5.2b Unfinancial Players

Association Operations maintains a record of players with outstanding fees owed to WBA clubs. A gaining club will be notified by Association Operations if they register or attempt to play a player who has outstanding fees owed to a previous club. Any game played by an unfinancial player after the gaining club has been

notified will be recorded as a 0–20 forfeit. Clubs are responsible for enforcing a no-pay, no-play policy for their own registered players.

5.3 Anti-Poaching

No coach, club official, or associated person may approach a player registered with another WBA club with the intention of encouraging that player to move clubs, without the prior written consent of the player's current club coach, team contact, or Club President/Secretary. This prohibition applies throughout the season and continues until registrations open for the following season.

Penalty: Poaching is a serious breach. Penalties may include suspension of the offending individual, forfeiture of games, and/or removal of the club from the competition at the sole discretion of the Association.

6. Squad and Representative Players

Representative Player Rules at a Glance
Tier 1 players (VJBL VC/VC Reserve — 4 pts): must play D1 — count toward 9-point team cap
Tier 2 players (VJBL VJL1–2 / CRP Team 1 — 3 pts): must play D1 — count toward 9-point team cap
Tier 3 players (VJBL VJL3–7 / CRP Team 2 — 1 pt): must play D2 or higher — count toward 9-point team cap
CRP Team 3 and below / no rep classification: no floor obligation — no cap restriction
Discounts: −1 point for bottom age; −1 point for 4+ seasons at same club (minimum 0 pts). Floor obligations are not reduced by discounts.
Representative Season and Domestic Season Alignment
The Junior Country Representative Program (CRP) season runs from approximately October to April. CRP team rankings are published by the Association at the commencement of each CRP season.
Winter domestic season (commencing approximately May): CRP classification is based on the most recently completed CRP season (concluded approximately April). Rankings apply from the first game of the winter season. No adjustment window is required as CRP rankings are confirmed before winter commences.
Summer domestic season (commencing approximately October): VJBL classification is based on the most recently completed VJBL season. CRP trials are held between the end of winter and the start of summer. Where CRP rankings are not yet published at the start of summer, clubs must register players in good faith using the previous season's CRP classification and comply within fourteen (14) days of the official publication of current season CRP team rankings.
Breach of Representative Player Rules
Any team found in breach must rectify the situation immediately upon notification by Association Operations.
All games in which the breach occurred shall be forfeited (0–20).
Clubs found to have wilfully misrepresented a player's representative status may be subject to further action by the Association.

6.1 Purpose

The Association is committed to ensuring domestic competitions are as competitive and even as possible. This section applies a points-based representative player system to manage the distribution of high-level representative players across Division 1 and Division 2 domestic teams.

6.2 Representative Player Points Values

Each representative player is assigned a points value based on their highest level of representative participation. Points values are as follows:

Tier 1 — 4 points: Players competing in the VJBL VC or VC Reserve division at any association.

Tier 2 — 3 points: Players competing in VJBL VJL1 or VJL2 at any association; or players selected in Warriors CRP Team 1 (or the equivalent Team 1 of another regional association's Junior Country Representative Program) who are not already classified under Tier 1.

Tier 3 — 1 point: Players competing in VJBL VJL3 through VJL7 at any association; or players selected in Warriors CRP Team 2 (or the equivalent Team 2 of another regional association's Junior Country Representative Program) who are not already classified under Tier 1 or Tier 2.

No points — no restriction: Players selected in CRP Team 3 or below, or players with no representative classification, are not subject to any restriction under this section.

6.3 Points Discounts

The following discounts reduce a player's points value by one (1) point each, to a minimum of 0 points:

Bottom age discount: A player who is the youngest eligible age for their age group (i.e. they will remain in the same age group the following season) receives a −1 point discount.

Loyalty discount: A player who has been registered with the same WBA club for four (4) or more seasons (summer and winter counted separately) receives a −1 point discount. Registration in a season counts toward this total provided the player did not play for another WBA club in that same season. A player who transferred clubs mid-season is credited with the season only for the club with which they were registered at the end of that season.

Loyalty discount and domestic exemptions: Where a player did not register in a season because they held a domestic exemption granted by Association Operations (for example SDP, VJBL or medical), and the player's next registration is with the same WBA club as their last registration before the exemption, the exempt season is treated as a registered season with that club for the purposes of the loyalty discount under 6.3. The player's seasons are counted as consecutive across the exemption. This does not apply where the player registered or played with another WBA club during the exempt season, or returns to a different club.

Play-up discount: A player participating in a higher age group via an approved Play-Up Registration under Section 5.1b receives a −2 point discount on their points value for cap purposes in the play-up team only. This discount does not affect the player's points value for their primary team. The play-up discount stacks with the bottom age and loyalty discounts, subject to the minimum of 0 points. The practical effect is: Tier 1 (4 points) playing up — 2 points in the play-up team; Tier 2 (3 points) playing up — 1 point in the play-up team; Tier 3 (1 point) playing up — 0 points in the play-up team.

The bottom age and loyalty discounts may apply simultaneously, reducing a player's points value by up to 2 points. The play-up discount of 2 points applies separately and in addition to these discounts. All discounts are subject to a minimum of 0 points.

6.4 Team Points Cap

No team may include representative players whose combined points value exceeds nine (9) points in their registered squad. This cap applies to all teams in all divisions — not Division 1 only. This is intentional: the cap is designed to spread representative talent across all levels of the domestic competition, not just the top

division. A Division 3 team with two Tier 2 players (6 points) may add no more than one further rep player (maximum 3 points) before reaching the cap.

The cap applies to fill-in players. A fill-in player's points value counts toward the receiving team's cap for any game in which they participate. If including a fill-in would cause the team to exceed the 9-point cap, that fill-in is not eligible for that team.

Discounts apply to the cap calculation. A player's discounted points value is used when calculating the team total.

6.5 Division Floor Obligations

The following floor obligations apply based on a player's points tier:

Tier 1 and Tier 2 players (3 or 4 points before discounts) must register and play in a Division 1 domestic team in their age group.

Tier 3 players (1 point before discounts) must register and play in a Division 2 or higher domestic team in their age group.

Players with no points value have no floor obligation and may play in any division at their registered club.

Note: Discounts do not reduce a player's floor obligation. A Tier 1 player who qualifies for both discounts still has a Division 1 floor obligation, regardless of their discounted points value. For example, a Tier 1 player (4 points) who receives both the bottom age and loyalty discounts counts as 2 points toward their team's cap but must still play in Division 1.

If a player's home club does not field the required division, the player may be loaned to another WBA club for the duration of the season to satisfy the floor obligation. The loan must be approved in writing by both clubs and Association Operations before the player takes the court for the receiving club. At the conclusion of the season the player reverts automatically to their home club. No transfer or clearance is required for a loan arrangement under this provision.

6.6 CRP Status Timing

A player's CRP classification is determined by their participation in the most recently completed CRP season and holds for both the following summer and winter domestic seasons in the same calendar year. No player ages up between the summer and winter domestic seasons in the same calendar year, so CRP classifications from the summer CRP season apply to the subsequent winter domestic season without adjustment.

A player's VJBL classification is determined by their current season status at the commencement of domestic registrations. For the summer domestic season, the most recently completed VJBL season applies. Where a player holds both a CRP and a VJBL classification, the higher tier applies.

Where a player must move to another club's team as a result of CRP selection, games played prior to the move stand as played. Finals qualification will be assessed by Association Operations on a case-by-case basis where a mid-season move occurs directly as a result of CRP selection.

6.7 CRP Verification

The official CRP team rankings published by the Association at the commencement of each CRP season are the definitive record for the purposes of these Playing Conditions. Association Operations maintains a register of all CRP-classified players. Clubs may not self-assign CRP classifications. Where a player's CRP classification is disputed, the published rankings are final.

6.8 Declaration and Breach

Each club must ensure players declare their representative status and points value truthfully at registration and notify Association Operations in writing within five (5) days of any status change. VJBL representative status changes mid-season must be notified immediately. Failure to declare or notify is a breach of these Playing Conditions and may result in forfeiture of games played while in breach.

7. Transfers

Restricted Transfers at a Glance
A transfer is a **Restricted Transfer** if the player played 5+ Division 1 games in either of the two most recently completed domestic seasons (any age group, any association), and/or holds a Tier 1, 2 or 3 points value under clause 6.2 before discounts.
All transfers use the same application form on the WBA website. Non-restricted transfers proceed in the ordinary course under 7.1–7.2.
Applications are lodged by the parent or guardian, not by a club.
Lodge no later than the final date for player registrations. Families are strongly encouraged to lodge at least three (3) weeks before that date.
Both the receiving and releasing clubs are notified within two (2) business days. The releasing club has five (5) days to provide written input.
Decision issued in writing within ten (10) days of a complete application. Appeal to the WBA Board within seven (7) days.
The ten (10) day automatic-acceptance default in clause 7.2 does **not** apply to a Restricted Transfer.

7.1 Transfers

All player transfers between clubs, including between WBA clubs and from other associations, are lodged via the transfer application published on the WBA website. A transfer will not be permitted if money is owed to a club or the Association, or if uniforms have not been returned in good condition. Transfer requests must be lodged before the final date for player registrations. Transfer requests submitted after the Grading Round is completed will be at the discretion of Association Operations.

7.2 Club Clearance Step (Transfers Between WBA Clubs)

Where the player is transferring between two WBA clubs, PlayHQ will prompt the player's previous club to accept or deny the clearance. The previous club has ten (10) days to respond. If no response is received within ten (10) days, the clearance is automatically accepted. This step is subject to clause 7.3, which disapplies the automatic-acceptance default for Restricted Transfers.

7.3 Restricted Transfers (Review Required)

Universal intake. All transfers are lodged via the same application on the WBA website. Transfers that do not meet either criterion at 7.3(a) or (b) are processed in the ordinary course under 7.1 and 7.2. Transfers that meet either criterion are Restricted Transfers and are reviewed under this Section 7.3 before proceeding.

Trigger criteria. A transfer is a Restricted Transfer if the player:

(a) was registered in a Division 1 domestic team at WBA (or at any other association) and played five (5) or more games in Division 1 in either of the two most recently completed domestic seasons (summer or winter), regardless of age group; and/or

(b) holds a representative points value under clause 6.2 (Tier 1, Tier 2 or Tier 3), calculated before the application of discounts under clause 6.3.

This clause applies equally to Restricted Transfers submitted after the Grading Round under the discretionary tail of clause 7.1. Mid-season Restricted Transfers are not exempt from this review.

Who lodges the application. A transfer application is lodged by the player's parent or guardian directly with Association Operations, via the form published on the WBA website. Clubs do not lodge applications on

behalf of families. A club may assist a family with the process on request, but the application itself is a matter between the family and the Association.

Timing of applications. An application must be lodged no later than the final date for player registrations (or, for mid-season transfers, as soon as practicable). Families are strongly encouraged to lodge applications no later than three (3) weeks before the final date for player registrations. Applications lodged after this encouraged date may not be able to be processed in time for the player to be registered for the opening rounds of the season.

Contents of application. The application must include:

(a) the player's full name and date of birth;

(b) the parent or guardian's name and contact details;

(c) the receiving club the family intends the player to register with, and (if known) the intended team and division;

(d) a written statement of the reason(s) for the transfer request — for example, competitive fit, coaching or program preference, friendship or sibling group, travel or scheduling, relationship or welfare concerns, or any other driver. The statement need not be lengthy but should be specific enough for the releasing club to understand and, where possible, respond to. A family may mark any reason "confidential — to Operations only," in which case the releasing club will be told a confidential reason has been given but not what it is;

(e) where the player transferred from an association other than WBA (including interstate), documentary evidence of the player's prior club, division, and any representative classification for each of the two most recently completed domestic seasons — for example, a PlayHQ record, ladder printout, or written confirmation from the prior association; and

(f) where the family seeks to rely on an exceptional circumstance under consideration (v), documentary evidence supporting the claim (for example, proof of address for a relocation claim, school enrolment records for a sibling-alignment claim, or written confirmation from the releasing club for a club-disbanding claim). Exceptional circumstances will not be accepted on self-certification alone.

For transfers between WBA clubs, the player's prior club, division, games played, and representative classification will be verified by Association Operations directly from PlayHQ, and need not be supplied by the family.

Notification of the receiving club. On receipt of a Restricted Transfer application, Association Operations will notify the receiving club within two (2) business days that the family has lodged a transfer request. This ensures the receiving club is aware of the pending application and can plan accordingly.

Notification of the releasing club. On receipt of a Restricted Transfer application, Association Operations will notify the releasing club within two (2) business days and provide the club with the non-confidential reason(s) supplied under item (d) above. The releasing club is invited to provide written input on the application within five (5) days, including any response to the reason(s) supplied and any proposal to accommodate the player. Where input is not received within that window, Association Operations may proceed with the review.

Clustered applications. Where two (2) or more Restricted Transfer applications are lodged in respect of the same receiving club in the same age group within a fourteen (14) day window, Association Operations will consider those applications together, and the assessment under consideration (iii) will take into account the cumulative effect of the cluster rather than treating each application in isolation. Association Operations may defer a decision on any Restricted Transfer application by up to seven (7) days from receipt in order to identify related applications.

Assessment considerations. Association Operations will refer the application (or cluster of applications) to the Junior Committee for assessment against the following considerations:

(i) the impact on competitive balance in Division 1 of the relevant age group at the receiving club;

(ii) the impact on the releasing club's ability to field a competitive Division 1 team;

(iii) the receiving club's existing and prospective concentration of Division 1 and points-rated players in that age group, including the cumulative effect of any clustered applications;

(iv) whether other WBA clubs in the same age group have viable Division 1 representation;

(v) any exceptional circumstances raised by the family or clubs, including relocation, child safety, club disbanding, or sibling alignment, supported by the evidence required above; and

(vi) any observed patterns of player movement relevant to the application, including but not limited to player movements that correlate with recent coach movements between clubs.

Decision. A decision will be issued in writing within ten (10) days of a complete application being received (or, in the case of clustered applications, within ten (10) days of the last application in the cluster being received). Association Operations, having consulted the Junior Committee, may approve, conditionally approve (including with placement restrictions), or refuse the application. The decision will be communicated to the family, the receiving club, and the releasing club.

Appeals. An appeal against a decision under this clause must be lodged in writing to the WBA Board within seven (7) days of the decision being issued. The family, the receiving club, and the releasing club each have standing to appeal — that is, any of them may appeal an approval, a conditional approval, or a refusal. The Board's decision on appeal is final.

Interaction with the PlayHQ clearance step. The automatic-acceptance default in clause 7.2 does not apply to a Restricted Transfer. If the releasing club does not respond to the PlayHQ clearance prompt within ten (10) days, the clearance will not automatically accept where clause 7.3 applies. This is separate from, and does not limit, the releasing club's right to provide input under the Notification of the releasing club paragraph above.

Penalty: Playing an uncleared player will result in a forfeit of any game in which the player has participated.

8. Uniforms, Accessories and Headwear

8.1 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. All players must tuck their shirts into their playing shorts.

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 is allowed one week's grace after notifying the Game Day Official (GDO).

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.

8.2 Shorts

Shorts must be the same dominant colour front and back. All players must wear the same colour and design. Shorts must not extend below the knee. Shorts with pockets or metal buckles are not permitted. Any player not wearing matching shorts will not be permitted to take the court.

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

8.3 Ball Sizes

Age Group	Ball Size
U8 and U10	Size 5
U12	Size 5
U14	Size 6
U16 Girls and U19 Girls	Size 6
U16 Boys and U19 Boys	Size 7

8.4 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 8.5 and 8.7);
- 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:

- Compression gear — must be fitted, not loose. Colour requirements are governed by Section 8.4a;
- Undergarments extending below the shorts, subject to Section 8.4a for compression garments;
- 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;
- Non-coloured transparent mouth guard;
- Ankle braces;
- Religious headwear (see Section 8.7).

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

8.4a Compression Undergarments

Compression garments (skins) are the only form of undergarment permitted to be worn during WBA competition. All players on a team wearing compression garments must wear the same colour — either black or white. No other colour is permitted regardless of uniform colour. 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.

8.5 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.

8.6 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.

8.7 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.

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.

8.8 Blood on Uniform

Any player with blood (wet or dry) on their uniform must change immediately before returning to the court.

8.9 Coaching Bench, Team Area and Standing Rule

The coaching bench and team area is intended for registered players, the head coach, assistant coach, and team manager only. WBA respectfully requests that parents and spectators remain in the spectator area during games. The GDO may ask any non-registered person to vacate the team bench area where it is causing congestion or confusion.

One (1) coach per team may stand during live play — this must be the designated head coach. All other bench personnel (assistant coaches, team managers, and players) must remain seated during live play. The

standing coach must remain within the coaching box (the area between the scorer's table and the end line on their side of the court) at all times during live play. Entering the court during live play without referee permission is a Technical Foul.

9. Game Administration and Specific Rules

9.1 General Rules

All matches are conducted in accordance with the current Official FIBA Basketball Rules except where modified by these Playing Conditions.

- Time in the key: U8 — no limit; U10, U12 — 5 seconds; U14 — 3 seconds; U16 and above — 3 seconds.
- 3-point line: U14 and below use the inner line (6.25m); U16 and above use the outer line (6.75m). 3-point shots are permitted for all age groups except U8 (see Appendix A).
- No-charge semi-circle is not used in any WBA domestic competition. Charging fouls may be called anywhere under the basket regardless of whether the arc is painted on the court. This applies at all age groups and venues.
- Technical Foul (TF — rules violation; FIBA Category 2): 2 free throws + possession from the one-third court mark. Counts as a personal and team foul for a player. No conduct consequence.
- Behavioural Technical Foul (BTF — conduct; FIBA Category 1): 2 free throws + possession from the one-third court mark + automatic ejection and suspension per Section 12. A player BTF counts as a personal and team foul; a bench BTF does not count as a team foul.
- Disqualifying Foul (DQF): 2 free throws + possession + immediate ejection + incident report. See Section 12.
- Disruptive Foul (DF): 2 free throws + possession. Counts as a personal and team foul. Never counts toward disqualification. Flagrant Foul (FF): 2 free throws + possession. Counts as a personal and team foul. Two FFs in a game results in automatic disqualification of that player. A Technical Foul (TF) does not combine with a FF for disqualification purposes as TFs are rules violations, not conduct matters. The Unsportsmanlike Foul no longer exists under FIBA rules from 1 October 2026.
- Attempting to fake (draw) a foul, swinging the elbows without contact, and waving or placing a hand near an opponent's eyes are Technical Fouls (TF) in WBA competition and do not carry a conduct consequence unless the behaviour also warrants a BTF. This is a WBA variation to FIBA Article 36, which classifies these as Category 1 technical fouls.
- 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.

9.2 Responsible Adult

Each junior team must have a responsible person over the age of 18 present at their games at all times.

9.3 Score Sheet and Online Scoring

The score sheet or online scoring system must be completed by the Game Day Official (GDO) before game time, including fill-in player details. Each player's first name, surname, date of birth, 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. All score table officials must remain at the score table until the referee has signed off. Results not recorded or queried on game night will not be changed after game night.

9.4 Score Table Officials

All teams must provide a competent score table official aged thirteen (13) years or older for the duration of the game. 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.

9.5 Timing Rules

Age Group **Ring height:** All competitions are played on standard height (3.05 m) rings, except as provided for Under 8 in Appendix A3a.	Half Duration — Half-Time Break
U8	2 x 12 minutes (see Appendix A) — 2 minutes
U10	2 x 18 minutes — 2 minutes
U12, U14, U16, U19	2 x 20 minutes — 2 minutes

Games must start on time. A penalty of one (1) point per minute applies to a team responsible for a late start, including failure to complete the score sheet or online scoring system by game time.

9.6 Clock Stopping

The clock does not stop during regular season games except in the last two (2) minutes of the second half, when it stops on all whistles. An injured player time-out may be called by the referee only — the clock does not stop for this. The game clock continues to run during team time-outs except where it would otherwise be stopped under this section. Timing rules for Finals will be published by Association Operations before the commencement of Finals.

9.7 Time Outs

Each team has one (1) time-out in the first half and two (2) time-outs in the second half, maximum one (1) minute each. The game clock does not stop during a time-out except where it would otherwise be stopped under Section 9.6. No time-outs are permitted in the last two (2) minutes of the first half. Time-outs are permitted in the last two (2) minutes of the second half. Unused time-outs do not carry between halves or into extra time. Under 8 teams have no time-outs (Appendix A).

9.8 Free Throw Lines

Age Group	Free Throw Line Position
U8	Super short line — inside edge of circle (see Appendix A)
U10	One (1) metre forward from the standard line
U12	One (1) metre forward from the standard line
U14 and above	Standard free throw line

Standard FIBA free throw line distances (4.225m from the backboard) apply for Under 14 and above. Under 10 and Under 12 take free throws from one (1) metre forward of the standard line. U8 players take free throws from the super short free throw line as per Appendix A. Free throw lane markings are as per the court configuration at each venue.

9.9 Half-Time Free Throws — U8 and U10

Under 8 and Under 10 players will each receive ten (10) free throw attempts at half-time in Stage 3 games (Round 7 onward). Half-time free throws are not taken in Stage 1 or Stage 2 grading games, semi-finals or grand finals. If the team has fewer than ten players, the coach nominates players to take the extra shots. Points scored from half-time free throws count toward the game score. Half-time free throws do not count toward individual player scoring caps in Under 8 or Under 10.

9.10 Zone Defence

No Under 8, 10, 12, or 14 team is permitted to play a zone defence. Zone defence is allowed in Under 16 and above. The no-zone rule applies only inside the three-point line. Full/half-court press, help defence, split-line defence, and trapping defences that revert to man-to-man inside the three-point line are permitted. Coaches must not direct a team to play zone where prohibited.

Where a coach has not directed their team to play zone but zone defence is observed, it remains the coach's responsibility to identify and correct it immediately. The absence of a deliberate instruction does not exempt the team from the no-zone rule. The responsibility to ensure man-to-man defence is being played lies with the defending team and their coach — not with the opposing team. The GDO may determine that zone defence is being played based on observation alone. Sending a cutter through the key is a useful indicator but is not a requirement before the GDO may intervene. Help-line and shell drill defensive structures are permitted provided each defender maintains clear individual responsibility for a specific opponent once play moves inside the arc.

A retreating defence that picks up man-to-man assignments as opponents cross the three-point line is permitted. The no-zone rule is not breached provided each defender takes clear individual responsibility for a specific opponent once play moves inside the arc. Defenders holding a shape and guarding space rather than a specific person inside the arc will be deemed to be playing zone.

At no time may coaches, team officials, players, or spectators approach referees or the opposition to discuss an alleged zone defence during or after a game. Concerns must be raised with the Game Day Official (GDO). A team may supply video evidence to the Game Day Official (GDO) for immediate review if the GDO is not in close proximity to the court. The video must show the entirety of the defensive possession, with a minimum of three (3) clips where possible. The Game Day Official (GDO)'s interpretation is final.

Penalty: First offence: public warning to coach. If zone defence continues, the Game Day Official (GDO) will direct the referee to issue a Technical Foul.

9.11 Mercy Rule — U10 and U12

The Mercy Rule applies to Under 10 and Under 12 competitions only. It does not apply to Under 14 or above. It applies in Stage 3 games (Round 7 onward) only — it does not apply in Stage 1 or Stage 2 grading games, or in finals at any age group. If a team leads by twenty (20) or more points, the Mercy Rule applies automatically. The winning team must retreat to within the back one-third of the court and defend man-on-man. The Mercy Rule may be called by either coach, the referee, the GDO, or the Referee Advisor. Where the margin drops below 20 points, normal play resumes automatically. If the margin reaches forty (40) or more points, in addition to the standard Mercy Rule, the winning team must touch the far end of the court before they may attempt to score.

Penalty: First infringement: public warning to coach. Second infringement: one (1) free throw to opposing team. Third and subsequent infringements: two (2) free throws for each additional infringement.

9.11a Team Fouls

In Under 10 to Under 19 competitions, the team foul penalty applies after nine (9) team fouls in a half. From the tenth (10th) team foul in that half, each personal foul committed on an opponent not in the act of shooting results in two (2) free throws to the offended team. Team foul counts reset at half-time. In extra time, team fouls reset in accordance with Section 10.3. Under 8 team foul rules are set out in Appendix A4.7.

9.11b Individual Scoring Cap — Under 8 and Under 10

The cap. In Under 8 games, no player may score more than six (6) points in a half. In Under 10 games, no player may score more than twelve (12) points in a half. The cap resets at half-time, so no Under 8 player may score more than twelve (12) points in a game and no Under 10 player more than twenty-four (24). All field goals count as two (2) points.

Once capped: Once a player has reached their cap for the half, any further basket that player scores in that half is not added to the scoreboard or the PlayHQ scoring record. Play continues; no violation is called against the player or the team. If a capped player is awarded free throws, they are taken by a teammate nominated by the coach.

Score bench: The score bench must alert the referees and both team benches when a player is two (2) points from their cap and again when the player is capped. Coaches are expected to manage their players so that capped players are not the focus of the offence.

Half-time free throws: Points scored from half-time free throws under Section 9.9 count toward the game score but do not count toward a player's cap.

When the cap applies: In Under 10, the cap applies in Stage 3 games (Round 7 onward) and finals; it does not apply in Stage 1 or Stage 2 grading games (Sections 4.6 and 4.6b). In Under 8, the cap applies in all games.

9.12 Points Allocation

Result	Competition Points
Win	3 points
Loss	1 point
Draw	2 points
Cancelled	2 points (each team)
Abandoned	2 points (each team)
Forfeit — Win	3 points (score recorded 20–0)
Forfeit — Loss	0 points
Bye	0 points (not counted as a game played)

Note: Where a match is forfeited, the score is recorded in accordance with Section 9.14b.2 — 20–0 in favour of the opposing team, or the actual score in the opposing team's favour at the time of the forfeit, whichever gives the opposing team the greater winning margin.

9.13 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.

9.14 Walkovers and Forfeits

When starters are called to begin play, any team not on court with a minimum of four (4) players will incur a one (1) point penalty per minute. After ten (10) minutes, a walkover (0–20) will be awarded. Association Operations may extend the walkover time if circumstances warrant. Any team giving a walkover incurs a fine to recover court and referee costs, payable before the team's next fixtured game. Two (2) walkovers in a season requires the club to show cause. Two (2) consecutive walkovers may result in removal from the competition.

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.

9.14a Finals Qualification and Forfeits

Players of a team that gives a forfeit are not credited with having played that game for the purposes of finals qualification. Players of the team that receives the forfeit are credited with a game played.

The default provisions of this section take precedence over the abandoned match provisions of Section 9.15 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.

9.14b Deliberate Forfeits and Competitive Advantage

9.14b.1 A team must not forfeit, or arrange or attempt to forfeit, a match for the purpose of obtaining a competitive advantage, including (but not limited to) influencing its own or another team's ladder position, finals qualification, or finals draw or seeding.

9.14b.2 Where a match is forfeited, the standard outcome applies to the forfeiting team: no competition points are awarded, and the result is recorded as 20–0 in favour of the opposing team, or the actual score in the opposing team's favour at the time of the forfeit, whichever gives the opposing team the greater winning margin.

9.14b.3 To ensure the non-offending team is not disadvantaged by being denied the opportunity to compete, that team will:

- (a) be credited with a win and the full competition points for a win;
- (b) receive the benefit of the score recorded under 9.14b.2 for the purposes of for/against and percentage;
- (c) have the match counted as a played and qualifying game for finals eligibility for every player named on its team sheet; and
- (d) where applicable, have its ladder position or finals seeding adjusted by Association Operations so that it gains no disadvantage and the forfeiting team gains no advantage from the forfeit.

9.14b.4 Where Association Operations determines that a forfeit was given for a purpose described in 9.14b.1, or that a forfeit was otherwise not in the best interests of the competition, the forfeiting team will, in addition to receiving no competition points, incur a deduction of one (1) competition point and a forfeit fee as determined by Association Operations. A forfeit given for genuine reasons, such as insufficient available players, is dealt with under Section 9.14 and does not attract a competition-point deduction under this clause. Regardless of the reason for a forfeit, a team that forfeits three (3) or more matches in a season may be required to show cause why it should remain in the competition, and may be removed or replaced at Association Operations' discretion.

9.14b.5 Where Association Operations is reasonably satisfied that a forfeit was given, wholly or in part, to gain a competitive or finals advantage, or is otherwise not in the best interests of the competition, it may impose further sanctions in addition to those above, including additional point deductions, fines, adjustment of the finals draw or seeding, loss of finals eligibility, or removal from the competition. Association Operations' determination under this clause is final.

9.15 Unfinished Matches

If a match cannot be completed due to circumstances beyond control:

- Before half-time: treated as a draw.
- During or after half-time: team leading is declared winner unless play resumes within 15 minutes. Game fees not refunded.
- Abandoned due to on-court misconduct: no game fees refunded to either team. Result determined by Association Operations.

Scores at the time play is stopped count for ladder percentage calculations in all cases.

9.16 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.

10. Finals

10.1 Finals Eligibility

Players must take the court for a minimum of six (6) games in the season to qualify for finals. Grading games (Rounds 1 to 3) count toward this total. There is no minimum number of grading games required. It is the club/team's responsibility to ensure all players are qualified. Any team playing an unqualified player will forfeit that game (0–20). In finals, an unqualified player results in disqualification of the team. If a team cannot field five (5) players for finals, Association Operations may grant qualification to players who have played at least one game during the season as the fourth or fifth player only.

10.2 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.

10.3 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.

11. Protests and Complaints

All protests and complaints must be submitted through the WBA formal complaints process, accessible via the WBA website, within forty-eight (48) hours of the incident. Submissions must be made in the first instance via the Club organisation. Any Board member, staff member, or volunteer connected with either team shall not take part in the proceedings due to conflict of interest.

Individual teams and clubs have the right to appeal penalties applied by Association Operations. An appeal must be submitted 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.

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.

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, but this does not affect the foul outcome or any resulting sanction.

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.

There is no sin bin in WBA domestic competitions. 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, coach, team 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 — particularly 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, DF, FF, BTF, and DQF

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

Foul Type	What Triggers It	Penalty
Technical Foul (TF)	A rules violation (FIBA Category 2 technical foul): illegal defence,	2 free throws + possession from the one-third court mark. No

Foul Type	What Triggers It	Penalty
	delay of game, hanging on the ring, too many players on court, kicking the ball, illegal substitution, or similar infraction. In WBA competition also: faking a foul, swinging elbows without contact, hand near an opponent's eyes. Not a conduct issue.	conduct consequence or suspension.
Disruptive Foul (DF)	Illegal contact that disrupts the game but is not flagrant: unnecessary contact to stop a fast break; contact to stop the clock at the end of a half or overtime; contact from behind or the side on a clear path to the basket. FIBA Article 37.	2 free throws + possession. Counts as a personal foul and team foul. Never counts toward disqualification. No conduct consequence unless the behaviour also warrants a BTF.
Flagrant Foul (FF)	Contact beyond a personal or disruptive foul: not a basketball play; reckless or dangerous contact that causes or could cause injury; excessive, hard contact even when playing the ball. FIBA Article 38. Replaces the Unsportsmanlike Foul.	2 free throws + possession. Counts as a personal foul and team foul. Two FFs in a game = automatic disqualification of that player (player leaves the court; venue ejection only if conduct also warrants a BTF or DQF).
Behavioural Technical Foul (BTF)	Conduct (FIBA Category 1 technical foul): dissent, abuse, disrespect toward officials, players, or others; offensive language or gestures; baiting, taunting or provoking an opponent. 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 per the age group framework (Section 12.4). 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, DFs, FFs and BTFs are tracked separately. A TF, DF or FF does not count toward the BTF tally. A player may receive a DF or FF for illegal contact without a conduct consequence, unless their behaviour also warrants a BTF.

Alignment with FIBA 2026. From 1 October 2026 FIBA replaced the Unsportsmanlike Foul with the Disruptive Foul (Article 37) and the Flagrant Foul (Article 38), and divided technical fouls into Category 1 (behaviour, counts toward disqualification) and Category 2 (delay, does not). In WBA competition a Category 1 technical foul is a BTF and is an automatic ejection under this Section; a Category 2 technical foul is a TF.

WBA applies the following local variations: (a) faking a foul, swinging elbows without contact and a hand near an opponent's eyes are treated as TFs, not BTFs; (b) a bench technical foul is charged to the individual responsible under Section 12.4, not to the head coach; (c) throw-ins following a technical foul are taken from the one-third court mark. Referees officiating outside WBA apply the FIBA rule.

Dissent toward officials is always a BTF. Any dissent toward a referee, Game Day Official or score bench official — arguing a call, demonstrative disagreement, sarcastic or dismissive gestures, persistent questioning after the official has responded, or commentary on officiating directed at or audible to the official — is a Behavioural Technical Foul, never a Technical Foul, regardless of how FIBA Article 36 would otherwise classify the conduct. It carries the standard BTF consequence under Sections 12.4 and 12.5: ejection and a suspension period of not less than one (1) week. A courteous question through the proper channel under Section 12.8 is not dissent.

FIBA Category 1 at WBA — the split. Category 1 conduct directed at people is a BTF; Category 1 gamesmanship is a TF.

BTF (ejection and suspension period): disrespect toward officials, opponents or benches; dissent; abuse, profanity or offensive language or gestures toward anyone, including spectators; baiting, taunting or provoking, including minor contact; threatening or intimidating behaviour toward any participant; any hostile approach to a junior referee.

TF (two free throws and possession, no conduct consequence): faking (drawing) a foul; swinging the elbows without contact; waving or placing a hand near an opponent's eyes. If any of these is accompanied by disrespect, abuse or provocation, the referee calls the BTF for that behaviour.

12.4 BTF Framework — Age Groups

Age Group	BTF Framework
U8	Players: one warning per player, education only — no BTFs or ejections issued to players. Adults (coaches, managers, spectators): one warning per individual, then BTF.
U10, U12, U14, U16, U19	One warning per individual → BTF = automatic ejection from venue + suspension period (Section 12.5).

Team Warning — All Competitive Age Groups
In all competitive age groups (U10 and above), 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 a personal warning or a team warning depending on the circumstances. A team warning is communicated and recorded in accordance with Section 12.4A.

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.
Referees are expected to issue a warning before a BTF wherever the behaviour allows for it. A warning is

not required where the behaviour is severe, aggressive, threatening, or clearly beyond de-escalation — for example, profanity or abuse directed at an official, physical intimidation, or any hostile approach to a junior referee. Whether to warn first is the referee's judgement in the moment and is not reviewable.

Where a BTF is issued without a prior warning, the referee's incident report must state the reason the warning was not issued.

This applies to any person at the venue — players, coaches, team managers, and spectators alike. The referee or GDO may issue an immediate BTF without prior warning in such circumstances.

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

Ejection — adults: An ejected adult must leave the stadium immediately and may not re-enter for the remainder of that session.

Ejection — players under 18: An ejected junior player must leave the court and team bench area immediately and may not return to them for the remainder of that session. The player waits in an area designated by the Game Day Official, away from the court and spectators, under the GDO's supervision until collected by a parent or guardian. Where a parent or guardian is in attendance, they collect the player from the GDO and leave the stadium with them. A junior player is never to be directed to wait outside the stadium unsupervised.

12.4A Warning Communication Protocol

When a referee issues a warning to any player, coach, team official, or spectator:

(a) the referee must inform their co-referee immediately, and no later than the next dead ball;

(b) at the next dead-ball situation, the referee must inform the Game Day Official that a warning has been issued, identifying the individual, their role, and the specific behaviour — including any language used and any intimidatory conduct;

(c) the Game Day Official records the warning on the run sheet at that time, noting the individual, role, game time, and the referee's description of the behaviour.

Where the Game Day Official is supervising another court, the referee informs the Game Day Official at the first reasonable opportunity, and no later than the end of the current quarter or half. A warning issued by the Game Day Official is communicated to both referees in the same manner. A team warning issued under Section 12.4 is communicated and recorded in the same manner as an individual warning.

The purpose of this protocol is to ensure that every warning is witnessed and contemporaneously recorded, so that any subsequent BTF is supported by a corroborated record. Failure to follow the protocol does not invalidate a warning or a BTF.

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, coaches, parents, or guardians.
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. If team lists are published before a suspension is confirmed, the club must update their bench accordingly. The Association bears no responsibility for late team list adjustments arising from suspensions.

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, together with any warning recorded under Section 12.4A, and notifies WBA.

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.

- Association Operations reconciles the PlayHQ record and incident report and notifies the club of the suspension period, including its start and end.
- The suspension is served as a suspension period in accordance with the provisions below. For a fill-in player with no permanent team registration, the suspension is recorded in PlayHQ against the individual and the suspension period is determined in accordance with those provisions.

Suspension Period — Applies to All Teams and Capacities

A BTF suspension is served as a suspension period of not less than one (1) week. The suspension period commences on ejection and ends at the later of (a) seven (7) days after the ejection, and (b) the completion of the next fixtured game of the team with which the individual received the BTF (the originating team). A bye, forfeit, washout or abandoned fixture does not count as a game played for this purpose.

During the suspension period the individual may not participate in any WBA competition in any capacity — as a player, coach, assistant coach, team manager, fill-in player, or in any other bench or team role — for any team, in any age group or division, and may not enter the playing area or team bench at any WBA fixture. This applies whether or not the individual's other teams are fixtured within the period.

Where the individual has no originating team — a fill-in player with no permanent registration, or a spectator — the suspension period ends when the team the individual was associated with at the time of the BTF has completed its next fixtured game. A spectator ejected under Section 12.9 may not attend any WBA fixture during the suspension period.

Additional game suspensions under Section 12.6 are served as additional consecutive suspension periods, each measured against the originating team's next fixtured game. Where a suspension period would extend beyond the last fixtured game of the season, it carries over and is served from the first fixtured game of the individual's next registered season with WBA, in accordance with the carry-over provision above.

It is the responsibility of the club to ensure that a suspended individual does not participate for any of its teams during the suspension period. An individual who participates in any capacity during a suspension period is deemed ineligible, the game is recorded as a 0–20 forfeit against the team for which they participated, and the suspension period restarts from that game.

Integrity of Incident Reports

Incident reports and run sheet entries are official Association records and must be accurate, complete, and truthful. Referees and Game Day Officials must record what occurred, including the specific language and conduct observed, without exaggeration or omission.

Where Association Operations determines that an official has knowingly provided false or misleading information in an incident report or run sheet entry, the matter will be dealt with as a conduct matter under the WBA Complaint Handling Process and the Member Obligation By-Laws and, where appropriate, referred

under the Basketball Victoria Codes of Conduct or the Basketball Australia National Integrity Framework. Sanctions may include counselling, additional supervision, suspension from officiating, or removal from the WBA officials panel. Where the official is under 18, the matter will be handled in accordance with the Association's child safeguarding obligations.

A finding that a report was inaccurate does not reopen the on-court decision or alter any sanction already imposed. Any concern about the accuracy of a report is raised through the referee feedback process (Section 13.3) and is dealt with separately from the BTF outcome.

12.6 Repeat BTF Offenders — Seasonal Accumulation

In addition to the per-game suspension that follows every BTF, WBA applies escalating sanctions to any individual who accumulates BTFs across multiple games in the same season. Winter and summer seasons are tracked independently — accumulation resets at the commencement of each new season. A season ban at the 5-game threshold applies within a single season only and does not contradict the independent tracking of winter and summer seasons. These sanctions apply to players, coaches, team managers, and any other registered participant.

BTFs Across This Many Games in a Season	Additional Sanction (on top of per-game suspensions already served)
2 games	Written warning issued by Association Operations to the club. The club must acknowledge receipt in writing within twenty-four (24) hours.
3 games	Additional 1 game suspension. Formal written warning issued to the club president by Association Operations.
4 games	Additional 2 game suspension. The individual must attend a mandatory meeting with the General Manager before being permitted to return to court in any WBA competition.
5 or more games	Referred to Association Operations. Season ban applies. The matter may be referred to the Basketball Victoria Tribunal. A mandatory review with the General Manager is required before the individual may participate in any future WBA competition.

Seasonal Accumulation — Key Principles
Accumulation is tracked per individual across all games in a season — as a registered player, coach, team manager, or fill-in.
Each threshold triggers its consequence automatically. Association Operations notifies the club in writing at each threshold.
Sanctions at each threshold are in addition to — not instead of — the per-game suspension the individual has already served. Additional game suspensions are served as suspension periods in accordance with Section 12.5.
A season ban at the 5-game threshold is non-negotiable and cannot be overruled. The mandatory review before return to any WBA competition applies without exception.
This policy exists because WBA operates a Zero Tolerance Policy. Repeated behavioural incidents are not acceptable in a junior competition environment under any circumstances.

12.7 Approaching Players and the Bench

Any coach, team 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 GDO applies a two-part test: is this person opposition-affiliated, and is the approach game-related? If yes to both, the GDO will intervene immediately.

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

12.8 Communication with Referees

The only person permitted to communicate with a referee during a game is the team head coach. 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. See Section 12.10 for additional restrictions where a junior referee is officiating. Referees are encouraged to engage in brief, respectful communication with coaches. A coach 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. GDOs should support junior referees in developing confidence to manage communication appropriately and should not direct junior referees to issue a BTF for polite enquiry.

Assistant coaches, team managers, and spectators 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.

Referees are encouraged to introduce themselves to both coaches before each game. A brief handshake as part of this introduction is permitted and encouraged and does not require Game Day Official (GDO) presence.

12.9 Spectator Behaviour — Warning Card Process

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

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 the seasonal accumulation framework.

Step	Action
Step 1 — Identify	The GDO identifies the spectator and the team they are associated with.
Step 2 — Issue Card	The GDO issues the physical warning card to the Assistant Coach or Team Manager in the first instance. If the team has a single coach only, the card is issued to that coach. The coach or team manager passes the card to the spectator with an explanation of the required behaviour change.
Step 3 — Direct Approach	If the coach is unable to assist for any reason, or if the spectator cannot be linked to any team, the GDO approaches the spectator directly.

Step	Action
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 excluded from any WBA fixture for the suspension period determined under Section 12.5.
Step 5 — Non-Compliance	The 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.

12.10 Child Safety — Junior Referees

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 GDO will relay information to the coach as appropriate. For example, a coach who did not hear a call and wishes to understand it in order to explain it to their players should direct that question to the GDO — not to the junior referee. 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 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 GDO presence.
A brief handshake as part of a referee-initiated pre-game introduction is permitted and encouraged. This does not constitute an unsolicited approach and does not require GDO presence.

12.11 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 coach may raise this with the referee. The referee's decision is final. Any replacement must come from the opposing team.

12.12 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.

13. Game Day Officials and Referees

13.1 Game Day Officials (GDOs)

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 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 coach-referee communication and intervening if the Zero Tolerance Policy or communication protocols are breached.
- Implementing the warning card process for spectator behaviour as per Section 12.9.
- 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: for junior domestic competitions, all complaints must be directed through the club to Association Operations. Formal complaints must be submitted through the WBA online complaints system. For senior domestic, complaints are directed to the GDO who will refer 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

Referees appointed to WBA games must be appropriately attired in accordance with WBA dress standards. Referees under 18 years of age must wear a green whistle or green lanyard at all times while officiating so they are clearly identifiable. Failure to observe dress standards may result in removal from the roster at the discretion of the Referee Advisor.

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 domestic competition unless specifically announced by Association Operations for a particular competition or season.

14. Injuries and Medical

14.1 Injury Stoppage

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 9.6 are already met (last two minutes of the second half). 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.

14.2 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 GDO must record all suspected concussion incidents in the incident report.

15. Policies

15.1 Extreme Heat Policy

When the court temperature reaches 35°C: game time is reduced by two (2) minutes per half with two (2) team time-outs per half; the clock stops for all whistles in the last one (1) minute of the first half and last two (2) minutes of the second half; the referee calls an additional compulsory time-out near the halfway mark of each half.

When the court temperature reaches 40°C, games must be abandoned. If abandoned before or at half-time: counted as a draw. If abandoned after half-time: game score stands.

15.2 Blood Policy

The in-game blood rule is set out in Section 9.16. WBA's blood rule is consistent with the current Basketball Australia Blood Policy, available on the Basketball Australia website.

15.3 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.

15.4 Pregnancy Policy

As per Basketball Victoria's current Participant Protection Policy.

15.5 Infectious Diseases Policy

As per Basketball Victoria's current Participant Protection Policy.

15.6 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.

15.7 Concussion Policy

The in-game concussion protocol is set out in Section 14.2. WBA's concussion policy is consistent with Basketball Victoria's current Concussion Policy, available on the BV website.

16. Care of Venue

WBA staff and Game Day Official (GDO)s 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.

17. General

17.1 Age Group Flexibility

Association Operations may create, combine, or restructure an age group competition for a single season without Board approval, where this is deemed necessary in the best interests of participation. For example, a combined Under 16 and Under 19 girls competition may be created if team numbers in either group are insufficient to sustain a viable competition. Association Operations must notify all affected clubs in writing before implementing any age group change. Any change intended to be permanent or ongoing requires Board ratification.

17.2 General Powers

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. 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.

Appendix A

Under 8 Competition Rules

About the WBA Under 8 Competition
The WBA Under 8 competition is a fully developmental program. There is no ladder, no finals, and no publicly recorded scores.
Each weekly session runs for one hour. The first 30 minutes is a centralised skills session for all U8 players, led by WBA representative coaches. The second 30 minutes is a modified club match.
The purpose of this competition is participation, enjoyment, and development. Every child should leave having had fun and learned something new.

A1. Competition Format

The Under 8 competition is non-competitive. No ladder will be maintained and no finals will be conducted. Results are not publicly recorded. Team lists for each Under 8 game are recorded in PlayHQ by the Game Day Official before the game commences; the team list constitutes the record of participation for the purposes of Section 5.1c.

Session Component	Duration
Centralised skills session (all U8 players, led by WBA representative coaches)	30 minutes
Club match — 1st half	12 minutes
Half-time break	2 minutes
Club match — 2nd half	12 minutes
Total session	60 minutes

A2. Players and Officials

A2.1 Team Size

Each team fields five (5) players on the court. A game may commence with a minimum of four (4) players per team. A team with fewer than four (4) players is unable to take the court. There is no penalty for a team unable to field four players.

A2.2 Ball

A Size 5 basketball shall be used for all Under 8 matches.

A2.3 Coach on Court

One (1) designated club coach per team is permitted on the court during play for real-time instruction. The following conditions apply:

- The coach may move along their team's side of the court but may not cross to the opposition side.
- The coach must not position themselves under either backboard during free throws and must stand no closer than the free throw line extended on their team's side.
- The coach may not physically direct players by touching them during live play.
- The coach must not obstruct the referee's movement or sightlines at any time.
- If the coach's presence interferes with play or officials, the referee may instruct the coach to return to the bench for the remainder of that half. Non-compliance will be treated as a BTF.

A2.4 Referees

Referee Requirements — Under 8 and Under 10
These age groups require referees with the experience and communication skills to educate young players while officiating. A trainee or apprentice referee alone does not meet this requirement.
Each Under 8 game shall be officiated by two (2) referees, at least one (1) of whom must be an experienced referee (not a trainee or apprentice). A trainee or apprentice referee may accompany as the second official for development purposes.
Where the accompanying trainee or apprentice referee is under 18 years of age, the child safety provisions of Section 12.10 apply in full.

A3. Timing

Rule	Under 8 Setting
Half duration	2 x 12 minutes
Half-time break	2 minutes
Game clock	Running throughout — does not stop
Time-outs	None
Time-outs in either half	Not applicable — no time-outs
Clock stops for time-outs	Not applicable

A3a Ring Height — Summer 2026/27 Pilot

For the Summer 2026/27 season, Under 8 games are played on rings set at 2.6 metres where the venue has adjustable rings. Where a venue's rings cannot be lowered, games are played at standard height (3.05 m) and the free throw line under A4.3 applies unchanged. The Game Day Official sets the rings before the Under 8 session and returns them to standard height before the next age group takes the court.

This is a one-season pilot conducted under Section 17.1 with the support of the Junior Committee. It lapses at the conclusion of the Summer 2026/27 season unless renewed, and Association Operations will report on it to the Board with the end-of-season review.

A4. Modified Rules of Play

A4.1 Scoring

Player scoring cap: Each player may score a maximum of six (6) points per half from field goals and free throws during live play, so no player may score more than twelve (12) points in a game. Once a player reaches their cap, any further basket they score in that half is not added to the score. Play continues; no violation is called. The cap operates in the same way as the Under 10 cap under Section 9.11b.

Free throws when capped: If a capped player is awarded free throws, they are taken by a teammate nominated by the coach. The score bench alerts both benches when a player reaches four (4) points in a half and again when the player is capped.

3-point field goals: Not applicable. All field goals count as 2 points regardless of where taken.

A4.2 Half-Time Free Throws

Under 8 players receive ten (10) free throw attempts at half-time during the regular season (not in any finals). If the team has fewer than ten players, the coach nominates players to take the extra shots. Points scored from half-time free throws count toward the game score. Half-time free throws do not count toward the six (6) point player scoring cap.

A4.3 Free Throw Line

All free throw attempts shall be taken from the super short free throw line, positioned at the inside edge of the key circle.

A4.4 Court Violations Not Applied

- Half-court (backcourt) violation — players may move freely in any direction.
- Key (3-second) violation — there is no time limit in the restricted area.

A4.5 Relaxed Violations

Travelling: Not called unless the player takes four (4) or more steps without dribbling. Where fewer steps are taken the referee shall use the stoppage as a teaching moment and restart without penalty.

Double dribble: Not called unless the player clearly and deliberately picks up the dribble, retains the ball, and re-dribbles. Incidental loss of control shall not be called.

A4.6 Mercy Rule

U8 Mercy Rule — Tiered
10 or more points margin: The winning team must retreat behind the 3-point line. Once the ball crosses the 3-point line in the offensive direction, defence becomes active. If the margin drops below 10 points, full-court defence may resume.
40 or more points margin: The winning team must touch the far end of the court before retreating to the back one-third of the court to defend. This requirement replaces the 3-point line retreat and applies for as long as the margin remains at 40 or above.
If the margin drops back below 40 points, the standard 10-point mercy rule resumes.

Penalty: First infringement: warning to coach. Second infringement: one (1) free throw to opposing team. Third and subsequent infringements: two (2) free throws for each additional infringement.

A4.7 Personal and Team Fouls

Foul Rule	Under 8 Setting
Personal fouls before fouling out	6 (standard is 5)
Team foul penalty situation	After 8 team fouls in a half
Player BTFs / ejections	Not issued — warnings and education only for players
Adult BTF framework	Full framework applies to all coaches, managers, spectators

A4.8 Substitutions

Substitutions may be made on any whistle or dead ball situation. There is no restriction on the number of substitutions per game.

A5. Behaviour Management — Under 8

Why the Full Adult Behaviour Framework Applies at Under 8
The Under 8 competition is many families' first experience of organised basketball. The standards established here set expectations for years to come.
Players will not receive BTFs or ejections. The full BTF framework applies to all coaches, team managers, and spectators without exception.
Clubs are responsible for the conduct of their coaches and associated spectators.

A5.1 Players

Players will not receive BTFs or ejections. Where a player displays unacceptable behaviour, the referee shall stop play, address the player directly in age-appropriate language, explain what is not acceptable, and restart without penalty. If behaviour continues, the referee may notify the on-court coach. In exceptional circumstances involving aggressive or dangerous behaviour, the Game Day Official (GDO) may direct the coach to remove the player for the remainder of that half.

A5.2 Coaches, Team Managers and Spectators

All coaches, team managers, and spectators are subject to the full Behaviour Management Framework under Section 12. Coaches on court are held to the same behavioural standard as coaches on the bench. A BTF issued to an on-court coach results in immediate return to the bench for the remainder of that half, in addition to the standard BTF consequences. Suspensions are served as suspension periods in accordance with Section 12.5 and apply to all WBA teams and capacities.

A6. Under 8 Quick Reference

Rule	Under 8 Setting
Format	Non-competitive — no ladder, no finals
Match halves	2 x 12 minutes

Rule	Under 8 Setting
Half-time	2 minutes
Clock	Running throughout
Time-outs	None
Players on court	5 per team
Minimum to start	4 players per team
Ball size	Size 5
Coach on court	Yes — 1 per team, with stated restrictions
Referees	2 required; at least 1 experienced (not trainee/apprentice)
3-point shots	Not applicable — all field goals = 2 points
Free throw line	Super short (inside edge of circle)
Half-time free throws	10 shots per team — points count toward score; do not count toward the 6-point cap
Half-court violation	Not applied
Key (3-second) violation	Not applied
Travelling	Not called under 4 steps — referee educates first
Double dribble	Called on clear deliberate re-dribble only
Scoring cap	6 points per player per half (live play only); further baskets not scored — same mechanism as U10 (s9.11b)
Mercy rule — 10+ point margin	Winning team retreats behind 3-point line
Mercy rule — 40+ point margin	Winning team must touch far end of court then retreat to back one-third
Personal fouls	6 before fouling out
Team foul penalty	After 8 team fouls in a half
Player BTFs/ejections	Not issued — warnings and education only
Adult BTF framework	Full framework applies
Junior referee child safety	Section 12.10 applies if accompanying referee is under 18

End of Document — WBA Junior Domestic Playing Conditions — November 2026