Warragul Basketball Association

Warragul and District Amateur Basketball Association
Trading as Warragul Basketball Association

Senior Domestic Playing Conditions

Updated November 2026 — Version 1.3.3

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

Amendment Summary — Version 1.3.3 (Summer 2026/27)

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

Section 3 — Definitions. New definitions of “Suspension Period” and “Stage 1 / Stage 2 / Stage 3”. BTF and Fill-In Player cross-references corrected.

Section 6 — Grading. Grading restated on the WBA 3-Stage Competition Model (Grade — Validate — Season): divisions named numerically (Division 1 to Division 5, or further where required), team nomination of divisions, six-team division floor, Stage 1 mini-games with results not counting toward the ladder, official ladder from Round 3, divisions locked after Round 5. New sections 6.2 (Ladder Reset and Regrading) and 6.3 (Stage 1 mini-game format). Former provisions for 3–5 grading rounds and for moving a team at any time removed. Transitional arrangement for Summer 2026/27: no mini-games; Stage 1 is Rounds 1 to 3 played as regular games in divisions set from last season’s results, the ladder starts at Round 4 and divisions lock after Round 6.

Sections 7.2.2 and 7.2.3 — Clock and time-outs. Each team has one (1) time-out in the first half and two (2) in the second half. The clock stops on all whistles in the last two minutes of the second half (previously the last minute where the margin was 10 points or less), and runs through time-outs at all other times. Time-outs are permitted in the last two minutes of the second half.

Section 7.5 — Team fouls. Clarified in line with FIBA: the team foul penalty (two free throws for a non-shooting foul) applies from the ninth (9th) team foul in a half. Where Stage 1 is played as mini-games, it applies from the fifth (5th) team foul (not in use for Summer 2026/27).

Section 8.2a — Team Captain. The team captain must be recorded in PlayHQ before the commencement of every game.

Section 10.2 — Fill-in players. Division examples restated using numbered divisions.

Section 12.4 — BTF framework. The framework applies uniformly to players, bench officials and spectators. Referees are expected to warn first wherever the behaviour allows; where a BTF is issued without a warning, the incident report must state why. Ejection provisions set out separately for adults (leave the stadium for the remainder of the session) and persons under 18, including spectators and bench officials (leave the court and bench and wait under GDO supervision until collected by a parent or guardian; never directed to wait outside unsupervised).

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.

Section 12.6 — Points Accumulation System. Retained from v1.2 (TF 1 point, BTF 3 points, BTF at a junior referee 5 points; thresholds at 3, 6, 9, 12 and 15 points). Versions 1.3–1.3.2 replaced it in error with the Junior games-count model; v1.3.3 reinstates it. Threshold suspensions are served as suspension periods (section 12.5) and apply across all teams and the Mixed Competition. A Flagrant Foul earns 1 point; a Disruptive Foul none.

Sections 3, 7.1, 12.3 and 12.12 — FIBA 2026 rule changes. Aligned with the FIBA Official Basketball Rules 2026 (in force 1 October 2026). The Unsportsmanlike Foul is replaced by the Disruptive Foul (never counts toward disqualification) and the Flagrant Foul (counts toward disqualification; two in a game = disqualification). Technical fouls are divided into Category 1 (behaviour) and Category 2 (non-behavioural). A Category 1 technical foul for conduct toward people is a BTF; as a local variation, faking a foul, swinging elbows without contact and placing a hand near an opponent’s eyes are treated as a TF (1 accumulation point). Category 2 technical fouls are TFs.

Section 20 — Mixed Competition (new). Rule alterations for the WBA Senior Mixed Competition, including team composition, the keyway restriction, fill-in players, and forfeit and default for loss of required composition.

Section 20.3 — Mixed Competition team composition (v1.3.2). The maximum number of male players on the court now follows the keyway restriction: two (2) in the first half, when female players have the keyway, and three (3) in the second half and extra time, when male players have the keyway. There is no minimum number of male players. Sections 20.6.1 and 20.7.2 amended to align.

Sections 12.3, 12.4, 12.8, 12.12, 13.4 and 20.5.9 (v1.3.3). Point values and references to the Points Accumulation System reinstated.

Consequential. Sections 7.1, 12.3, 12.8, 12.11.5, 12.14.1, 13.1, 13.4 and 15.1 amended to align. Cross-references to fill-in players corrected to section 10 and to the BTF framework corrected to section 12.

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

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1. Introduction

1.1 WBA Vision

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

1.2 WBA Mission

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

2. Playing Conditions and Codes of Conduct

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

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

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

3. Definitions

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

Term	Definition
Association / WBA	Warragul and District Amateur Basketball Association, trading as Warragul Basketball Association.
Association Operations	WBA staff responsible for day-to-day competition administration, being the Domestic Competitions & Administration Coordinator and/or General Manager.
Team Delegate	The registered contact person for a team, responsible for all matters related to team entry, team conduct, and communication with WBA.

Term	Definition
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 a venue. The GDO is the primary authority for implementing the Behaviour Management Framework at a WBA competition venue.
TF	Technical Foul — a FIBA Category 2 technical foul, issued for a non-behavioural infraction (e.g. delay of game, too many players on court, hanging on the ring, illegal substitution). As a local variation, the FIBA Category 1 gamesmanship fouls — faking a foul, swinging elbows without contact, and placing a hand near an opponent's eyes — are also treated as a TF. Penalty: 2 free throws + possession + 1 accumulation point (section 12.6). No ejection or suspension and does not count toward disqualification.
BTF	Behavioural Technical Foul — a FIBA Category 1 technical foul, issued for conduct toward people (dissent, abuse or disrespect toward officials, opponents or others, offensive language or gestures, baiting or taunting, intimidation). Penalty: 2 free throws + possession + automatic ejection and suspension period + 3 accumulation points (5 where directed at a junior referee). See section 12.
DQF	Disqualifying Foul — issued for flagrant or extreme conduct (fighting, physical aggression toward any person, extreme abuse). Penalty: 2 free throws + possession + immediate ejection + incident report filed. Matter referred to Association Operations.
DF	Disruptive Foul (FIBA Article 37) — illegal contact that disrupts the game but is not flagrant: unnecessary contact to stop a fast break, contact to stop the clock, or clear-path contact from behind or the side, where the player is not legitimately playing the ball. Penalty: 2 free throws (or basket + 1 / 2 or 3 free throws if in the act of shooting) + possession. Counts as a personal and team foul. Never counts toward disqualification and earns no accumulation points.
FF	Flagrant Foul (FIBA Article 38) — contact that is not a basketball play, or is reckless, dangerous or excessively hard. Same penalty as a Disruptive Foul + 1 accumulation point (section 12.6). Counts as a personal and team foul and toward disqualification. Replaces the former Unsportsmanlike Foul together with the Disruptive Foul.
Fill-In Player	A player who takes the court for a team they are not their primary registered team, in accordance with section 10.

Term	Definition
Bench Official	Any person seated on the team bench during a game who is not a registered playing member of that team for that game. A Bench Official is subject to all conduct provisions of these Playing Conditions regardless of whether they hold a formal registration with WBA.
Suspension Period	The period during which a suspended individual may not participate in any WBA competition in any capacity, commencing on ejection and ending when the originating team has completed its next fixtured game. See section 12.5.
Stage 1 / Stage 2 / Stage 3	The three stages of the WBA 3-Stage Competition Model: Grade (Rounds 1 and 2), Validate (Rounds 3 to 5) and Season (Round 6 onward). See section 6, including the Summer 2026/27 transitional arrangement in section 6.1.

4. Competition

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

5. Registration

5.1 Team Entry

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

5.2 Player Registration

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

5.2.1 All players, with the exception of Fill-in Players (section 10), must have completed their registration and paid the required Association fee and BV insurance prior to taking the court.

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

6. Grading

6.1 Grading of Teams

Divisions are named numerically — Division 1, Division 2, Division 3, Division 4, Division 5 (or further divisions where required) — with Division 1 being the highest. The season is run under the WBA 3-Stage Competition Model: Stage 1 — Grade (Rounds 1 and 2), Stage 2 — Validate (Rounds 3 to 5), and Stage 3 — Season (Round 6 onward). The Stage 1 game format is set out in section 6.3.

Nomination: Each team nominates its division on the Team Entry Form 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 division, players must be distributed as evenly as practical across those teams by the end of Stage 1.

Stage 1 — Grade: Teams play mini-games under section 6.3, with multiple matchups on each playing day. 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: Regular game format applies and 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. Divisions lock at the completion of Round 5.

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 playing days in which their team participates to assist accurate grading placement. The Team Delegate must notify Association Operations if the team is unable to meet this threshold. Any new player to be added after the completion of Stage 1 requires approval from the Association before registering, regardless of division. Applications for approval must be made in writing to admin@warragulbasketball.org.au.

Terminology: In these Playing Conditions, “Grading Round(s)”, “grading period”, “grading games” and “end of grading” refer to Stage 1 (Rounds 1 and 2) unless otherwise stated. “Regular season” refers to Stages 2 and 3. For the purposes of sections 9.1, 10.2 and 10.3, a player who takes the court on a Stage 1 playing day is credited with one (1) game for that round regardless of the number of mini-games played.

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

Summer 2026/27 — Transitional Grading Arrangement

Record junior participation numbers leave no court space for mini-game grading this season. For the Summer 2026/27 season only, the 3-Stage Competition Model is run on regular games as follows:

• **Stage 1 — Grade: Rounds 1 to 3.** Teams start in divisions set by Association Operations from the previous season's results; teams new to the competition nominate a division on the Team Entry Form. One full game is played per playing night under the regular game format. Section 6.3 (Stage 1 Grading Format) and the fifth (5th) team foul threshold in section 7.5 do not apply. The official ladder does not run during Stage 1.

• **Stage 2 — Validate: Rounds 4 to 6.** The official ladder commences at Round 4. Association Operations reviews grading after each round and may regrade a team that is clearly misgraded, maintaining the six (6) team floor. Divisions lock at the completion of Round 6.

• **Stage 3 — Season: Round 7 onward.** Divisions are locked and every result counts.

For Summer 2026/27, references in these Playing Conditions to Stage 1, the grading period or grading rounds mean Rounds 1 to 3; references to the ladder commencing at Round 3 mean Round 4; and references to divisions locking after Round 5 mean Round 6. The player movement provisions of section 6.1 apply from Round 1. The Mixed Competition follows the same stage structure. This arrangement lapses at the end of the Summer 2026/27 season.

6.2 Ladder Reset and Regrading

Stage 1 results do not count toward the ladder. The official ladder commences at Round 3 (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 zero (0) games played and zero percentage. Results of games played against that team in its previous division are recorded as abandoned. No team may be regraded after the completion of Round 5.

6.3 Stage 1 Grading Format

The following format applies to all Stage 1 (Rounds 1 and 2) mini-games in the Senior Domestic Competition. Where this section is silent, these Playing Conditions apply in full. This section does not apply in the Summer 2026/27 season (see the transitional arrangement in section 6.1).

Game format: Games are played in thirty (30) minute time slots and consist of two (2) twelve (12) minute halves with a two (2) minute half-time. The clock runs throughout and does not stop during general play; the clock-stopping provisions of section 7.2.2 for the final two minutes do not apply.

Time-outs: Each team has one (1) time-out per half, maximum sixty (60) seconds. No time-outs are permitted in the final one (1) minute of either half. Section 7.2.3 does not apply to Stage 1 games.

Personal fouls: A player who commits three (3) personal fouls is disqualified from the remainder of that mini-game. Personal foul counts reset at the start of each mini-game.

Team fouls: The team foul penalty (bonus free throws) applies from the fifth (5th) team foul in a half. Team foul counts reset at half-time. The ninth (9th) team foul threshold in section 7.5 applies from Stage 2.

Behaviour: Section 12 applies in full. Warnings and BTFs issued during a Stage 1 playing day are recorded in the ordinary way. For the purposes of a suspension period under section 12.5, the team's next fixtured playing day is treated as its next fixtured game.

7. Rules and Timing

7.1 General Rules

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

- The no-charge semi-circle applies in accordance with FIBA rules where the arc is painted on the court. Where the arc is not painted at a venue, charging fouls may be called anywhere under the basket. This applies at all age groups and venues.
- Technical Foul (TF — FIBA Category 2, non-behavioural): 2 free throws + possession from the one-third court mark + 1 accumulation point (section 12.6). No ejection or suspension; does not count toward disqualification.
- Behavioural Technical Foul (BTF — FIBA Category 1, conduct): 2 free throws + possession from the one-third court mark + automatic ejection, suspension period and accumulation points per section 12.
- Disqualifying Foul (DQF): 2 free throws + possession + immediate ejection + incident report. See section 12.
- Disruptive Foul (DF): 2 free throws (or basket + 1 / 2 or 3 free throws if shooting) + possession. Counts as a personal and team foul. Never counts toward disqualification; no accumulation points.
- Flagrant Foul (FF): same penalty as a Disruptive Foul + 1 accumulation point (section 12.6). Counts as a personal and team foul. Two FFs in a game result in automatic disqualification of that player. A BTF already results in ejection under section 12, so the FIBA combination of one FF and one Category 1 technical foul does not arise.
- Attempting to fake (draw) a foul, swinging elbows without contact, and placing a hand near an opponent's eyes are FIBA Category 1 technical fouls but, as a local variation, are treated as a TF (section 12.3): 1 accumulation point, no ejection or suspension. They count toward the player's personal fouls and the team 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.

7.2 Timing

7.2.1 Playing times for the games will be two (2) 20-minute halves. The Stage 1 grading format is set out in section 6.3.

7.2.2 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 are set out in section 9.3.

7.2.3 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 7.2.2. 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. Referees are responsible for enforcing the time-out duration.

7.2.4 Referees will announce 1 minute prior to the game's start time. Should teams not be ready at the scheduled start time of the game, referees will be permitted to start the clock. Each minute players do not assemble on the court for the commencement of the game, the offending team will be penalised one (1) point every minute.

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

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

7.3 Points Allocation

The following premiership points are allocated for each game:

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

7.4 Ladder Calculation

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

7.5 Team Fouls

In the Senior Domestic Competition, the team foul penalty applies from the ninth (9th) team foul in a half. Once a team has committed eight (8) team fouls in a half, each further personal foul committed on an opponent not in the act of shooting — the ninth and every subsequent team foul — 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 9.3. Where Stage 1 is played as mini-games under section 6.3, the team foul penalty applies from the fifth (5th) team foul in a half.

8. Scoring

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

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

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

8.2a Team Captain

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

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

8.4 All score table officials must stay at the score table until the Referee has signed off the score sheet or the iPad. Any results that are not recorded or missing at a game MUST be raised with the Game Day Official (GDO) on the same night as the game. Scores will not be changed after game night.

9. Finals

9.1 Finals Eligibility

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

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

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

9.1.4 Special Consideration — General

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

9.1.5 Special Consideration — Injury or Illness

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

9.1.6 Fill-In Games and Finals Eligibility

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

9.2 Finals Structure

All competitions use a top 4 finals structure:

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

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

For the finals, the Association will provide an official for each bench. In all instances, the official shall control the clock. Each team will still be required to supply a scorer under the normal match rules. Ties for position will be decided on percentage for the overall season.

9.3 Extra Time

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

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

10. Fill-in Players

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

10.2 Fill-in players who are registered with WBA for the current season cannot be sourced from the same division but can be sourced from any lower division (a higher-numbered division). For example, a Division 5 player can fill in for Division 4 and above, a Division 4 player can fill in for Division 3 and above, and so on up to a Division 2 player filling in for Division 1. A maximum of 2 games are permitted for each fill-in player.

A fill-in player may not play in a division lower than their own registered division. For example, a Division 2 player may not fill in for a Division 3, 4 or 5 team. This restriction applies regardless of circumstance, including forfeit avoidance.

10.3 Fill-in players not registered with WBA for the current season may fill in for a maximum of 2 total games across any division and team. Fill-in players not registered with WBA for the current season will need to apply to Association Operations if they wish to exceed 2 total fill-in games with any team and may be required to pay a pro-rated registration fee.

10.4 All fill-in players must provide the Game Day Official (GDO) with their details, provide photo ID and register to each game via PlayHQ's electronic scoring platform prior to taking the court. Failure to comply with these conditions may result in the player being deemed ineligible and the match resulting in a forfeit.

10.5 Minimum Players to Start

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

10.6 Fill-In Players in Finals

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

11. Uniforms, Accessories and Headwear

11.1 Shirts and Singlets

Basketball singlets only are accepted — basketball bibs are not permitted. All-in-one uniforms are permitted. Singlets must be of the same dominant colour front and back with identical colour and design across the team. Each player's singlet must display a clearly visible number on the back. Singlet numbers must be clearly visible from 10 metres. Numbers must contrast with the colour of the singlet. Teams may only use numbers 0, 00, and 1 to 99. No two players on the same team may wear the same number. Any advertising or logo on the singlet must be at least 5cm from the number.

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

11.2 Shorts

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

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

11.3 Accessories and Personal Equipment

The following are NOT permitted:

- Finger, hand, wrist, elbow, or forearm guards made of hard material;
- Casts or braces made of leather, plastic, metal, or any other hard substance, even if covered with soft padding;
- Objects that could cut or cause abrasions;

- Headgear, hair accessories, and jewellery (except as provided in 11.5 and 11.7);
- Long fingernails — must be closely cut. Tape may be used as per the BV Equipment Ruling;
- T-shirts under team playing singlets.

The following ARE permitted:

- Shoulder, upper arm, thigh, or lower leg protective equipment if sufficiently padded;
- Undergarments extending below the shorts, subject to section 11.4 for compression garments;
- Compression gear — must be fitted, not loose. Colour requirements are governed by section 11.4;
- Compression stockings in the same dominant colour as the shorts, black, white, or skin colour;
- Sweatbands on the forehead only (maximum 5 cm width, non-abrasive, one colour);
- Knee braces if adequately covered;
- Protector for an injured nose, even if made of rigid material;
- Spectacles, if they do not pose a danger to other players;
- Medic-alert jewellery, provided it is taped flat against the body with clear tape;
- Gloves, provided they are appropriate for basketball, do not provide additional reach or grip, do not give an unfair advantage, and are not dangerous to other players. Gloves may not be used to avoid cutting fingernails unless they meet these requirements;
- Wristbands and headbands made of textile material, maximum 10cm wide. Wristbands made of rubber, leather, or silicon must be covered with adhesive tape or a towelling sweatband to prevent finger-catching injuries;
- Mouth guard (any colour);
- Ankle braces;
- Religious headwear (see section 11.7).

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

11.4 Compression Undergarments

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

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

11.5 Jewellery

WBA adopts the Basketball Victoria Jewellery Policy. Any player wearing jewellery that is visible and could cause injury to themselves or other players must remove it before taking the court. The referee will explain the rule and ask the player to remove the item before taking the court. If a player claims a particular item cannot be removed, the referee may instruct the player to cover it with a suitably protective device such as medical tape. The player may not take the court until the

referee is satisfied the item is appropriately covered. If the protective device falls off during the game, the referee must stop play at the next opportunity and direct the player to remedy it. If this occurs more than twice in the same game, the player must remove the jewellery or cease participating.

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

11.6 Fingernails and Hair

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

11.7 Religious Headwear

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

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

11.8 Uniform Clash and Blood on Uniform

If there is a clash of uniform colours, the home team as listed in PlayHQ must change into alternate singlets. If no home/away designation exists in PlayHQ for that game, the Game Day Official (GDO) will determine which team changes. The referee's determination of whether a clash exists is final. Any player with blood (wet or dry) on their uniform must change immediately before returning to the court.

11.9 Uniform Standards

11.9.1 Uniforms must consist of tops of the same colour throughout the team, numbered back and front as prescribed by the rules. Jerseys must be of the same dominant colour and style; numbers must be consistent. Shorts must be of the same dominant colour; differing logos or markings on shorts will not be considered out of uniform. Regulation basketball shoes or joggers must be worn (non-marking soles).

11.9.2 Numbers permitted are 0, 00, 1–99 and must be of the correct size and same colour throughout the team. Different styles of numbers will not be penalised. No hand-drawn numbers are permitted on tops.

11.9.3 The Association has the power to order any player or team to renew uniforms should the team not be to the standard required. Uniforms that have faded or discoloured to such an extent that they confuse the referees will be referred to the Game Day Official (GDO) who will, in turn, inform the Association. The Association will then set a time limit for the uniforms to be replaced, during which time there will be no penalty for the uniform in question.

11.10 Team Bench Area

The team bench area is intended for registered players of that team only. WBA respectfully requests that spectators remain in the spectator area during games. The Game Day Official (GDO) may ask any non-registered person to vacate the team bench area where it is causing congestion or confusion. All bench personnel must remain seated during live play. Entering the court during live play without referee permission is a Technical Foul.

12. Zero Tolerance Policy

12.1 Zero Tolerance Principle

WBA Zero Tolerance Policy

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

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

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

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

12.2 Referee's Decision is Final

Referee's Decision is Final

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

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

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

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

12.3 Types of Fouls — TF, DF, FF, BTF and DQF

Five foul types are relevant to conduct and behaviour in WBA Senior Domestic competitions. From 1 October 2026 the FIBA Official Basketball Rules replace the Unsportsmanlike Foul with the Disruptive Foul and the Flagrant Foul, and divide technical fouls into Category 1 (behaviour) and Category 2 (non-behavioural). In these Playing Conditions a Category 2 technical foul is a TF. A Category 1 technical foul for conduct toward people — disrespect, abuse, offensive language or gestures, baiting, taunting or intimidation — is a BTF. As a local variation, the Category 1 gamesmanship fouls (faking a foul, swinging elbows without contact, placing a hand near an opponent's eyes) are treated as a TF, not a BTF. All participants must understand the distinction:

Foul Type	What Triggers It	Penalty
Technical Foul (TF) — FIBA Category 2	A non-behavioural infraction: delay of game (including deliberately touching the ball after a basket or holding up a throw-in or free throw), too many players on court, illegal substitution, late on court for the start or second half, hanging on the ring other than to prevent injury, goaltending the last free throw. Also, as a local variation, the Category 1 gamesmanship fouls: faking a foul, swinging elbows without contact, placing a hand near an opponent's eyes. Not treated as a conduct issue.	2 free throws + possession from the one-third court mark + 1 accumulation point (section 12.6). No ejection or suspension. Does not count toward disqualification.
Disruptive Foul (DF) — FIBA Article 37	Illegal contact that disrupts the game but is not flagrant, where the player is not legitimately playing the ball: unnecessary contact to stop a fast break, contact to stop the clock, or clear-path contact from behind or the side with no defender between the player and the basket.	2 free throws (basket + 1, or 2 or 3 free throws, if in the act of shooting) + possession. Counts as a personal foul and team foul. Never counts toward disqualification. No accumulation points.
Flagrant Foul (FF) — FIBA Article 38	Contact that goes beyond a personal or disruptive foul: not a basketball play against an opponent, with or without the ball; violent or reckless contact that causes or could cause injury; or excessive, hard contact even when trying to play the ball.	Same penalty as a Disruptive Foul + 1 accumulation point (section 12.6). Counts as a personal foul and team foul and toward disqualification. 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). Where the contact is violent or places others at risk, a DQF applies instead.
Behavioural Technical Foul (BTF) — FIBA Category 1	Conduct: dissent, abuse, disrespect toward officials, opponents, or others. Examples: aggressive arm motioning, prolonged complaining, sarcastic clapping at officials, shouting at referees, using profanity toward officials, offensive language or gestures toward spectators, baiting, taunting or provoking an opponent (including minor contact), threatening or intimidating behaviour toward any participant.	2 free throws + possession from the one-third court mark + automatic ejection and suspension period per the BTF framework (section 12.4) + 3 accumulation points, or 5 where directed at a junior referee (section 12.6). Suspension is automatic and non-negotiable.

Foul Type	What Triggers It	Penalty
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.

Only a BTF or DQF results in ejection and a suspension period. A TF or FF does not, but each earns one (1) accumulation point under section 12.6, so repeated TFs or FFs can reach a suspension threshold without any BTF being given. A DF earns no accumulation points. A player may receive a DF or FF for illegal contact without ejection, unless their behaviour also warrants a BTF. Under the FIBA rules a Category 1 technical foul counts toward disqualification only in combination with a second Category 1 technical foul or a Flagrant Foul; in WBA competitions every BTF results in ejection under this section, which is a local playing condition. The treatment of faking a foul, swinging elbows without contact and placing a hand near an opponent's eyes as a TF is also a local playing condition; referees officiating outside WBA apply the FIBA rule.

12.4 BTF Framework — Senior Competition

In the Senior competition, the BTF framework applies uniformly to all persons:

Person	BTF Framework
Player / Bench Official	One warning per individual → BTF = automatic ejection from venue + suspension period (section 12.5) + 3 accumulation points, or 5 where directed at a junior referee (section 12.6).
Spectator	One warning per individual (warning card process, section 12.8) → BTF = ejection from the venue (section 12.4) + exclusion from any WBA fixture for the suspension period (section 12.5).

Team Warning — Senior Competition

In the Senior competition, 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 bench official 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 — persons under 18. An ejected person under 18 must leave the court and team bench area immediately and may not return to them for the remainder of that session. The person 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 person from the GDO and leave the stadium with them. A person under 18 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, bench official, 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 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, or coaches.

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

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

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.

Suspension Period — Applies to All Teams and Capacities

A BTF suspension is served as a suspension period. The suspension period commences on ejection and ends when the team with which the individual received the BTF (the originating team) has completed its next fixtured game. 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 12.8 may not attend any WBA fixture during the suspension period.

Additional suspensions under the Points Accumulation System (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. Additional financial penalties apply under section 12.14.1.

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 Points Accumulation System (in addition to per-BTF suspension)

In addition to the automatic suspension period that follows every BTF, WBA applies a points accumulation system across the season for all registered participants, fill-in players and bench officials. Points are tracked per individual across every game in the season, in every capacity and for every team, and reset to zero at the start of each new season. Winter and summer seasons are tracked independently. These penalties are separate from any suspension issued by a tribunal and apply only to WBA Senior Domestic competitions, including the Mixed Competition.

Offence	Points Accrued
Non-behavioural Technical Foul (TF), including the gamesmanship fouls treated as a TF under section 12.3	1
Flagrant Foul (FF)	1
Behavioural Technical Foul (BTF)	3
Behavioural Technical Foul directed at a junior / green-whistle referee (section 13.4)	5
Disruptive Foul (DF)	0

Total Points Accrued	Penalty
3	One (1) suspension period
6	One (1) suspension period
9	Two (2) suspension periods
12	Two (2) suspension periods
15	Rest-of-season suspension. Carries to the following season if fewer than four (4) fixtured games remain in the current season. A mandatory review with the General Manager is required before the individual may participate in any future WBA competition.

How it works in practice: A first BTF in a season earns 3 points. The 3-point threshold triggers one suspension period, but this is the same period as the automatic per-BTF suspension, so no additional period is served on a first BTF alone. Each subsequent foul that pushes the tally across a new threshold (6, 9, 12 or 15) adds the threshold suspension on top of any automatic per-BTF suspension. Threshold suspensions are forward-looking: a threshold suspension is served only when a new foul crosses a new threshold. Where points from TFs or FFs alone reach a threshold, the threshold suspension is served as a suspension period commencing at the end of the game in which the threshold was crossed, measured against the next fixtured game of the team for which the individual was participating. All accumulation suspensions are automatic and non-negotiable.

Worked Example

A player receives their first BTF of the season (3 points). They serve one suspension period — the automatic per-BTF suspension. The 3-point threshold is covered by that same period; no additional period.

They receive a second BTF (now 6 points). They serve one period for the BTF plus one additional period for crossing the 6-point threshold — two periods in total.

They receive a TF in a later game (7 points). No suspension; the point is recorded.

They receive a third BTF (now 10 points). They serve one period for the BTF plus two additional periods for crossing the 9-point threshold — three periods in total.

A fourth BTF (13 points) crosses the 12-point threshold: one period plus two additional periods. A fifth BTF (16 points) crosses 15: the player is suspended for the rest of the season.

Points Accumulation — Key Principles

Accumulation is tracked per individual across all games in a season — as a registered player, coach, team manager, bench official, or fill-in — and across all teams, divisions and the Mixed Competition.

Each threshold triggers its consequence automatically. Association Operations notifies the club in writing when a threshold is crossed and records the individual's running total.

Threshold suspensions are in addition to — not instead of — the automatic suspension period for the BTF that crossed the threshold. All suspensions are served as suspension periods in accordance with section 12.5.

The rest-of-season suspension at 15 points is non-negotiable and cannot be overruled. The mandatory review before return to any WBA competition applies without exception.

This system exists because WBA operates a Zero Tolerance Policy. Repeated behavioural incidents are not acceptable in any WBA competition environment under any circumstances.

12.7 Approaching Players and the Bench

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

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

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

12.8 Spectator Behaviour — Warning Card Process

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

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

Step	Action
Step 1 — Identify	The Game Day Official (GDO) identifies the spectator and the team they are associated with.
Step 2 — Issue Card	The Game Day Official (GDO) issues the physical warning card to the team captain. The captain passes the card to the spectator with an explanation of the required behaviour change.

Step	Action
Step 3 — Direct Approach	If the captain is unable to assist for any reason, or if the spectator cannot be linked to any team, the Game Day Official (GDO) approaches the spectator directly.
Step 4 — Ejection	If behaviour continues after the warning card is issued: the game is stopped, a BTF is issued against the spectator's team, and the spectator is ejected from the venue in accordance with section 12.4 and excluded from any WBA fixture for the suspension period determined under section 12.5.
Step 5 — Non-Compliance	The Game Day Official (GDO) does not restart the game until the spectator has left the venue. If the spectator refuses to leave, police may be called. The incident is reported to Association Operations.

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

12.9 Communication with Referees

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

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

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

12.10 Protection of Junior Referees — Green Whistle / Green Lanyard

Protection of Junior Referees — Zero Tolerance

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

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

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

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

12.11 Conduct — General

12.11.1 All Teams must ensure that all players, bench officials, and spectators associated with their team abide by the Playing Conditions of the Association and the Codes of Conduct of the Association and Basketball Victoria. All Association and Basketball Victoria Codes of Conduct are available on their respective websites.

12.11.2 If, in the opinion of the Association, any player, team or official conducts themselves in a manner that is considered detrimental to the competition or WBA, they may be charged and sent to the BV Tribunal.

12.11.3 The Association has the right, where it sees fit, to refuse entry and/or remove any team from the competition if the conduct of the team or officials is deemed to be outside of the WBA or Basketball Victoria Codes of Conduct.

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

12.11.5 Once disqualified, a Player, Bench Official, or Spectator must leave in accordance with the ejection provisions of section 12.4 and may not enter any other WBA venue for the remainder of that session.

12.12 Non-Behavioural Technical Fouls (FIBA Category 2)

Warnings and/or Technical Fouls (TF) may be given by Referees for non-behavioural incidents. A TF carries no ejection or suspension but earns one (1) accumulation point under section 12.6. Examples include, but are not limited to:

- Deliberately touching the ball after a basket, or otherwise delaying the game.
- Holding up a throw-in or free throw.
- Late on court for the start of the game or the second half.

- Goaltending the last free throw (the offence is also awarded one point).
- Substituting into a game at an inappropriate time.
- Hanging from the rim (except to avoid injury).
- Team members on the bench illegally entering the court.
- Faking a foul, swinging elbows without contact, or placing a hand near an opponent's eyes (FIBA Category 1 fouls treated as a TF under section 12.3 as a local variation).

12.13 Score Bench Conduct

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

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

12.14 Incident Reporting

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

12.14.1 If an individual participates in any capacity during a suspension period, the consequences in section 12.5 apply: the game is recorded as a 0–20 forfeit against the team for which they participated and the suspension period restarts from that game. In addition, the individual will automatically receive a fine of $75 (payable before the next game). If the team again includes the suspended individual during the restarted suspension period, the individual will be referred to the Tribunal and the team will be fined $200 (payable before the next game). Any subsequent disregard for these Playing Conditions will result in the team being expelled from the competition.

13. Game Day Officials and Referees

13.1 Game Day Official (GDO) Role

The GDO Role

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

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

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

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

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

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

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

- Setting up the scoring system for all courts at the commencement of the session.
- Making themselves known to all referees and scorers at the start of each game.
- Conducting check-ins with scorers at the start, half-time, and end of each game to confirm scores are being accurately recorded and uploaded.
- Recording all results, fill-ins, incidents, and injuries.
- Entering fill-in player details onto the scoring system — this is the GDO's responsibility.
- Confirming that each team's captain is recorded in PlayHQ before the game begins (section 8.2a).
- In the Mixed Competition, verifying each team's on-court composition before the game begins (section 20.3.3).
- Monitoring captain-referee communication and bench official conduct, and intervening if the Zero Tolerance Policy or communication protocols are breached.
- Receiving notice of every warning from the referees at the next dead ball and recording it on the run sheet in accordance with the Warning Communication Protocol (section 12.4A), and communicating any warning the GDO issues to both referees.
- Implementing the warning card process for spectator behaviour as per section 12.8.
- Writing incident reports for any behavioural issues, ejections, or injuries.
- Ensuring the venue remains clean, tidy, and safe throughout the session.
- Uploading all documentation to the designated WBA platform at the end of the shift.
- Where the scoring system does not differentiate between a Technical Foul (TF) and a Behavioural Technical Foul (BTF), the GDO must record the distinction manually on the

run sheet and incident report at the time of the foul. This record is used by Association Operations to reconcile suspensions post-game.

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

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

13.2 Referee Appointments

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

13.3 Referee Feedback and Complaints

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

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

13.4 Referee Attire — Green Whistle / Green Lanyard

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

Junior Referees — Green Whistle / Green Lanyard Identification

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

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

Any negative behaviour directed at a referee identifiable by a green whistle or green lanyard will be treated as an aggravated offence under section 12.6 and will attract five (5) points under the Points Accumulation System rather than three (3). No warning is required before issuing a BTF in these circumstances (sections 12.4 and 12.10).

13.5 Referee Duties

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

13.6 Shot Clock

No shot clock applies in any WBA Senior Domestic competition unless specifically announced by Association Operations for a particular competition or season.

14. Forfeits

14.1 A team will incur a penalty of $90 if a notified forfeit is not provided twenty-four (24) hours before the commencement of the game, with payment in full to be made to the Association before the next game.

Note: Teams that provide a notified forfeit more than twenty-four (24) hours before the scheduled game will avoid the prescribed forfeit fee.

14.2 If monies are not paid by the following week the team will forfeit points for that game and that game will not start until debt is paid. All forfeits must be emailed to: operations@warragulbasketball.org.au. The time of email will be taken as the time of notification.

14.3 A team forfeits a game when:

- The team fails to turn up. The team must take the court within ten minutes after start time if forfeit is to be avoided.

The one (1) point per minute penalty under section 7.2.4 applies from the scheduled start time and runs concurrently during the ten (10) minute window. After ten (10) minutes a forfeit is declared and the point penalties are void — the result becomes 20–0.

- The actions of the team prevent the game from being played.
- The team refuses to play after being instructed to do so by the referee.

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

14.4 A team loses by default when, during the game, the team has fewer than two players on the court and is deemed unable to continue playing. If the non-defaulting team is ahead, the score stands. If the defaulting team is ahead, the opponents win 20–0. The defaulting team receives 1 premiership point; winning team 3 premiership points. Section 14.4 takes precedence over section 14.6 (abandoned match) where a default occurs during the game — the default result applies regardless of the score or stage of the game at the time the default is declared.

14.5 In a game where the team forfeits, players from the forfeiting team will not be credited with that game for finals eligibility. Players from the non-forfeiting team will be credited with that game for finals eligibility.

14.6 If a match is unable to commence or continue within the time scheduled for the match for reasons beyond the control of either team (including circumstances where it is unsafe for the match to proceed) the following shall apply:

- Prior to the Commencement of the Game: the match shall be deemed a draw and 20 points each shall be allocated to each team.
- Prior to Half-time: the match shall be deemed a draw and the scores of each team at the time the match was interrupted shall be used in calculating the percentage of each team.
- Half-time and beyond: the scores of each team at the time the match was interrupted shall be deemed to be the final scores of the match. The team with the highest score shall be deemed the winner of the match. Where a match is abandoned due to on-court misconduct, no game fees will be refunded to either team and the result will be determined by Association Operations.

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

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

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

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

15. Injuries and Medical

15.1 On-Court Injuries

Where a player is injured during play, the referee may call an injury stoppage. The clock does not stop for an injury unless the conditions in section 7.2.2 are already met (last 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.

15.2 Blood Rule

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

15.3 Concussion Protocols

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

16. Protests and Complaints

16.1 All protests and complaints about any matter relating to the WBA Senior Domestic competition must be emailed to Association Operations within 48 hours of the incident. All protests and complaints must, in the first instance, be sent via the Team Delegate. Any member of the WBA Board, or coordinator/advisor, who is connected in any way with either team shall not take part in the proceedings due to a conflict of interest.

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

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

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

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

No Appeal for BTF or DQF

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

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

17. Care of Venues

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

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

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

18. General

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

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

19. Policies

19.1 Extreme Heat Policy

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

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

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

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

19.2 Blood Policy

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

19.3 Drug, Alcohol, Smoking and Vaping

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

19.4 Pregnancy Policy

As per Basketball Victoria's current Participant Protection Policy.

19.5 Infectious Diseases Policy

As per Basketball Victoria's current Participant Protection Policy.

19.6 Concussion Policy

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

19.7 Photo and Social Media Policy

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

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

20. Mixed Competition

This section sets out the rule alterations for the WBA Senior Mixed Competition.

20.1 Application of these Playing Conditions

The WBA Senior Mixed Competition is conducted under the current Official FIBA Basketball Rules (as adopted by Basketball Victoria) and the WBA Senior Domestic Playing Conditions, except as varied by this section 20.

Where any inconsistency arises between this section 20 and any other provision of these Playing Conditions, this section 20 prevails for the Mixed Competition.

All conduct provisions — including the Zero Tolerance Policy (section 12), the BTF Framework (section 12.4), and the Points Accumulation System (section 12.6) — apply in full to the Mixed Competition without variation.

20.2 Player Gender — Recognition

For the purposes of this section 20, a player's gender is recognised in accordance with Basketball Victoria's current gender diversity and participant inclusion policies, available on the BV website.

Any question regarding a player's eligibility to be counted as a male or female player for composition purposes must be directed to Association Operations, who will determine the matter in accordance with the applicable Basketball Victoria policy. Such questions must not be raised or determined courtside. A Game Day Official (GDO), referee, or opposing team may not challenge a player's gender at a venue under any circumstances.

20.3 Team Composition

20.3.1 The maximum number of male players a team may have on the court at any one time follows the keyway restriction in section 20.5:

- **First half (female players in the keyway):** a maximum of two (2) male players on the court.
- **Second half and any extra time (male players in the keyway):** a maximum of three (3) male players on the court.

The limit is a maximum only. There is no minimum number of male players, and a team may field any number of female players up to five (5).

20.3.2 A team may commence or continue a match with four (4) players, provided the number of male players on the court does not exceed the maximum that applies to that half under 20.3.1. The minimum player provisions of section 10.5 otherwise apply.

20.3.3 The Game Day Official (GDO) will verify each team's on-court composition at the scoring iPad/sheet before the commencement of the game as part of their duties under section 13.1.

> **Penalty:** A team that fields more male players on the court than the maximum that applies to that half under 20.3.1 at any time during live play concedes a Technical Foul (TF) under section 12.3, and the excess player(s) must be immediately substituted. A team unable to commence the game with a compliant composition is subject to the forfeit provisions of section 20.7.

20.4 Basketball

All Mixed Competition matches shall be played using a Size 6 basketball.

20.5 Keyway Restriction

20.5.1 For the purposes of this section, the keyway is the rectangular lane bounded by the endline, the lane lines, and the free throw line. The boundary lines form part of the keyway. The restriction applies to the keyway at both ends of the court.

20.5.2 During the first half, only female players may enter or remain within either keyway while the ball is live.

20.5.3 During the second half, only male players may enter or remain within either keyway while the ball is live.

20.5.4 In any extra time period played under section 9.3, the second-half restriction applies.

20.5.5 The restriction applies only while the ball is live. It does not apply during any dead-ball situation.

20.5.6 **Free throws:** The keyway restriction does not apply during a free throw situation, from the moment the ball is at the disposal of the free throw shooter until the final free throw is completed and rebounded, or the ball otherwise becomes dead. Free throw lane positions are taken in accordance with the Official FIBA Basketball Rules regardless of gender.

20.5.7 **Attacking violation:** An attacking player who enters or remains within the restricted keyway while the ball is live commits a violation. Any basket scored during the violation does not count. The ball is awarded to the opposing team for a throw-in from the point nearest the violation.

20.5.8 **Defensive violation:** A defending player who enters or remains within the restricted keyway while the ball is live commits a violation. If the offensive team scores during the violation, the basket counts and the violation is disregarded. In all other cases, the ball is awarded to the offensive team for a throw-in from the point nearest the violation.

20.5.9 **Repeated or deliberate breaches:** Repeated or deliberate breaches of the keyway restriction by any player may be penalised as a Technical Foul (TF) under section 12.3 (2 free throws + possession + 1 accumulation point). Where the referee considers the breaches also constitute dissent or disrespect toward officials, the BTF provisions of section 12 apply.

20.6 Fill-in Players

The fill-in provisions of section 10 apply to the Mixed Competition, subject to the following:

20.6.1 A fill-in player may not take the court where doing so would cause the team to exceed the maximum number of male players that applies to that half under 20.3.1.

20.6.2 The Mixed Competition is conducted as a single division. The division-restriction provisions of section 10.2 therefore do not apply; all other fill-in provisions (including the 2-game maximums, GDO registration, and photo ID requirements under sections 10.3 and 10.4) apply in full.

20.6.3 Should the Mixed Competition be divided into divisions in a future season, the division-restriction provisions of section 10.2 will apply within the Mixed Competition from the commencement of that season, and this will be communicated to clubs in advance.

20.7 Loss of Required Composition — Forfeit and Default

20.7.1 **Before the game:** A team unable to field a compliant composition (minimum four (4) players, no more than two (2) male) at game time is subject to the forfeit provisions of section 14.3. The result is recorded 20–0, the forfeiting team receives no premiership points, and the winning team receives three (3) premiership points.

20.7.2 **During the game:** Where a team can no longer maintain the required composition during a game — including due to injury, disqualification, or a player fouling out — such that continuing would require more male players on the court than the maximum that applies to that half under 20.3.1, the team loses by default under section 14.4. If the non-defaulting team is ahead, the score stands. If the defaulting team is ahead, the opponents win 20–0. The defaulting team receives one (1) premiership point; the winning team receives three (3) premiership points.

20.7.3 **Unofficial continuation:** By mutual agreement of both team captains and the referee, play may continue as an unofficial fixture after a default is declared under 20.7.2. The recorded result remains as determined under 20.7.2 regardless of the outcome of the unofficial play. All conduct provisions of section 12 continue to apply during any unofficial play.

20.7.4 Finals eligibility crediting for forfeited and defaulted games is governed by section 14.5.

20.8 Spirit of the Competition

The WBA Mixed Competition is designed to provide a fun, inclusive, and social basketball experience while promoting meaningful participation by all players. Participants are expected to compete respectfully and uphold the spirit of the competition at all times. Conduct contrary to the spirit of the competition may be dealt with under section 12.11.2.

End of Document — WBA Senior Domestic Playing Conditions — November 2026 v1.3.3