

**KALAMUNDA & DISTRICTS  
BASKETBALL ASSOCIATION INC.**



**LOCAL PLAYING RULES**

**REPRESENTED BY KALAMUNDA EASTERN SUNS**



**AFFILIATED WITH BASKETBALL WA**

Current as of January 2016  
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Nominating and playing basketball under the Management of Kalamunda & Districts Basketball Association (KDBA) infers acceptance of playing and officiating under the Official Rules of Basketball, the KDBA Constitution and the KDBA Local Playing Rules (LPR) and the Code of Conduct. The Local Playing Rules including all attached schedules are accepted by a majority vote by the KDBA Management Committee. Where breaches of the Local Playing Rules or the Code of Conduct , are made but no specific penalty is prescribed then appropriate action may be taken by the KDBA Management Committee.

**UNLESS OTHERWISE STATED ALL COMPETITION IS CONDUCTED  
UNDER THE OFFICIAL RULES OF BASKETBALL (FIBA)**

# **1. THE COMPETITION**

## **1.1 AGE GROUP CRITERIA**

The following age limits apply to male, female and mixed competition.

### **SENIOR COMPETITION - (not including MASTERS competition)**

- There is no upper age limit. To play in the Senior competition a player must at least turn 16 in the year of competition unless with the prior permission of the KDBA Management Committee.
- An under 20's competition is deemed to be a Seniors grade with an upper age limit. Player must be under 20 on the 31st December in year of competition.

### **MASTERS COMPETITION (IF AVAILABLE)**

All players must be above 35 years old to qualify to play Masters.

### **JUNIOR COMPETITION**

- **18 Years & Under** - To be eligible the player must be 18 and under as of 31st December in the year of competition.
- **16 Years & Under** - To be eligible the player must be 16 and under as of 31st December in the year of competition.
- **14 Years & Under** - To be eligible the player must be 14 and under as of 31st December in the year of competition.
- **12 Years & Under** - To be eligible the player must be 12 and under as of 31st December in the year of competition.

**Kalamunda Hoops** – to be eligible to participate, the recommended age group is 10 years and under. However, this is flexible and at the discretion of the KDBA Development Officer.

**KDBA Committee permission is required for any variation to these rules. No players may play up more than two grades higher than their actual age allows, without prior written permission from their parents / guardians and from KDBA management committee.**

## **1.2 NOMINATION**

On nomination, teams should stipulate the Competition and division that they wish to play in. Whilst every endeavour will be made to accommodate this request, no responsibility is accepted for incorrect nominations.

### ***THE MANAGEMENT COMMITTEE RESERVES THE RIGHT:***

- **to re-grade teams within the competition if required**
- **to withdraw incorrectly nominated teams.**
- **to withdraw teams from any Competition**

## **1.3 REGISTRATION**

Each team will be required to complete a team registration form within two weeks of their first playing date. Details required are full name, date of birth, address including post code and contact phone number. Registration will be valid for the current season only.

This information is required for insurance purposes, Basketball WA player registration and Basketball Australia.

Teams must register all new players on the night of their first game in the space provided on the back of the scoresheet.

A record of registered teams will be kept in the Competition Manager's office. If a player has privacy concerns about the providing their details, they need to discuss this with the Competition Manager.

The Management Committee reserves the right to remove any unregistered player from the competition until they are registered correctly.

## **1.4 COMPETITIONS WITHIN AGE GROUPS**

Depending on the number of teams nominating, age groups may be divided into divisions. As far as possible the divisions and teams will be graded to ensure a uniform competition. Senior grades do not necessarily indicate the level of play but the night of playing.

- Senior divisions will be called A, A reserve, B, C and D etc.
- Junior divisions will be called 1, 2, 3 and 4 etc.

## **1.5 TEAM NAMES**

In the event that a club has two or more teams in any junior age group, unless otherwise advised the teams will be identified as follows:

Team 1            Black

Team 2	Gold
Team 3	Red
Team 4	Blue
Team 5	Green
Team 6	White

**Note:**

1. ***Team 1 should always be the highest ranked team.***
2. ***Will apply for the current season only.***
3. ***Clubs may supply alternate nicknames provided they do so when nominating. The Association will reject unsuitable names.***
4. ***The team will retain the name if regraded during a season.***
  - Teams may not have the same name or too similar a name as another registered team. Any team may be asked to change their name to avoid confusion.
  - Senior teams will only be identified as above, if there are two or more teams from one club in a division and they do not nominate a nickname.

## **1.6 BIRTH DATES**

Team registration forms include a column for entering birth dates and WABL player status, of individuals who nominate for the Junior competition. Birth dates and WABL player status must be entered. At random or upon request, during the course of the playing season, players may be called upon to produce an extract of birth certificate to certify their age. If it differs from that entered on the original registration form (making the player ineligible) then penalties will apply. ***A \$20.00 fine and disqualification of the player from ANY further competition during that season and loss of points gained by the team in which school year was the criteria:*** that is to say that if the player concerned also played in Senior competition he/she could continue in that capacity. Each Club Secretary should ensure that the birth dates are correctly entered and it is suggested that they insist on sighting each player's birth certificate.

## **1.7 TRANSFERS**

Any player who has played with another club in this Association must be cleared by their former club. Players must provide written clearance from their former club within 7 days of the first game for their new club.

If a player is subsequently found to be unable to be cleared then a player penalty will be enforced (see Schedule B). A clearance is not required if the former club no longer exists.

The Association transfer form must be used and signed either by the Competition Manager or the Administrator before the player is deemed transferred. KDBA will only refuse a clearance on the grounds of unpaid debts or withholding of uniform, equipment etc.

A player who transfers to another team for whatever reason may not play for their former team for at least 3 playing dates after playing his first game for the new team.

The penalty for playing an uncleared player will be a fine (see Schedule B) **and loss of two points for each game that the player has played in.**

***Note: It is the player's responsibility to arrange the clearance.***

## **1.8 MOVEMENT OF PLAYERS (in the same club)**

**From one division to another:** Players may change divisions within the same Competition without restriction only within the first 3 Association playing dates of each season.

## **1.9 QUALIFICATION OF PLAYERS FOR FINALS**

To be eligible to play for a team in the finals, a player must have played a minimum of one third of the qualifying games, for that team. In the event that a player has qualified for more than one team in a single age grade he may only play for one team in that age grade. In the event that a player who transfers during a season has qualified for more than one team that player may only play for the team most recently transferred to.

For the purpose of this rule the Senior, Junior, Masters and Mid Week Ladies competitions are considered to be separate competitions. i.e. an eligible player can qualify for more than one competition.

Qualification does not just mean appearing on the score sheet. Umpires as part of their duties are required at the conclusion of each game, to cross off the name of any player entered, who did not appear in uniform on the players bench.

In the event of an unnotified forfeit, a player from the winning team who is listed on the official score sheet for that game shall be deemed to have played one qualifying game.

In the event of a notified forfeit, the players in the winning team shall be credited with having played a qualifying game on the basis of players listed on the score sheet of their last qualifying game.

Should the forfeit occur in their first game of the season then the next played qualifying game shall list players credited for the first game.

The penalty for playing unqualified players in any of the finals rounds will result in the team forfeiting that game and the rest of the finals rounds.

No player who is unfinancial shall play in finals.

## **1.10 ELIGIBILITY TO PLAY GAMES**

No Senior player is permitted to play in more than one Senior game IN ANY ONE DIVISION per week (see exceptions below). In the event that one Competition is split into two divisions during the course of the season, players are only eligible to play in ONE of the new divisions for the remainder of that season.

A Junior player playing in Junior competition may play in Senior competition within the same week, may play in more than one game in the junior competition in 2 different competitions but only one game in the Senior competition

THE MINIMUM AGE FOR PLAYING IN THE MASTERS COMPETITION IS 35

***Breach of this rule will mean a \$20:00 fine and forfeiture of the second game.***

The exceptions to these rules are:

- If catch up games are fixtured within the same week
- The players are part of Association development squads.
- The competition has been designated by the Management Committee as being special Competitions e.g. Veterans, Mixed or Masters, Mid Week Ladies.
- Where a team is on a bye, a player may play for another team as long as they are registered for that team prior to commencement of that game.

For the purpose of this rule a week is described as being from midnight Saturday to midnight the following Saturday.

## **1.11 WABL PLAYER CAP** *(endorsed July 2014)*

Junior teams are restricted to no more than three (3) registered Western Australia Basketball League (WABL) players for their eligible age competition. This includes players from Kalamunda Eastern Suns and other registered WABL Clubs.

Development and train on players do not count as a registered WABL player. Once registered in a Domestic Junior team, the WABL player will be considered



a registered WABL player for that WABL season and Season 1 of the Domestic Competition the following year.

Teams may play with more than three (3) registered players, provided they are playing in a Competition higher than their eligible age competition.

#### **EXCEPTION TO THE 12 YEARS & UNDER COMPETITION**

There will be no restriction to the 12 Years & Under Competition for Season 1 of each year. The above clause will come into effect for Season 2 each year for 12 Years & Under Competition only.

### **1.12 WITHDRAWAL OF TEAMS**

In the event of the withdrawal of any team, the Management Committee reserves the right to promote or relegate teams from within any club to ensure that teams complete the competition.

### **1.13 PLAYERS NAMES**

Any team that is deemed to intentionally play a player under a name other than their own name will incur the following penalty.

**The team will be fined (see Schedule B) and lose the game and lose an additional 2 points.**

Any player that plays under another or assumed name other than their own name will incur the following penalty.

**The player will be suspended for 2 fixtured games for the first offence and 1 extra fixtured game for each and every subsequent offence for each age grade.**

### **1.14 PLAYER SUSPENSION**

A player, who is suspended from playing in KDBA, Eastern Suns or any affiliated Associations competitions, may NOT play in any competition (local or representative) of KDBA during the period of suspension.

## **2 GAME ADMINISTRATION**

### **2.1 COMPETITION MANAGER**

The Competition Manager has full control of all competition at the courts and all problems associated with the games should be directed to the Competition Manager. Any decisions made by the Competition Manager shall stand on the night of competition. Should any player, coach or official require further interpretation of such rulings they must make written application to the Management Committee within seven (7) days of the event.

### **2.2 COMPLAINTS**

In the event that a member has a complaint to make, a complaint form is available from the Competition Manager's office.

Any complaint which is unsigned or lodged more than seven days after the incident will not be accepted. It is strongly suggested that anyone wishing to make a complaint should obtain the complaint form from the Competition Manager and complete it at home. It should then be either posted to the Association, handed to the Competition Manager or emailed to the Administrator within the specified time limit.

### **2.3 PLAYING NIGHTS**

Playing nights are dependent on nominations. The Management Committee reserves the right to change playing nights as required.

### **2.4 GAME TIMING OTHER THAN PREMIER DIVISION**

All qualifying games will consist of 2 x 20 minute halves with a 2 minute interval. During the first half one timeout only will be permitted per team, in the second half two timeouts are permitted per team. No time will be permitted to instruct an oncoming player who substitutes a disqualified player or player on 5 fouls.

During qualifying games, timeouts commenced less than 4 minutes from game end shall cease at no less than 3 minutes from game end. NO timeouts are permitted during the last 3 minutes.

In the event of qualifying games being more than 10 minutes later than scheduled the Competition Manager may at their discretion, reduce the first half time by no more than 3 minutes in the first half of the game in order to bring the game start times more closely back to schedule.

Where games are disrupted due to no fault of the teams or KDBA (e.g. power failure) then KDBA will declare the game abandoned if more than 12 minutes of game time may be lost. Where the game halts less than 12 minutes from game end then the score will stand. All those players listed on the scoresheet of the abandoned game that isn't replayed, will be counted as playing that game.

KDBA will attempt to reschedule abandoned games. A playing fixture will be declared and opportunity for each team to accept this fixture. Should one team be unable to attend then a second fixture may be offered. Should this second fixture still not be suitable to both parties then the game will be declared a draw.

In the event of delays before finals games the Competition Manager shall allow a minimum of 10 minutes warm up prior to the start of the next final. No finals games will be reduced in duration.

## **2.5 FINALS TIMING**

All finals games (other than Premier Division Grand Finals) will be played as per the above format, with the exception of the last 3 minutes being fully timed with any unused timeouts allowed.

Bench officials shall operate their own court clock at the last 3 minutes of the last half.

## **2.6 FINALS TIMING FOR PREMIER DIVISIONS**

Premier Divisions are Division 1 teams in a Competition (i.e. A Women, A Men, & Junior Competition Div. 1 teams). This does not apply to 12 & Under Competition.

Timing for the Grand Final for the Premier Divisions will be one twenty minute first half timed from the main clock. The second half will be fully timed 15 minutes from the court's bench. Half time will be 2 minutes.

## **2.7 DRAWN GAMES**

In Qualifying games at the conclusion of playing time, if the score is equal, each team will receive one (1) premiership point.

In finals games at the conclusion of playing time, if the score is equal an extra three (3) minutes will be played. This period will be fully timed. In the event of a further tie additional fully timed three (3) minute periods shall be played until a result is obtained.

## **2.8 PREMIERSHIP TABLES**

For each team win the team is awarded 2 premiership points. For each drawn game, each team is awarded 1 premiership point each. Team position on the Premiership Tables will be calculated by the order depending on the greater number of premiership points scored for each winning and drawn game. The following rules will be applied to adjust for an imbalance in number of games played and for teams on equal premiership points.

**WHERE ALL TEAMS IN A DIVISION HAVE PLAYED AN EQUAL NUMBER OF QUALIFYING GAMES THE CALCULATION FOR PREMIERSHIP LADDER POSITION SHALL BE DETERMINED IN THE FOLLOWING ORDER.**

**A. TEAMS EQUAL ON PREMIERSHIP POINTS AT THE END OF QUALIFYING FIXTURES**

After considering any calculation for unequal games played. KDBA will determine table position by calculation of percentage of points 'for' and 'against' for all games between tied teams only. The result calculated to two decimal points only.

Where teams are still tied then their order be determined by percentage points 'for' and 'against' for all games in the qualifying fixtures. The result calculated to two decimal points only.

Where any of the tied teams have not played either of the other tied teams then the percentage is determined for all games in the qualifying fixtures. The result to be to two decimal points only.

Where more than one team has the same percentage to 2 decimal places the order shall then be determined by declaring the higher placed team to be the team that has the higher aggregate points score for the season.

**B. TEAMS HAVE PLAYED MORE/LESS GAMES THAN OTHER TEAMS IN THE SAME DIVISION. MATCH RATIO WILL BE APPLIED.**

Match ratio will apply to ALL teams in a division not just teams on equal Premiership points.

KDBA will adjust team positions on the Premiership ladder to reflect the unequal number of games in the qualifying fixtures by dividing the number of wins plus draws by the number of games played by the team in that division. A win will be counted as 1 and a draw as .05. The result calculated to two decimal places only.

Should teams have equal match ratio then final Premiership position will be determined by calculations as per 2.8 A.

NOTE: Where unequal numbers of games occurs as a result of a team joining the competition late, match ratio will not be calculated for that team.

## 2.9 FINALS FORMAT

Unless otherwise advised all finals will have the following format:

1 <sup>st</sup> Semi-final	4 <sup>th</sup> placed team V 3 <sup>rd</sup> placed team.	Loser eliminated.
2 <sup>nd</sup> Semi-final	1 <sup>st</sup> placed team V 2 <sup>nd</sup> placed team.	Winner to Grand Final.
Preliminary final	Winner 1 <sup>st</sup> Semi V Loser 2 <sup>nd</sup> Semi.	Loser eliminated
Grand Final	Winner 2 <sup>nd</sup> Semi V Winner Preliminary.	

It is the Clubs responsibility to ensure that their teams are aware of their placing's and playing times for finals. In the last week of qualifying games the Competition Manager will place on the notice board, a copy of all finals fixtures and team names will be entered as they qualify. The Competition Manager will endeavour to contact all teams in finals to confirm their placing and timing for any finals game. The fixtures will also be uploaded to the KDBA website.

Teams unable to play a scheduled finals time must notify the Association in writing within 7 days of notification of finals fixtures, requesting a variation. In the event that a team cannot take its place in the final series then it must withdraw and the Association will nominate the next most ranked team on the premiership ladder.

The forfeit of any game during the finals will result in the team being withdrawn from the finals series.

**FORFEITS NOT NOTIFIED TO KDBA BY 5PM THE DAY BEFORE THE FIRST FINALS SERIES BEGINS, WILL INCUR FINES AS PER SCHEDULE B (refer to Team Penalties during Finals Series). FORFEITS NOTIFIED BEFORE 5PM THE DAY BEFORE THE FIRST FINALS SERIES BEGINS, WILL ONLY INCUR A FORFEIT FINE, IF A TEAM IS UNABLE TO BE FOUND TO REPLACE THE FORFEITING TEAM.**

Any issue not covered by the rules will be referred to the KDBA Management Committee for a decision.

***No responsibility will be accepted by the Association for any incorrect playing times given by phone.***

## 2.10 BENCH OFFICIALS

Each team must supply one bench official. No team shall have the right of appeal over any score discrepancy unless an official of that team has officiated. In the event that an Official Scorer is supplied by KDBA, this provision will not apply.

## 2.11 MATCH BALLS

Each team is required to provide its own ball for pre-game warm up. The umpires will control the match ball.

Size	Competition
5	Kalamunda Hoops & 12 Years & Under games
6	14 Years & Under and ALL Women's games
7	16 Years & Under to Senior Men's games

## 2.12 SCORE SHEETS

All official score sheets must be completed in full and be legibly printed. Failure to print names clearly may lead to loss of points and fines for playing an unregistered player. The use of nicknames or incorrect initials could also lead to this penalty. No game is to be commenced until the scoresheet is complete with the Christian name (or initial) and Surname of all players, coaches and assistants. The scoresheet must also have the court captain identified by the letter 'C' to the left of their name.

A coach's name must be nominated and present at the court. If no coach is present then the court captain is named as coach.

All records are obtained from these score sheets. The Association takes no responsibility for errors caused by incorrectly completed score sheets.

Any player playing with contact lenses must note on the scoresheet the notation C/L against their name.

## 2.13 FORFEITS

All teams may play with four (4) players during the qualifying rounds, provided that a fifth game ticket (Junior competition only) is purchased prior to the game commencing. In regards to Senior teams, the team game ticket must be purchased prior to the start of the game.

This rule does apply to Finals games. In Finals, may start with four (4) players.

***Prior advice of forfeits should be made to KDBA on 9291 7600; in the event that the Association cannot be contacted then the Administrator should be advised by phone, email or fax sent to 9291 5336.***

In the event of a forfeit, the game is awarded to the opposing team with a 20 to 0 score line. A joint notified or unnotified forfeit shall have no points for either team awarded.

Teams who forfeit games will be fined in accordance with the attached Schedules. Teams not on court ready to play after five minutes from the time of

commencement will be considered to have forfeited their game. They will be fined as per an un-notified forfeit (see Schedule B).

The Association may withdraw any team from competition that is responsible for 3 un-notified forfeits in a season. In order to re-enter the competition the affected team must give acceptable reason to the Management Committee for the forfeits.

- If a team is unable to finish a match due to insufficient players then that team will lose the game by default not by forfeit.
- **Scratch matches** - Where a match is forfeit at commencement or after 5 minutes, the teams may merge to form 2 teams that are to be umpired as a scratch match by the referees. All players must have paid their Gate fee. The umpires are to advise the players that the game is to be played strictly to the rules. Permission must be gained from the Competition Manager. The scratch match must be umpired correctly and all rules including reportable incidents shall apply. If the umpires believe the game is not played within the spirit of the game then they may cancel the game. The game may be scored but not on the original scoresheet. The scratch match will finish with the common bell.

## 2.14 ON COURT SAFETY

- **Fingernails** - Long fingernails or the taping of them will not be allowed. Sports gloves may be worn.
- **Jewellery** - The only pieces of jewellery that will be permitted to be worn on the courts are a wedding band and/or a medical band. The medical band must be taped to the umpire's satisfaction. No watches are to be worn by players on court.
- **Hair** - No hair combs will be allowed. Hair must not be worn in such a manner that it could cause injury or interfere with another player e.g. loose plait.
- **Medical** - Any player or official with cuts, wounds or any bleeding shall not enter or remain on the court until the bleeding has been stopped or safely covered. Soiled clothing or equipment must also be replaced. The rule applying to incorrect uniform is suspended for a player having to remove correct uniform where no proper substitute clothing is available

## 2.15 ZONE DEFENCE

All teams playing 14 Years & Under Competition and below are required to man to man defence. Teams from 16 Years & Under Competition and above are allowed to play a zone defence

## **2.16 THREE POINT LINE**

For the 14 Years & Under Competition and below, the three point line will be the inner line marked on the court. For the 16 Years & Under Competition and above, it will be the outer line marked.

## **2.17 DAMAGE TO EQUIPMENT**

It is the responsibility of each KDBA committee member or official to avoid and prevent abuse of the building and its equipment. Abuse such as net hanging, floor scratching may result in players and any others being reported to committee.

Where damage occurs that would result in costs to KDBA then steps will be taken to recover the costs involved from person/s involved.

## **2.18 DANGEROUS PLAY**

It is essential that all persons on basketball courts or sidelines do not behave in a dangerous manner. Persons who are influenced by legal or illegal substances may be removed from the court or the stadium for their and others safety.

## **2.19 SPECTATOR CONDUCT**

Where a game is disrupted by the actions of a spectator/s, the officials or Management of the Association may call a forfeit, delay, order a replay of the fixture or cancel the game.

## **2.20 DISQUALIFIED PLAYERS**

Any player who is disqualified from a game will receive an automatic 8 day suspension effective immediately from all KDBA competitions. Should any of the suspension period fall in a general bye period, any remaining suspension will be carried over to when the competition resumes.

This rule applies only to the KDBA domestic competition and does not affect WABL or other Associations.

Disqualified players (Senior Competition only) will leave the vicinity of the game such that they can no longer have any influence on the game. They cannot be a spectator within 30 metres of the perimeter of that court during the continuation of that game.

Any Junior Competition disqualified players may remain on the team bench. If the disqualified player continues to disrupt the game, the referees may stop the game and request that the player moves to the foyer area with an appropriate adult.

## **2.21 TECHNICAL FOULS** *(updated December 2015)*



A player, who receives four technical fouls in ONE SEASON, shall automatically be ineligible to play in any KDBA domestic competition for the seven day period following being charged with the fourth technical. If a player receives two more technical fouls after the initial four, they shall be ineligible for a further seven day period. This rule applies only to the KDBA domestic competition and does not affect WABL or other Associations.

The suspension will apply to the following season, if the fourth technical foul is received during the player's last game of the season, whether this is a qualifying game or final.

## **2.22           MERCY RULE**

In the Junior Competition only, if one team is winning by 40 points or more, the Competition Manager may change the score board to reflect 0 – 0 or turn the scoreboards off for the remainder of the game. The actual scores will continue to be recorded on the scoresheet and be reflected in the official results.

**KDBA CAN REVIEW ANY PLAYER'S AND/OR TEAM'S ELIGIBILITY IN THE COMPETITION AT ANY TIME AND REMOVE PLAYERS AND/OR TEAMS FROM THE COMPETITION IN BREACH OF THE LOCAL PLAYING RULES OR CODE OF CONDUCT.**

### **3 FINANCE**

KDBA will issue a schedule of fees and penalties and contact numbers which will supersede any previous schedules (generally before the first season each year).

#### **3.1 FINES**

Teams and players will be fined for breaches of the LPR and will be expected to pay such fines within 2 weeks otherwise they will be withdrawn from the competition until payment is made (Schedule B). Teams and players have a right of appeal to a tribunal of 3 committee members which must be held before the next playing date. Teams and players who have objection to fines/penalties based on grounds in the Local Playing Rules have 48 hours from receipt of fine notification to lodge written objection to the fine. Any team or player who accumulates more than \$50 in fines in any one season may be asked to give cause as to why future nominations should not be rejected. Teams receiving notification by post will be deemed to have received their notification five (5) working days after being posted.

#### **3.2 NOMINATION & REGISTRATION FEES**

Each team competing in the competition must pay a nomination fee (Schedule A). The nomination fee is on a per team basis regardless of the number of players in a team.

At a specified date (approximately 4 weeks into the season), teams must pay their team registration fee (Schedule A).

#### **3.3 FEES**

Each player shall pay a game fee as directed by KDBA Management Committee (Schedule A).

Spectators may pay a gate (entry) fee if levied by KDBA.

#### **3.4 PAYMENT OF FEES**

- On initial nomination, new clubs or teams will not be accepted unless accompanied by 50% of the required nomination fee.
- Accounts for all clubs will be sent out at the commencement of the season.
- Payment is required within four weeks of the account being received.
- Club or team payment can be made to the Competition Manager or by post.
- Club secretaries are required to collect team fees, payment will not be accepted from individual players.

- Teams or Clubs that do not finalise accounts by the due date may be withdrawn from the competition.
- Any enquiries concerning club accounts must be directed to the Administrator or Competition Manager.
- Clubs are asked not to send cash in the post all cheques to be payable to KDBA.

## 4 GENERAL ADMINISTRATION

### 4.1 UNIFORMS

- The Official Rules of Basketball state that each player's shirt shall be legibly numbered on the front and back of the shirt with solid block numbers contrasting with the colour of the shirt and made of materials not less than 20mm wide. The numbers on the front shall be at least 100mm high and the numbers on the back at least 200mm high. All players should be in the correct uniform by 4<sup>th</sup> playing date and any player not complying may be removed from the court. Uniforms must be identical and girls are not permitted to wear skirts or leggings.

The numbering system for tops allowed is 4-99. Number size is as above. School teams may seek exemption from the Competition Manager.

- The FIBA rule referring to tee-shirts and tucked-in shirts does not apply to Kalamunda & Districts Local Competition. Collared tee-shirts may not be worn whilst playing.
- Shorts must be of the same or similar colour to that registered. In any one club or team, shorts are to be all of similar colour. **Any player may have an individual logo, shape or letter no greater than 50mm x 50mm that is not necessarily on any other team member's shorts. Player's shorts may not have more than 1 logo, shape or letter no greater than 50 x 50mm unless all other players in that club or team also have the same logo, shape or letter.**
- Compression garments may be worn as long as they are the same dominant colour as the shorts or neutral colouring.
- Large clubs who have a number of teams playing in the same age groups may register an alternate strip with the Association.
- The Competition Manager and officials of the game are empowered to prevent players/teams who are not attired in nominated club colours from entering the court during a game.

**NO CLUB OR TEAM MAY PLAY IN A UNIFORM OR CHANGE TO A UNIFORM THAT HAS NOT BEEN APPROVED BY THE ASSOCIATION.**

### 4.2 INSURANCE

Player insurance is included in the Basketball WA membership package.

Any incident should be reported to the Association. A form is available from the Competition Managers office for this purpose. **Please note that this is not a claim form.**

If you intend to make a claim, claim forms can be found in the Competition Manager's office or you can contact Basketball WA to have a claim form sent to you. You can find their current contact details on their website: [www.basketballwa.asn.au](http://www.basketballwa.asn.au) .

### **4.3 MEETINGS**

**Annual General Meetings** - The Association AGM will be held every calendar year within 4 months of the end of the Association's financial year. While no fine is applicable for non-attendance all clubs are expected to attend.

### **4.4 ASSOCIATION ADDRESS**

All correspondence should be addressed to:  
**The Administrator**  
**PO BOX 57**  
**KALAMUNDA WA 6926**

## **5. DEVELOPMENT GRADES**

Kalamunda Hoops and 12 Years & Under Competition players are regarded as the future players and health of the Association. The following contains information and rules specifically for that group and can be issued separately.

### **5.1 FEES**

Kalamunda Hoops and 12 Years & Under Competition series the KDBA charges the nomination fee and the game fee in current schedule.

### **5.2 COACHES**

Coaches are special people who are willing to give something to others. Their reward is great satisfaction when players and teams combine to display good basketball and teamwork. The technical aspects of the game and the rules by which it is played can seem daunting. There is an official rule book put out by Basketball Australia which KDBA can acquire if there are enough orders for it. KDBA operates basketball under these rules plus our Local Playing Rules. Aside from these books being essential reading, KDBA also conducts accredited courses for both referees and coaches. Costs are minimal relating only to course notes and are run when sufficient numbers request them. They are not academic courses and the first level is easily obtained for a few hours of effort. All coaches are encouraged to attend a level one coach's course. Please contact KDBA if you are interested.

### **5.3 REFEREEING**

It is expected that referees spend most of the game talking the players through the game with minimum use of the whistle. Whilst all fouls should be called as they are seen the referee should warn the players that they should be careful of causing a foul e.g. tell a player to get out of the keyway before the player infringes or warn to watch out for hand fouls before they happen. Repeated or flagrant pushing, hand fouls, tripping and aggressive play should be called immediately.

The referees and coaches who referee are expected to talk to the players of BOTH teams throughout the game in order to teach the players correct techniques, positions and plays during the game.

### **5.4 COACHES WHO REFEREE**

Committee is aware that some team coaches will have to referee. Coaching/refereeing is certainly acceptable. Common sense should prevail however and the coaching should take some form of directions to both teams by

both referees. The KDBA have junior panel referees who we endeavour to get to referee games however the difficulty is the early timeslot which precludes many referees from attending.

## **KALAMUNDA HOOPS PLAYING CONDITIONS**

### **5.5 KALAMUNDA HOOPS RULE MODIFICATIONS**

In the Kalamunda Hoops basketball series conducted by KDBA, the following additions/modifications have been made to the rules. The modifications have been made to promote skills and ability without allowing one team to overly dominate the other. In all other aspects the game is played under the

**'OFFICIAL BASKETBALL RULES FOR MEN AND WOMEN'**  
and the  
**'KDBA LOCAL PLAYING RULES'.**

The additional rules created by KDBA are to encourage proper basketball. The rules printed in capitals form part of the KDBA Local Playing Rules and as such are enforceable on all players in the Kalamunda Hoops series as are the Official Rules of Basketball.

### **5.6 FIVE SECOND KEYWAY LIMIT**

A 5 second limit in the keyway is current. The referees will warn the players to get out of the keyway then call a halt to the game.

***Penalty = Loss of Possession***

### **5.7 SCOREBOARDS**

The electronic scoreboards are not to be used for the Kalamunda Hoops series.

It is not intended to promote aggressive competitiveness and therefore the visible scoreboards are not used and neither premiership tables nor trophies are awarded to individual players or winning teams.

## 6. MIXED BASKETBALL COMPETITION

1. At Ray Owen Sports Centre, the eastern end of the court will be the female keyway and the western end of the court will be the male keyway. Throughout the game, this does not change regardless of a team's offence or defence. No male or female may enter the opposite gender's keyway at any time.
2. A foul is called where a trespass into the opposite gender's keyway occurs. If a defending player of the incorrect gender intentionally trespasses to stop a possible goal, the penalty will be 2 free throws. If a defending player unintentionally trespasses, a side ball may be called with the offensive team retaining possession. Trespassing include any bodily contact with the keyway floor. This EXCLUDES extending the body (i.e. arms) into the air space above the keyway.
3. If an offensive players trespasses then play is stopped and the defending team awarded possession from the baseline.
4. There cannot be more than 3 players of any one gender on the court at one time for one team. An exception can be made where a team cannot field enough players to start the game. With the agreement of both teams a person may be nominated as the other gender and can play as that gender for an entire game. They cannot change genders during any one half, but may be changed at half time with the permission of both captains. The exception to this is where the fill-in player is injured then both teams may agree to another player nominating as the other gender.
5. Individual players may only score 8 points until 4 other players of the same team have scored 8 points each or until the opposing team has 5 players that have scored 8 points each. When one team's 5 players have scored 8 points each then all players for both teams, regardless of their points, may score more than 8 points. The exception to the 8 point rule is if a player is on 7 points. A player on 7 points can make a successful basket and have a total of 9 or 10 points (depending if 2 point or 3 point shot is made). If a player is fouled in the act of shooting, then that player can shoot both free throws and if successful be awarded 2 points taking that player to 9 points (or if awarded 3 free shots, take the player to a total of 10 points).
6. No further points can then be accumulated until 4 other players of the same team hat team achieve 8 points or the opposing team has 5 players that have scored 8 points each.
7. If a player is awarded 3 free throws due to a shooting foul, that player may gain a point for each successful shot. This may lead to the player exceeding 8 points. The successful free throws will be counted but the player then cannot accumulate any more points until 4 team mates have scored 8 points each or the opposing team has 5 players that have scored 8 points each.
8. If there is a ball up near a keyway required and the players are a female and a male then the ball-up is to be made in the centre tip off circle.
9. All other FIBA and Local Playing Rules will apply.



## APPENDIX 1

### SCHEDULE A CHARGES

(Charges are determined by the KDBA Committee each calendar year)

#### **NOMINATION FEES**

##### *ALL SEASONS*

Senior teams	\$60.00 per team	
Junior teams	\$60.00 per team	
(Sub Junior teams	\$60.00 per team)	DELETE
Mixed / Masters	as levied	
Deposit on nomination of new teams	50% of nomination & registration fees	

The above fees are on a per team basis irrespective of the number of players in a team.

#### **REGISTRATION FEES**

##### *ALL SEASONS*

Seniors	\$290.00 per team
Juniors	\$290.00 per team
Mixed / Masters	as levied

#### **GATE FEES**

##### *ALL SEASONS*

Senior teams	\$50.00 per team
18 & Under players	\$8.00 per player
16 & Under players	\$8.00 per player
14 & Under players	\$7.00 per player
12 & Under players	\$6.00 per player
Kalamunda Hoops	\$6.00 per player
Mixed / Masters	as levied

## **APPENDIX 2**

### **SCHEDULE B**

#### **FINES & PENALTIES**

The following fines and penalties will be levied against clubs, teams and players for infringement of the Local Playing Rules. Some penalties may apply to both a team and a player.

##### **CLUB PENALTIES**

Unfinancial Club

Withdrawal from competition

##### **TEAM PENALTIES**

1 week's notice Forfeit	\$20.00
Forfeit of game – more than 24 hours' notice	\$30.00
Forfeit of game – less than 24 hours' notice	\$50.00
Un-notified forfeit of game	\$100.00
Un-notified forfeit of game but scratch match played	\$30.00 no refund of gate fee
Playing a player outside specified age limits	\$20.00 plus loss of each game played
Playing a player without a clearance	\$10.00 plus loss of each game played
Playing ineligible or non-transferred players	\$10.00 plus ***
Playing a player twice contrary to LPRs	\$20.00 plus ***
Playing a player under an assumed name	\$40.00 plus ***
Playing a suspended player	\$40.00 plus ***
Failure to pay fines within a specified period	Withdrawal from competition until paid
Withdrawal of team from competition	Loss of monies already paid

##### **TEAM PENALTIES during FINALS series**

During the Finals Series, team penalties for all forfeits will be double the amount levied during qualifying rounds.

## PLAYER PENALTIES

Playing under an assumed name	2 weeks suspension + 1 week for each additional offence
Playing while under suspension	additional 2 weeks suspension per offence
Unsuitable on-court presentation	Removal from court until corrected
Abuse of KDBA or Ray Owen Centre equipment	Report to Committee
Abuse of equipment resulting in costs to KDBA	Recovery of costs
Playing in a dangerous or uncontrolled manner as determined by KDBA official	Removal from court
Player out of correct uniform after 3 <sup>rd</sup> playing date	Removal from court until corrected
Failure to pay fines within a specified period	Withdrawal from competition until paid

**\*\*\* ADDITIONAL LOSS OF TWO (2) PREMIERSHIP POINTS PER OFFENCE.**

## APPENDIX 3

### TRIBUNAL PROCEDURES

All charges laid by officials or by the Administrator of the Association are heard by a Judiciary Tribunal. The Tribunal is made up of 3 persons who are independent of the Association (KDBA). The Tribunal operates under guidelines adopted by Basketball WA.

Reported persons need to be aware of the following:

- The Tribunal has the power to suspend.
- Players, coaches, officials and spectators can be reported or answer charges.
- Suspensions can apply to other associations that are affiliated with Basketball WA.
- The reported person is entitled to details of the charges either by letter or a copy of the report sheet.
- If the reported person refuses to attend the Tribunal, the Tribunal or the Management Committee can suspend the reported person in their absence.
- The reported person has a right of appeal under the Tribunal processes.
- If the reported person is a player under the age of 18, they have the right to have one adult to represent them.
- All parties involved may ask to call relevant witnesses.

**If you are a reported person and have any doubt about the Tribunal process, the Administrator should be contacted prior to the hearing to discuss these concerns.**

## CHANGE HISTORY

<b>POLICY DOCUMENT:</b>	KDBA LOCAL PLAYING RULES
<b>POLICY NUMBER:</b>	LPR 1.4
<b>DATE APPROVED:</b>	APRIL 2015
<b>REVIEW DATE:</b>	APRIL 2016
<b>REPLACES POLICY NO:</b>	LPR 1.3

<b>Policy Number</b>	<b>Date</b>	<b>Reference</b>	<b>Description</b>
	January 2013	Various	Comprehensive updates and amendments.
	July 2013	2.21	Addition of rule that a player will be suspended for one game after receiving four technical fouls in one season.
1.0	May 2014	2.8B, 2.21, 4.1, Appendix 1	Amendment to calculation of game ratio to include draws. Clarification of Technical Fouls and suspension. Addition of rules for compression garments. Update Gate Fees for Senior, Sub Junior & Aussie Hoops.
1.1	July 2014	2.9, 1.11, 1.12, 1.13, 1.14	Amendment to rules for Forfeits for Finals. Addition of WABL player rule (1.11) Changes to numbering of 1.11, 1.12, 1.13 & 1.14 due to above addition.
1.2	December 2014	1.1, 1.6, 1.9, 2.6, 2.7, 2.11, 2.14, 2.15, 2.16, 5.1, 5.5, Appendix 1 & Appendix 3.	Multiple changes made due to amendment to Age Group Criteria (1.1) i.e. name changes. Clarification of foul counts and time outs for extra periods during Finals Series. Addition of gloves being permitted (2.14). Change to definition of Junior player (Appendix 3). Various spelling corrections.

<b>Policy Number</b>	<b>Date</b>	<b>Reference</b>	<b>Description</b>
1.3	February 2015	2.22	Addition of Mercy Rule
1.4	April 2015	2.13, 4.1	Removal of clause stating that teams must start with 4 in finals. Updating of rules relating to compression garments
1.5	December 2015	Paragraph at end of contents. 2.23	Addition of the words "Code of Conduct." Addition of the words removal of teams (in addition to players) and Code of Conduct. Amendment of Technical Foul disqualification (2.21) Addition of Disqualification Foul and suspension (2.20).
1.6	January 2016	2.20, 3.2	Amendment disqualification foul & suspension rule, rule does not apply anywhere but KDBA Domestic Competition (2.20). Addition of Registration fees (3.2) Small typographical errors