



VERSION 1.2

# KDBA COMPETITION AND LOCAL PLAYING RULES

KALAMUNDA & DISTRICTS BASKETBALL ASSOCIATION  
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## 1. DEFINITIONS

<b>Administrator</b>	The Administrator of the Association.
<b>Association</b>	Kalamunda and Districts Basketball Association (KDBA).
<b>BWA</b>	Basketball Western Australia.
<b>Committee</b>	The management committee of the Kalamunda and Districts Basketball Association.
<b>Competition</b>	Any competition run by the Association.
<b>Competition Group</b>	The group consisting of the Competition Director, Competition Manager and General Manager.
<b>Competition Manager</b>	A staff member of the Association who is appointed to manage the running of the Competitions on Competition days/nights and who has full control of all Competitions and venues during the conduct of Competitions.
<b>Director</b>	The Director of Competition as assigned by the Committee.
<b>FIBA</b>	The International Basketball Federation.
<b>Finals Game</b>	A game that is played that is either a Semi-Final, Preliminary Final or Grand Final.
<b>Finals Series</b>	A series of Finals Games culminating in a Grand Final.
<b>General Manager</b>	The General Manager of the Association.
<b>Kalamunda Eastern Suns</b>	The Association's representative club for the SBL and WABL.
<b>KDBA</b>	Kalamunda and Districts Basketball Association; The Association.
<b>Licence</b>	A current and valid BWA Individual Player Affiliation Membership/Licence.
<b>Match Official</b>	An Association referee or umpire assigned to a Competition game.
<b>Qualifying Game</b>	Game played during the regular Competition season which are not part of the Finals Series of games.
<b>SBL</b>	BWA's State Basketball League.
<b>Scoresheet</b>	The official electronic scoring device or scoresheet provided by the Association for recording game scores and participants.
<b>WABL</b>	BWA's Western Australian Basketball League.
<b>Venue</b>	Ray Owen Sports Centre, 96 Gladys Road, Lesmurdie WA 6076 or any other location that the Association uses to host Competitions.

## 2. COMPETITION

- 2.1. All Competitions shall be played in accordance with the FIBA and Basketball Australia rules in force except as amended by these the Competition and Local Playing Rules.
- 2.2. The Competitions are conducted on a team basis with each age group/division of Competition conducted as a separate competition.
- 2.3. Senior Competitions are any male, female or mixed competitions which have no upper age limit and which are not considered a Junior Competition. Under 20 and Under 23 Competitions will be considered Senior Competitions.
- 2.4. Junior Competitions are any male, female or mixed Competitions which are restricted to players aged 18 years or younger in the year of the Competition and which have an upper age limit as indicated by the name of the Competition.
- 2.5. The Competition Group has the delegated authority from the Association to administer the Competition and to make all judgments and decisions for the Competition. This includes the right to refuse any team and/or player from participating in the Competition. The Competition Group, from time to time as they see fit, may delegate their authority to another person.

## 3. SEASONS

- 3.1. Seasons shall be those periods of time determined by the Association's Committee for the conduct of an Association Competition.
- 3.2. Competition season dates may be altered at the discretion of the Committee or the Competition Group.
- 3.3. Playing dates during a Competition may be altered at the discretion of the Committee or the Competition Group.

## 4. GRADES, AGE GROUPS AND DIVISIONS

- 4.1. Grades, Age Groups and Divisions of Competitions will be as advertised on the Association website prior to the commencement of each season.
- 4.2. Teams shall nominate the grade, age group and/or division in which they wish to play during the nomination process.
- 4.3. Players participating in a Senior Competition must be aged at least 16 years of age in the year of the Competition. Players younger than this must have prior approval from the Competition Group to play or they will be deemed an ineligible player.
- 4.4. The Masters Competition will operate under the following age restrictions:
  - 4.4.1. Every player who is on court during a Masters Competition game must be aged 30 years or older at any time in the calendar year that the Competition is played in, with the exception of the players mentioned in Rule 4.4.2.
  - 4.4.2. Each team may have a maximum of one player on court at any one time during a Masters Competition game who is under the age of 30 for the entire calendar year that the Competition is played in.
  - 4.4.3. There is no limit to the number of players registered to a team who are aged under 30 for the entire calendar year that the Competition is played in.
- 4.5. Players participating in a Junior Competition must be aged as per the indicated age restriction of the Competition name in the year of that Competition. For example – players participating in an Under 15 Competition must be aged 14 years or younger at any time in the calendar year that the Competition is played in.

- 4.6. Players who are playing in a Competition that is more than two age groups higher than their actual age must provide written consent from their parent/guardian and receive approval from the Competition Group prior to playing in that higher age group Competition or they will be deemed an ineligible player.
- 4.7. A Premier Division is the top grade or division in Senior Competitions and the top division in age groups for players aged 13 years and older in Junior Competitions. For example – A Grade Men, Division 1 Women, Under 15 Girls Division 1.
- 4.8. The Competition Group has the authority to determine the appropriate division for any team playing in the Competition and may change the grade, age group and/or division in which a team plays at their discretion. Any such changes can be made at any time either before or during the Competition.
- 4.9. At random or upon request, during the playing season, players may be called upon to produce an extract of their birth certificate or another government issued document to certify their date of birth. If it differs from that entered on the Association database, then that player will be made ineligible for any and all games they have played in for that season.

## 5. FEES AND FINES

- 5.1. The amount of fees payable for team entry (Registration Fee) shall be determined by the Competition Group prior to the commencement of each season.
- 5.2. The Competition Group may set part of the Registration Fee as a Nomination Fee which will be due and payable upon the lodging of the Team Nomination.
- 5.3. All Registration Fees must be paid in full prior to the end of the fourth playing round of the season to which the Registration Fee applies.
- 5.4. Teams who have not paid their Registration Fees, or any other outstanding fees, fines or charges, will be considered un-financial.
- 5.5. The amount of fees payable for game entry (Game Fee) shall be determined by the Competition Group prior to the commencement of each season.
- 5.6. Clubs, teams and players will be fined for breaches of the KDBA Competition and Local Playing Rules and will be expected to pay such fines within seven (7) days of the fine being issued. Failure to pay the fine within this time will result in the club, team and/or player who was issued the fine being considered un-financial.
- 5.7. Clubs, teams or players who have been issued a fine or penalty and have an objection based on grounds in the KDBA Competition and Local Playing Rules have 48 hours from receipt of fine notification to lodge written objection to the fine with the Competition Group providing the valid reasons to reconsider the fine/penalty.
- 5.8. Any team who is considered un-financial will be removed from Competition fixtures until they have paid all outstanding monies and are financial with the Association.
- 5.9. Any team who remains un-financial 14 days after being removed from Competition fixtures as per Rule 5.8, will be disqualified and removed from Competition for the remainder of the season.
- 5.10. Any team who is considered un-financial or has been disqualified from a Competition as per Rule 5.9, may have future nominations to participate in Competition rejected until they have paid all outstanding monies, are no longer un-financial with the Association and can provide evidence to the satisfaction of the Association that they will not become un-financial again.
- 5.11. All players who are registered to a team who is considered un-financial and which has been removed from Competition as per Rule 5.8, will also be considered un-financial.

## 6. TEAM NOMINATION

- 6.1. Teams applying for the Competition shall complete a Team Nomination Form and pay a Nomination Fee as determined by the Competition Group.

- 6.2. Teams may not have the same name as another team already in the Competition. Where a team has nominated with the same name as another team already in the Competition, they will be required to provide a different team name. Should a different team name not be given, the Competition Group will rename the team as they see fit.
- 6.3. As part of the nomination process, each team must put forward a primary Team Contact and their contact information which will include a telephone number and email address. This Team Contact is responsible for the dissemination of all information to all players who have or will play on that team during the season. Notice given to the primary Team Contact is deemed as notice given to all or each of the players. It is recommended that the team also provide the name, phone number and email address of a secondary contact.
- 6.4. The Competition Group has the authority to reject any team's application for nomination for the Competition.

## 7. GRADING

- 7.1. At the discretion of the Competition Group, teams may be promoted to a higher division/Competition or relegated to a lower division/Competition than the division/Competition they nominated for.
- 7.2. The Competition Group reserves the right to transfer any side to any division/Competition, in order to balance the Competition (also see Rule 4.8).

## 8. WABL PLAYER RESTRICTION AND KALAMUNDA EASTERN SUNS DEVELOPMENT TEAMS

- 8.1. A player is considered a WABL Player if they are registered to a WABL team of any BWA club in the current WABL season. If there is no WABL season currently being conducted, then a WABL Player will be considered as a player who was registered to a WABL team of any BWA club in the WABL season that immediately preceded the current Competition Season.
- 8.2. To promote fairness in local competitions there will be a WABL player cap placed on teams. This cap is set at a maximum of 12 points per team with points attributed to players as follows:
  - i. A WABL "Championship" Division players will attract 4 points.
  - ii. All other WABL division players will attract 2 points each.
- 8.3. WABL "Championship" Division players can only play in the premier division in their age group or in an older age group.
- 8.4. If the team has more than 12 player points for their team then they must play up an age group in the premier division.
- 8.5. Kalamunda Eastern Suns Development teams may play in Local Competitions for zero team nomination/registration fee, provided that:
  - i. They are made up entirely of registered and current Kalamunda Eastern Suns players;
  - ii. They are playing in the highest division of the age group above that of what the oldest player is eligible for. For example - if the oldest player in the development team is 13 then the age group above Under 15 (for which they are eligible for) is Under 17;
  - iii. They provide written approval from the KDBA WABL Director or the Kalamunda Eastern Suns Coaching Coordinator consenting to the team playing in Local Competitions under the Kalamunda Eastern Suns name;
  - iv. Do not participate in the Final Series of the competition the development team is playing in;
  - v. Pay the normal game fees; and
  - vi. The team wears the Kalamunda Eastern Suns uniform for their games.

Development teams who wish to participate in the finals series of the competition they are playing in will be required to pay the normal team nomination/registration fee.

## 9. REGISTRATION OF PLAYERS

- 9.1. In order to play in the Competition all players must adhere to the following to be considered eligible:
  - 9.1.1. Hold a current BWA Licence.
  - 9.1.2. Be registered for the Competition via the Competition website or other Association approved registration form.
  - 9.1.3. Players are permitted to register and play for more than one team on any given night of a Competition, provided the teams do not compete in the same Competition.
  - 9.1.4. Players who choose to play for more than one (1) team on any given day do so at the risk of having the game times of the teams they play for being at the same time. Should this happen, the player will have to choose which team they will play in for that day.
  - 9.1.5. Should a player play in more than one (1) Competition, and one of those Competitions is combined or regraded into another Competition that they also play in, the player will need to choose which team they will play for and may only play in that team for the remainder of the time in that new Competition.
  - 9.1.6. Players may change divisions within the same Competition without restriction only within the first three (3) playing dates of each season. After this time, the player must choose which division they will play in for the remainder of the season and will not be permitted to play any further games in another division in that Competition.
  - 9.1.7. The Competition Group may prevent any player from playing in any division of a Competition should they deem that the player's skill to be at a level that so exceeds that of the other players in that division and that is a detriment to the Competition.
  - 9.1.8. The Competition Group may prevent any player from playing in any division of a Competition should they deem that the player's skill to be at a level that is well below that of the other players in that division and that may be physically dangerous or harmful to that player or other players in the Competition.
  - 9.1.9. Players who are considered un-financial with the Association, whether due to money owed directly to the Association or due to Rule 5.10, will be ineligible to participate in any Competition until they have paid in full any monies owed to the Association.
  - 9.1.10. Any player that plays under an assumed name or name other than their own name, will be considered as ineligible with fines and penalties to apply.
  - 9.1.11. Any game in which an ineligible player participates will be considered a forfeit by the team found to have used the ineligible player with fines and penalties to also apply.
- 9.2. All players participating in the Competitions organised by the Association do so at their own risk. The Association accepts no claims for loss or damage to personal property.
- 9.3. By taking part in any Competition, participants are accepting and agreeing to the KDBA Competition and Local Playing Rules, the KDBA Code of Conduct and any policies or rulings the Association has in place.

## 10. TRANSFERS

- 10.1. Transfers only occur when a player transfers from one team to another team which is not in the same club.
- 10.2. Once a player plays two (2) games or more for a team, they will require a transfer to play with any other team in that Competition.
- 10.3. Applications for transfers must be made in writing to, and approved by, the former team of the

player prior to being submitted to the by Competition Group.

- 10.4. If the transfer is not approved by the former team, both team delegates will be directed to appear before the Competition Group where the former team's delegate will be allowed the opportunity to show why the transfer should not be granted.
- 10.5. Transfers can only be approved by the Competition Group and are not valid until this approval is given.
- 10.6. A Transfer will only be approved if the Competition Group is satisfied that the transferring player does not owe any monies or property to their previous team and that the Competition will not be disadvantaged by the transfer.
- 10.7. No transfers will be granted after the sixth round of any season except where special circumstances apply.
- 10.8. In special circumstances a player may apply in writing to the Competition Group providing details of the special circumstances that the player believes would warrant the granting the transfer.
- 10.9. Players who play without an approved transfer will be deemed ineligible for any and all games played that required an approved transfer.
- 10.10. It is the player's responsibility to apply for and obtain a transfer.

## 11. CONDUCT

- 11.1. If, in the opinion of the Competition Manager, Referee Manager, Referee Supervisor, Match Official, referee or KDBA Committee Member; a Player, Team or Official conducts themselves in a manner that is considered detrimental to the Association, the Venue or the Competition, such player(s), team(s) or official(s) may be required to appear before a meeting of the Tribunal.
- 11.2. Players who appear to be intoxicated, under the influence of drugs or in any way unfit to play as determined by the Competition Manager, Referee Manager, Referee Supervisor, Match Official, General Manager or KDBA Committee Member, are not permitted to participate in the game and may be removed from the court or stadium.
- 11.3. Any player or coach contravening any Competition rule can be reported to the Tribunal.
- 11.4. The Committee reserves the right to suspend or expel teams from the Competition where the KDBA Competition and Local Playing Rules or KDBA Code of Conduct has been contravened.
- 11.5. Where a game is disrupted by the actions of a spectator, the officials or Competition Manager of the Association may stop the game until the spectator stops disrupting the game. Should the spectator continue to cause a disruption, the officials may call a delay, forfeit, order a replay of the fixture or cancel the game.

## 12. SCORESHEETS AND TEAM SCORERS

- 12.1. Each Players' First Name, Surname and playing number must be entered into the Scoresheet being used for that game.
- 12.2. The Team Captain must be clearly identified to the Match Officials. Only the Team Captain is to query the Match Officials before, during and after a game.
- 12.3. The name of any player not present is to be removed from the Scoresheet at half-time.
- 12.4. A player's name may not be added to Scoresheet after the Match Official has ruled so at half time.
- 12.5. A player who has participated in the first half of the game and whose name and number have accidentally been omitted may be added to the Scoresheet at half time at the Match Officials' discretion.
- 12.6. At each game each playing team shall provide a competent scorer in addition to the players in the game.



- 12.7. These scorers shall be guided by the instructions of the Match Officials in charge of the match.
- 12.8. Should a team have no scorer and only 5 players present and available to play, one of the players will be required to score while the other 4 players play.
- 12.9. Players shall be allowed to score and to substitute into the game off the score bench.
- 12.10. If a team has four players present and available to play and no scorer, then the team cannot play with three players. The game shall be considered an unnotified forfeit.

### 13. GAME COMMENCEMENT AND TIMINGS

- 13.1. For any given match to commence, teams must:
  - 13.1.1. Be attired in correct uniform as per Section 22;
  - 13.1.2. Have at least four eligible players on court ready to play;
  - 13.1.3. Have paid the prescribed Game Fee. For Junior Competition, a minimum of five (5) Game Tickets must be purchased;
  - 13.1.4. Have one representative on the score bench as per Section 12;
  - 13.1.5. Have paid the prescribed door fee, as determined by the Association, for the game;
  - 13.1.6. Not be considered un-financial as per Section 5;
  - 13.1.7. In the event that one team has enough players to commence the game when the Match Officials want to start play but the other team does not, two (2) points will be awarded by the Match Officials to the team ready to play for each completed minute that the other team is late up until an unnotified forfeit is declared as per Rule 15.3. These points are to be added to the scoresheet before the start of the second half of the game.
- 13.2. The following timing rules apply to all Qualifying Games except for those Competitions listed in Appendix A:
  - 13.2.1. Games will be played in two (2) halves of twenty minutes.
  - 13.2.2. The clock shall not stop during the game.
  - 13.2.3. Each team is allowed one (1) timeout in the first half and two (2) timeouts in the second half.
  - 13.2.4. Timeouts are not permitted to be called in, or last into, the last three (3) minutes of the second half.
- 13.3. The following timing rules apply to all Finals Games except for those Competitions listed in Appendix A and Grand Final games for Premier Divisions:
  - 13.3.1. Games will be played in two (2) halves of twenty minutes.
  - 13.3.2. The clock shall not stop during the game except for the last three (3) minutes of the second half where the game will be fully timed.
  - 13.3.3. Each team is allowed one (1) timeout in the first half and two (2) timeouts in the second half.
- 13.4. The following timing rules apply to Grand Final Games for Premier Divisions:
  - 13.4.1. Games will be played in two (2) halves with the first half to be twenty minutes and the second half to be fifteen minutes.
  - 13.4.2. The clock shall not stop during the first half of the game and will be fully timed for the second half.
  - 13.4.3. Each team is allowed one (1) timeout in the first half and two (2) timeouts in the second half.
- 13.5. In the event that a qualifying game starts more than 10 minutes later than the scheduled game time, the Competition Manager may at their discretion, reduce the first half time by no more than three (3) minutes in order to bring the following game start times closer to the scheduled start times.

- 13.6. 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.
- 13.7. In the event of an injury during a game when the clock is not operating as fully timed, the clock shall not stop and play will recommence when the injured player has been moved from the playing area.
- 13.7.1. If the game cannot continue due to the injury and the injury occurs in the first half, the game shall be called a draw. If the injury occurs in the second half, the score at the time play is stopped shall be the final score.
- 13.7.2. Should the next game be affected the clock will start on scheduled time. Should the game be unable to commence before the start of the second half, the game shall be called a draw.
- 13.7.3. Should a whole game be affected by the injury, the game will be awarded as a draw.
- 13.8. In the event of a dispute regarding playing time or injury time any decision made by the Competition Manager will be abided by.

## 14. LOCAL COMPETITION RULES

- 14.1. The playing rules shall be FIBA Rules and Basketball Australia rules except as amended by these KDBA Competition and Local Playing Rules.
- 14.2. All teams playing in Junior Competitions with an age restriction of 14 years or younger are required to play man to man defence from at least the defensive half of the court with no zone defence allowed. Violation of this rule will result in one free throw being awarded to the team on offence, plus possession from the half-court sideline.
- 14.3. The 3-point line for Junior Competitions with an age restriction of 14 years or younger will be the inner marked 3-point line.
- 14.4. In the case of a game resulting in a tied score, the result will be a drawn game except for Finals Games.
- 14.5. If at the conclusion of playing time in a Finals Game, the score is equal an extra three (3) minutes will be played. This period will be fully timed. In the event of further ties, additional fully timed three (3) minute periods shall be played until a result is obtained.
- 14.6. In Junior Competitions 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 will be reflected in the official results.
- 14.7. The Association will endeavour to provide two (2) officials per game. However, if it is necessary to begin and/or complete scheduled games, some games may be officiated with one (1) official.
- 14.8. Each team is required to provide its own ball for pre-game warm up. The game officials will control the match ball.

## 15. DEFAULTED GAMES, FORFEITS AND WASHOUTS

- 15.1. A team loses by default when, during the game, the team has fewer than two (2) players on the court able to play. If the team defaulting is behind in the game score, the score stands. If the defaulting team was leading in the score, the opposing team then wins 20-0. The defaulting team receives one (1) premiership point with the winning team receiving three (3) premiership points.
- 15.2. Where games are disrupted due to no fault of the teams or the Association (e.g. power failure) then the Competition Manager will declare the game abandoned if more than 10 minutes of game time may be lost.
- 15.2.1. If a game has been declared abandoned with less than 10 minutes remaining until the end of the game, then the score will stand, with the game counted as a normal game played with the team ahead on scores awarded three (3) premiership points and a win and the team behind on scores awarded one (1) premiership point and a loss. All those players listed on

the scoresheet of the abandoned game will be counted as playing that game.

- 15.2.2. If a game has been declared abandoned with more than 10 minutes remaining until the end of the game, then the game will be considered a Washout. The score of the game will be 20-20 with both teams awarded three (3) premiership points. All those players listed on the scoresheet of the Washout game will be counted as playing that game.
- 15.3. An unnotified forfeit occurs when one team is unable to comply with Rule 13.1, 10 minutes after the commencement of the game clock unless it is agreed by both teams and the officials to commence the game at a point later than 10 minutes.
- 15.4. A notified forfeit occurs when one team notifies the Association that they will not be attending to play a scheduled game at least two (2) hours prior to scheduled game time. If the notification given by the nonattending team is less than two (2) hours prior to the scheduled game time, it will be considered an unnotified forfeit.
- 15.5. Where a match is declared a unnotified forfeit and provided operational requirements allow, the teams may merge to form two teams that are to be officiated as a scratch match by the Match Officials provided all game fees have been paid. The Match Officials are to advise the players that the game is to be played strictly to the rules. Permission must also be obtained from the Competition Manager. The scratch match must be officiated correctly and all rules including reportable incidents shall apply. If the Match Officials believe the game is not played within the spirit of the game, then they may cancel the game. The game may be scored on the score board, but the scores will not be recorded on the scoresheet. The scratch match will follow normal game timing.
- 15.6. Teams who forfeit any Finals Game will automatically be removed from the remainder of the Finals Series for that Competition.

## 16. PREMIERSHIP POINTS

- 16.1. For each team win, the team is awarded three (3) premiership points.
- 16.2. For each team loss, the team is awarded one (1) premiership point.
- 16.3. For each drawn game, each team is awarded two (2) premiership points.
- 16.4. A team who is on a bye will be awarded three (3) premiership points with the bye to be counted as a game played.
- 16.5. A team entering the Competition late will be awarded one (1) premiership point for each round they missed, with each of these missed rounds to be counted as a game played.
- 16.6. Team position on the Premiership Tables will be calculated by the order depending on the greater number of premiership points scored. The following rules will be applied to adjust standings for teams that are equal on premiership points:
  - (i) Teams who have incurred a forfeit during the season will be placed in the position below the respected tied team/s who have no forfeits;
  - (ii) If a tie still exists, teams will then be ranked by the percentage (to two (2) decimal places) of points scored for as compared with points scored against, for all qualifying games;
  - (iii) Then, if a tie still exists, the team who won the most qualifying games between the sides that are tied;
  - (iv) Then, if a tie still exists, ladder position will be determined on percentage (to two (2) decimal places) of points scored for as compared with points scored against in qualifying games between the teams involved in the tie;
  - (v) Then, if a tie still exists, the team with the lowest total amount of points scored against them in Qualifying Games for that season shall take priority.

## 17. FINALS

**17.1.** In Competitions that contain 10 teams or less (except Competitions listed in Schedule A), all teams shall participate in the Finals Series. In this instance the Finals Series shall be played at the conclusion of the qualifying rounds as follows:

**4 Team Finals**

Semi Finals	Prelim/Placing Finals	Grand Finals	Placings
SF1: 3 <sup>rd</sup> vs 4 <sup>th</sup> SF2: 1 <sup>st</sup> vs 2 <sup>nd</sup>	PF: Winner SF1 vs Loser SF2 BYE: Winner SF2	Winner SF2 vs Winner PF1	1 <sup>st</sup> – Winner GF 2 <sup>nd</sup> – Loser GF 3 <sup>rd</sup> – Winner PF 4 <sup>th</sup> – Loser PF

**5 Team Finals**

Semi Finals	Prelim/Placing Finals	Grand Finals	Placings
SF1: 3 <sup>rd</sup> vs 4 <sup>th</sup> SF2: 1 <sup>st</sup> vs 2 <sup>nd</sup> BYE: 5	PF1: Winner SF1 vs Loser SF2 PF2: Loser SF1 vs 5 <sup>th</sup> BYE: Winner SF2	Winner SF2 vs Winner PF1	1 <sup>st</sup> – Winner GF 2 <sup>nd</sup> – Loser GF 3 <sup>rd</sup> – Loser PF1 4 <sup>th</sup> – Winner PF2 5 <sup>th</sup> – Loser PF2

**6 Team Finals**

Semi Finals	Prelim/Placing Finals	Grand Finals	Placings
SF1: 3 <sup>rd</sup> vs 4 <sup>th</sup> SF2: 1 <sup>st</sup> vs 2 <sup>nd</sup> SF3: 5 <sup>th</sup> vs 6 <sup>th</sup>	PF1: Winner SF1 vs Loser SF2 PF2: Loser SF1 vs Winner SF3 BYE: Winner SF2 OUT: Loser SF3	Winner SF2 vs Winner PF1	1 <sup>st</sup> – Winner GF 2 <sup>nd</sup> – Loser GF 3 <sup>rd</sup> – Loser PF1 4 <sup>th</sup> – Winner PF2 5 <sup>th</sup> – Loser PF2 6 <sup>th</sup> – Loser SF3

**7 Team Finals**

Semi Finals	Prelim/Placing Finals	Grand Finals	Placings
SF1: 3 <sup>rd</sup> vs 4 <sup>th</sup> SF2: 1 <sup>st</sup> vs 2 <sup>nd</sup> SF3: 5 <sup>th</sup> vs 6 <sup>th</sup> BYE: 7 <sup>th</sup>	PF1: Winner SF1 vs Loser SF2 PF2: Loser SF1 vs Winner SF3 PF3: Loser SF3 vs 7 <sup>th</sup> BYE: Winner SF2	Winner SF2 vs Winner PF1	1 <sup>st</sup> – Winner GF 2 <sup>nd</sup> – Loser GF 3 <sup>rd</sup> – Loser PF1 4 <sup>th</sup> – Winner PF2 5 <sup>th</sup> – Loser PF2 6 <sup>th</sup> – Winner PF3 7 <sup>th</sup> – Loser PF3

**8 Team Finals**

Semi Finals	Prelim/Placing Finals	Grand Finals	Placings
SF1: 3 <sup>rd</sup> vs 4 <sup>th</sup> SF2: 1 <sup>st</sup> vs 2 <sup>nd</sup> SF3: 5 <sup>th</sup> vs 6 <sup>th</sup> SF4: 7 <sup>th</sup> vs 8 <sup>th</sup>	PF1: Winner SF1 vs Loser SF2 PF2: Loser SF1 vs Winner SF3 PF3: Loser SF3 vs Winner SF4 BYE: Winner SF2 OUT: Loser SF4	Winner SF2 vs Winner PF1	1 <sup>st</sup> – Winner GF 2 <sup>nd</sup> – Loser GF 3 <sup>rd</sup> – Loser PF1 4 <sup>th</sup> – Winner PF2 5 <sup>th</sup> – Loser PF2 6 <sup>th</sup> – Winner PF3 7 <sup>th</sup> – Loser PF3 8 <sup>th</sup> – Loser SF4

**9 Team Finals**

Semi Finals	Prelim/Placing Finals	Grand Finals	Placings
SF1: 3 <sup>rd</sup> vs 4 <sup>th</sup> SF2: 1 <sup>st</sup> vs 2 <sup>nd</sup> SF3: 5 <sup>th</sup> vs 6 <sup>th</sup> SF4: 7 <sup>th</sup> vs 8 <sup>th</sup> BYE: 9 <sup>th</sup>	PF1: Winner SF1 vs Loser SF2 PF2: Loser SF1 vs Winner SF3 PF3: Loser SF3 vs Winner SF4 PF4: Loser SF4 vs 9 <sup>th</sup> BYE: Winner SF2	Winner SF2 vs Winner PF1	1 <sup>st</sup> – Winner GF 2 <sup>nd</sup> – Loser GF 3 <sup>rd</sup> – Loser PF1 4 <sup>th</sup> – Winner PF2 5 <sup>th</sup> – Loser PF2 6 <sup>th</sup> – Winner PF3 7 <sup>th</sup> – Loser PF3 8 <sup>th</sup> – Winner PF4 9 <sup>th</sup> – Loser PF4

**10 Team Finals**

Semi Finals	Prelim/Placing Finals	Grand Finals	Placings
SF1: 3 <sup>rd</sup> vs 4 <sup>th</sup> SF2: 1 <sup>st</sup> vs 2 <sup>nd</sup> SF3: 5 <sup>th</sup> vs 6 <sup>th</sup> SF4: 7 <sup>th</sup> vs 8 <sup>th</sup> SF5: 9 <sup>th</sup> vs 10 <sup>th</sup>	PF1: Winner SF1 vs Loser SF2 PF2: Loser SF1 vs Winner SF3 PF3: Loser SF3 vs Winner SF4 PF4: Loser SF4 vs Winner SF5 BYE: Winner SF2 OUT: Loser SF5	Winner SF2 vs Winner PF1	1 <sup>st</sup> – Winner GF 2 <sup>nd</sup> – Loser GF 3 <sup>rd</sup> – Loser PF1 4 <sup>th</sup> – Winner PF2 5 <sup>th</sup> – Loser PF2 6 <sup>th</sup> – Winner PF3 7 <sup>th</sup> – Loser PF3 8 <sup>th</sup> – Winner PF4 9 <sup>th</sup> – Loser PF4 10 <sup>th</sup> – Loser SF5

- 17.2. In Competitions that contain 10 teams or more (except Competitions listed in Schedule A), the teams may be split into an A group of finals and a B group of finals. In this instance both Finals Series shall be played at the conclusion of the qualifying rounds as per the finals series structure relevant to the number of the teams in the group as per Rule 17.1.
- 17.3. In certain circumstances, the Competition Group may decide on a shortened finals period comprising of a different format. This format shall be advised to teams prior to the end of the qualifying rounds.
- 17.4. To be eligible to play in finals a player must have played in at least one-third (1/3) of their team's qualifying games. For the purpose of this rule:
- (i) Byes are considered qualifying games for the players that are registered to that team prior to the date of the bye;
  - (ii) Unnotified forfeits are considered qualifying games for players from the winning team who are listed on the official scoresheet for that game;
  - (iii) Notified forfeits are considered qualifying games for players from the winning team who are listed on the official scoresheet for the Competition game played in the round prior to that forfeited game. Should the notified forfeit be the first game of the season, it will be considered a qualifying game for the players that are registered to that team prior to the date of the forfeited game.
- 17.5. A team or player who is considered un-financial will be considered ineligible to play in finals.
- 17.6. A player may only play for one team competing in Finals per Competition. In the event that a player who transfers during a season has qualified for more than one (1) team in a Competition, that player may only play for the team most recently transferred to.
- 17.7. In the case of injury, or any other reason deemed sufficient by the Competition Group, special consent may be given to allow a player who has played less than the required number of games to participate in finals. Permission must be applied for in writing. In the case of injury/illness, a timely dated medical certificate will be required to be supplied.

- 17.8. The Competition Group shall make decisions in regard to disputes arising from eligibility of players to participate in finals. Finals times will be posted on the Competition Website. Any enquires regarding finals are to be directed to the Competition Manager.
- 17.9. A game in which an ineligible player participates will be considered a forfeit by the team found to have used the ineligible player with fines and penalties to also apply.

## 18. PROTESTS

- 18.1. Any team wishing to protest or appeal the result of a game must record their protest in writing and submit it to the Competition Manager. This must be done in the presence of the Match Official, signifying their intention to protest.
- 18.2. All protests shall be investigated by the Competition Group in a timely manner.
- 18.3. The Competition Group shall have absolute discretion to uphold or dismiss a protest. There is no right of appeal.
- 18.4. The protesting team will be informed of the decision in writing.

## 19. INCIDENT REPORTS AND TRIBUNALS

- 19.1. A KDBA Report Form (Report Form) is to be used to report significant matters felt to be breaches of the integrity of the Competition and the Game of Basketball. Refer to the Association website, Administrator, or Competition Manager for a copy of the Report Form.
- 19.2. It is deemed appropriate that a 10-minute cooling off period be observed before the completion of a Report Form.
- 19.3. Before deciding to proceed with submitting a Report Form, the complainant or reporting official should seek, if possible, to discuss the matter with the Referee Coordinator, Referee Supervisor, Competition Manager or other responsible official.
- 19.4. Procedures for filing and the follow-up of a Report Form are contained in the Competition Manager's Office.
- 19.5. The Competition's Tribunal hearings will endeavour to operate under the Basketball WA Tribunal Rules. However, the Association may make changes to the order in which information will be given at a hearing if junior players or junior Match Officials are involved or if it feels that it would be detrimental to have all involved participants in the hearing at the same time. A copy of those Rules can be obtained from the Association website, Competition Manager, Administrator or BWA website.

## 20. SUSPENSIONS AND ACCUMLATED TECHNICAL FOULS

- 20.1. Any player or coach who is assessed a disqualifying foul or otherwise disqualified during a game shall immediately be ineligible to participate in any Competition games for the remainder of that day and for the seven (7) days following the game in which the disqualifying foul or disqualification was assessed. The disqualifying foul or disqualification is at the discretion of the Match Officials.
- 20.2. Players or coaches who have been disqualified as per Rule 20.1 will be required to leave the vicinity of the game such that they can no longer have any influence on the game. Additionally, they cannot be a spectator within 30 metres of the perimeter of the court that the game is being played on, for the remaining duration of that game.
- 20.3. Players or coaches who are disqualified under Rule 20.1 and who are under the age of 18 may remain on the team bench. However, they can no longer have any influence on the game and may not disrupt the remainder of the game in any way. Should they continue to disrupt the game, the Match Officials may stop the game and request that the player moves to the foyer area with an appropriate adult.
- 20.4. A player or coach, who receives four technical fouls in the same season, shall automatically be ineligible to participate in any KDBA Competition for the seven (7) day period following being charged with the fourth technical. For every additional two (2) technical fouls that a player or coach receives after the

initial four for that season, that player or coach shall be ineligible to participate for another seven (7) day period. This rule applies only to KDBA Competitions and does not affect WABL or other associations.

- 20.5. An unsportsmanlike foul is a player contact foul which, in the judgement of an official is:
- (i) Not a legitimate attempt to directly play the ball within the spirit and intent of the rules.
  - (ii) Excessive, hard contact caused by a player in an effort to play the ball or an opponent.
  - (iii) An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player begins their act of shooting.
  - (iv) Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player between the offensive player and the opponent's basket. This applies until the offensive player begins their act of shooting.
  - (v) Contact by the defensive player on an opponent on the playing court when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, when the ball is out-of-bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in.
- 20.6. A player, who receives four (4) of any combination of unsportsmanlike fouls as defined in Rule 20.5(i), Rule 20.5(ii) and/or Rule 20.5(iii) in the same season, shall automatically be ineligible to play in any KDBA Competition for the seven (7) day period following being charged with the fourth technical. For every additional two (2) unsportsmanlike fouls as defined in Rule 20.5(i), Rule 20.5(ii) and/or Rule 20.5(iii) that a player receives after the initial four for that season, that player shall be ineligible for another seven (7) day period. This rule applies only to KDBA Competitions and does not affect WABL or other associations.
- 20.7. Should a player or coach who is in contravention of Rule 20.1, Rule 20.4 or Rule 20.6 and then subsequently be in contravention of a different rule of Rule 20.1, Rule 20.4 or Rule 20.6, that player or coach shall serve the corresponding ineligibility periods consecutively.
- 20.8. Should the ineligibility period/s for Rule 20.1, Rule 20.4 or Rule 20.6 occur when the player or coach is not scheduled to participate in a Competition game in that period, then the ineligibility period shall start the day immediately before that player's next scheduled Competition game.
- 20.9. A player or coach, who is suspended from participating in KDBA, Eastern Suns or any BWA affiliated association Competitions, may not participate in any Competition (local or representative) of KDBA during the period of suspension.
- 20.10. A player or coach, who is serving an ineligibility period through Rule 20.1, Rule 20.4 or Rule 20.6 may not participate in any Competition (local or representative) of KDBA during the period of suspension or ineligibility.
- 20.11. In the event that a bench technical foul is issued to a player on the bench of a team, the technical foul will be issued to that player and not to the bench.
- 20.12. Other types of bench technical foul issued to the bench of a team when there is no coach listed on the scoresheet for that team, will have the technical foul issued to the captain of the team of that bench.

## 21. INJURY

- 21.1. In the event of a player being injured during the game, the nature of the injury should be recorded in writing and handed to the Competition Manager. This document may be in a form as given by the Competition Manager and must be signed by a Match Official of the game, Competition Manager or Referee Supervisor.
- 21.2. Any player or official with cuts, wounds or any bleeding shall not enter or remain on the court until the bleeding has been stopped, any blood cleaned and the wound safely covered.

- 21.3. In the event of blood on a player's shorts or top it is the responsibility of each team to carry a replacement. The shorts or top must be replaced and not turned inside out before the player can return to the court. If the replacement shorts or top is of a different colour the uniform penalty will not apply. The spare top is not required to be numbered in this case only.

## 22. UNIFORM

- 22.1. The following are components of a player's uniform that must comply to the corresponding rules:

- (i) Tops – Rule 22.5
- (ii) Shorts – Rule 22.6
- (iii) Shoes – Rule 22.7

- 22.2. In order to take the court, a player must be in a complete uniform, and only that uniform.

- 22.3. Uniforms must be of sufficient quality as determined by the Competition Manager and in their absence the Referee Manager or a member of the Competition Group.

- 22.4. Uniforms shall not contain offensive words or graphics.

### 22.5. Tops

- 22.5.1. Tops shall be of the same colour and design but not necessarily the same as the shorts.
- 22.5.2. Tops shall be of singlet style or sleeveless.
- 22.5.3. Trim on tops must be the same. Team or Club emblems, team or player names and sponsorship of any kind are all deemed to be trim.
- 22.5.4. Tops shall be numbered on both the front and the back as prescribed below.
- 22.5.5. Numbers on the front must be a minimum height of 100mm and a maximum height of 150mm.
- 22.5.6. Numbers on the back must be a minimum height of 150mm and a maximum height of 250mm.
- 22.5.7. Numbers must be in contrast to the playing top and clearly visible.
- 22.5.8. Permitted numbers are 4 through 99 inclusive. All other numbers, including 0 or 00 and 100 and above, are not permitted.
- 22.5.9. Garments worn under a playing top shall be tight and either short sleeved or sleeveless. These garments shall only be black, white or the same colour as the predominant colour of the playing top. Long sleeve compression tops and compression arm sleeves may also be worn provided they are black, white or the same colour as the predominant colour of the playing top.
- 22.5.10. In the event of a clash of colour of playing top, the team listed on the first on the scoresheet will be required to change their tops. A limited number of Association tops are available for this purpose at no charge to the team.
- 22.5.11. The Match Officials will have the final decision regarding the ability to differentiate between the two playing tops.
- 22.5.12. In the event a team does not have enough tops on the night for all of its players, it may hire Association tops at a cost per set per game. Should the Association not have a set available for hire, the team must use the tops it has and penalties for non-conforming tops will apply.

### 22.6. Shorts

- 22.6.1. Players must be wearing Shorts, not just tights or compression garments. Shorts shall be of the same colour but not necessarily the same colour as the top.
- 22.6.2. Shorts shall be free of any external encumbrances such as zips, buttons, buckles, pockets,



belts, belt loops, cords, etc. Garments such as track suit pants, bicycle shorts, board shorts, bathers and leotards are unacceptable attire.

- 22.6.3. Trim on shorts must be the same. Team or Club emblems, team or player names and sponsorship of any kind are all deemed to be trim.
- 22.6.4. Shorts shall be no longer than the bottom of the knee.
- 22.6.5. Garments worn under shorts shall be limited to compression garments and tights. These must be black, white or the same colour as the predominant colour of the playing shorts.

## 22.7. Shoes

- 22.7.1. Regulation basketball shoes, athletic shoes or cross trainers must be worn and have non-marking soles.
  - 22.7.2. Socks are not required to be worn with shoes.
  - 22.7.3. Compression socks are allowed to be worn.
- 22.8. Uniforms which have become faded or discoloured, during a season, to such an extent that they cause confusion to the Match Officials, or which are damaged or badly torn, will be referred to the Competition Manager or to the Competition Group who will then set a time limit for the uniforms to be replaced.
- 22.9. During this time, the team will be required to use alternate tops. Should the team be unable to provide alternative tops, it may hire Association tops at a cost per set per game. Should the Association not have a set available for hire, the team must use the tops it has and penalties for non-conforming tops will apply.
- 22.10. Cost of the Association tops must be paid on the night prior to the start of the game.
- 22.11. All Association tops must be returned at the end of the game. If not, the cost of replacement will be charged to the team.
- 22.12. For every player who is not in full correct uniform, the opposing Team will be awarded five (5) penalty points. It is not 5 points per item; each player can only receive one 5-point penalty. Points shall be awarded at half-time to the captain of the opposing team.
- 22.13. The Match Officials shall administer all uniform rules, and if there is any confusion, the Competition Manager will make the final decision.
- 22.14. Scarves, gloves (except as per Rule 22.15 below), and jewellery cannot be worn on court. Wedding rings and medical bands that cannot be removed must be taped to the satisfaction of the Match Official/s.
- 22.15. Fingernails should not protrude beyond the visible line of the finger. If fingernails do protrude past this point, they must be taped. Soft Velcro sealed netball gloves may be worn but only for the purpose of covering long fingernails.
- 22.16. Should a player have any type of clothing, accessory, jewellery, hair comb, implant or piercing that cannot be removed from their person or clothing, and in the discretion of the Match Officials is considered to be a danger to other players, then, that player will be required to tape over the item. Should the player not be able to remove the item or should the taping of the item not reduce the danger to other players, that player will not be allowed to play in that game.
- 22.17. Player hair must be worn in such a manner that it could not cause interference or danger with another player. Plaited hair should have at least 15 centimetres of unplaited hair at the end of the plait.

## 23. CARE OF VENUE

- 23.1. Any club, team, player, official or other person responsible for causing damage to the Venue may be required to pay the reasonable cost of reinstatement or be required to pay a charge towards such cost, as determined by the General Manager. Any person(s) affected under this clause shall be entitled to

present their case in writing and be heard at a meeting of the Tribunal. The Administrator may lay a charge against such person(s) requiring that person(s) to appear before the Tribunal.

## 24. NOTIFICATIONS

24.1. Decisions of the Competition Manager, Competition Director, Administrator or General Manager notified to the team contacts shall be deemed to be official notification.

24.2. Notifications can be conveyed in person, through a video or audio call or sent by email or post.

24.2.1. Notification given in person or through a video or audio call will be deemed to have been received by the recipient immediately.

24.2.2. Notification by email will be deemed to have been received by the recipient immediately after being sent through an authorised Association email address.

24.2.3. Notification by post will be deemed to be received by the recipient five (5) working days after being posted.

24.3. Whilst the Administrator will accept documents received by mail from teams which are required to lodge such documents, it is the responsibility of the sender to verify such lodgement is both delivered and received.

## 25. COMPLAINTS

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

25.2. Any complaint form which is unsigned or lodged more than 14 days after the incident will not be accepted. Complaints can be posted to the Association, handed to the Competition Manager or emailed to the Competition Group within the specified time limit.

## 26. ITEMS NOT COVERED AND EXEMPTIONS

26.1. In any matter not specifically covered by these KDBA Competition and Local Playing Rules, the Competition Group will make the necessary ruling.

26.2. The Competition Group reserves the right to give an exemption to any of these Competition and Local Playing Rules should it determine the need to do so.

**SCHEDULE A: SUPER-LEAGUE RULES**

The Super-League shall be conducted in accordance with FIBA and Basketball Australia rules in force except as amended by the Association Competition and Local Playing Rules (see above).

The items covered in this schedule override the corresponding Association Competition and Local Playing Rules for the Super-League Competition only.

**1. Playing Times and Rules**

- 1.1. Playing times for the games will be two 15-minute halves.
- 1.2. All games will be fully-timed for their whole duration.
- 1.3. Games will be played using a 24-second shot clock, of which the operator will be supplied by the Association.
- 1.4. Timeouts are permitted at any timeout opportunity during the game.
- 1.5. Each team shall provide a competent scorer in addition to the players in the game.
- 1.6. An unnotified forfeit occurs when one team is unable to commence play (see Section 13) within 10 minutes of the scheduled start time.
- 1.7. Any fines conceded must be paid in full before the team can participate in their next scheduled game.
- 1.8. If a team fails to pay any outstanding fines before their next scheduled game, they will be withdrawn from the Super-League Competition.
- 1.9. Players must be in full playing uniform by the start of the second round of the Competition (see Section 22 for details).

**SCHEDULE B: RISING SUNS PLAYING RULES**

The items covered in this schedule override the corresponding Association Competition and Local Playing Rules for Competitions branded “Rising Suns”.

**1. All Rising Suns Competitions will play with the following modified rules:**

- 1.1. No Finals Series will be played.
- 1.2. No scoreboards shall be used.
- 1.3. Successful three-point shots shall count as two (2) points.
- 1.4. No double teaming on defence will be permitted.
- 1.5. If there is an insufficient number of players to play a game, the coach may train their team.
- 1.6. Any additional modified rules as described below.

**2. The following modified rules will apply to Rising Suns – Level 1:**

- 2.1. Lowered rings shall be used.
- 2.2. Free throws to be taken from the bottom of the free throw circle.
- 2.3. The defence shall retreat to behind their defensive three point line after a basket is scored and in all out of bounds situations in the offensive backcourt. They may not move out of this area until the offensive team has crossed the half court line.
- 2.4. A coach is permitted on court briefly during a stoppage in play to position or reassure players but must leave the court as soon as play is ready to resume.
- 2.5. Teams are allowed to use registered players from any Rising Suns team, including opposing teams, to avoid a forfeit.
- 2.6. 3-second rule is not to be called.
- 2.7. A maximum of four (4) bounces per hand is permitted, in any combination. Violation then to apply in full with Match Official to explain before giving ball to the opposing team.
- 2.8. Cross court violations will be called. The Match Official will talk to the player before giving ball to the ball back to the player
- 2.9. Travel violations on the start and stop of a dribble will be called if no reasonable attempt to dribble before stepping or stopping, passing or shooting within a couple of steps (i.e. running with ball). The Match Official will talk to the player before giving ball to the opposing team.
- 2.10. Line violations on pass-ins will be called. The Match Official will talk to the player before giving the ball back to the player.
- 2.11. No double teaming on defence will be permitted.
- 2.12. No screening will be permitted.

**3. The following modified rules will apply to Rising Suns – Level 2 only:**

- 3.1. Full height rings used.
- 3.2. Free throws taken from the bottom of the free throw circle at the Match Official’s discretion.
- 3.3. A maximum of four (4) bounces per hand is permitted. Violation to apply in full.
- 3.4. The defence shall retreat to half court after a basket is scored and in all out of bounds situations in the offensive backcourt. Full court defence is then permitted, once the ball is inbounded.
- 3.5. Coaches are permitted to walk from the end line up to their side of the score bench.
- 3.6. Teams are allowed to use registered players from any Rising Suns team, including opposing teams, to avoid a forfeit.

- 3.7. 3-second rule to apply in full after first warning to the player.
- 3.8. Travel rule to apply in full.
- 3.9. Cross court rule to apply in full.
- 3.10. Line violations will be called in full.
- 3.11. No screening will be permitted.

**4. The following modified rules will apply to Rising Suns – Level 3 only:**

- 4.1. Full height rings used.
- 4.2. Free throws taken from the free throw line.
- 4.3. No restriction on the number of dribbles a player may take.
- 4.4. The defence shall retreat to half court after a basket is scored and in all out of bounds situations in the offensive backcourt. Full court defence is then permitted, once the ball is inbounded, at the Match Official's discretion.
- 4.5. Coaches are permitted to walk from the end line up to their side of the score bench.
- 4.6. Teams are allowed to use registered players from any Rising Suns team, including opposing teams, to avoid a forfeit.
- 4.7. 3-second rule to apply in full.
- 4.8. Travel rule to apply in full.
- 4.9. Cross court rule to apply in full.
- 4.10. Line violations will be called in full.
- 4.11. Legal screening is permitted.

**SCHEDULE C: WEST RISE COMPETITION**

West Rise Basketball is a Competition for people with disabilities and their siblings.

The Competition empowers its participants. It is played alongside KDBA mainstream Competition with the hope it makes the players feel part of the community and encourages society to accept them.

West Rise is not fully about basketball, but about learning new skills, like umpiring, scoring, helping players and coaching, plus meeting new people from different areas and also improve fitness and general basketball skills.

West Rise plays Competition with two divisions – Division 1 and Division 2. The KDBA Competition and Local Playing Rules will apply to Division 1 in a modified way in cooperation with, and at the discretion of, the West Rise Coordinator and KDBA Competition Manager.

The Division 2 Competition is run at the full discretion of the West Rise Coordinator.

## SCHEDULE D: SENIOR MIXED COMPETITION

The items covered in this schedule override the corresponding KDBA Competition and Local Playing Rules for Senior Mixed Competitions only.

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 trespass violation is called where a player enters into the opposite gender's keyway occurs. This violation will be known as a trespass violation. Trespassing includes any bodily contact with the keyway floor. This EXCLUDES extending the body (i.e. arms) into the air space above the keyway.
  - 2.1. If a defending player of the incorrect gender intentionally trespasses to stop a possible goal, the penalty will be 2 free throws.
  - 2.2. If a defending player unintentionally trespasses, a side ball may be called with the offensive team retaining possession.
  - 2.3. If an offensive player trespasses, then play is stopped and the defending team is awarded possession from the baseline.
3. There cannot be more than three (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.
4. Individual players may only score eight (8) points until four (4) other players of the same team have scored eight (8) points each or until the opposing team has 5 players that have scored eight (8) points each.
5. When one team's five (5) players have scored eight (8) points each then all players for both teams, regardless of their points, may score more than 8 points.
6. The exception to Rule 4 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).

## SCHEDULE E: 3X3 COMPETITION

3x3 Competitions shall be conducted in accordance with FIBA and Basketball Australia rules in force except as amended by the Association Competition and Local Playing Rules (see above).

The items covered in this schedule override the corresponding Association Competition and Local Playing Rules for the Super-League Competition only.

#### 1. Playing Times and Rules

- 1.1. Playing times for the games will be one period of 20 minutes.
- 1.2. Games are played on a half court.
- 1.3. A maximum of four (4) players are permitted to play for each team in a game – three players on court plus one substitution.
- 1.4. A team may play with only two (2) players, provided they have paid for the third player game fee.
- 1.5. Coaches are allowed.
- 1.6. Each team shall provide a competent scorer in addition to the players in the game.
- 1.7. An unnotified forfeit occurs when one team is unable to commence play within 10 minutes of the scheduled start time.
- 1.8. Any fines conceded must be paid in full before the team can participate in their next scheduled game.
- 1.9. If a team fails to pay any outstanding fines before their next scheduled game, they may be withdrawn from the 3x3 Competition.
- 1.10. Players must be in full playing uniform by the start of the second round of the Competition (see Section 22 for details).
- 1.11. There shall be one (1) or two (2) officials per game.
- 1.12. A coin flip or game of “rock/paper/scissors” shall determine which team gets the first possession. The team that wins the coin flip or “rock/paper/scissors” shall start the game with the possession of the ball.



## SCHEDULE F: FINES AND PENALTIES

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

Rule No.	Rule/Offence	Fine/Penalty (per offence)
4.3	Participating in a Senior Competition whilst under the age of 16 and without prior Association approval.	\$20.00 plus forfeit of each game played.
4.5	Participating in a Junior Competition outside of specified age restrictions without prior Association approval.	\$20.00 plus forfeit of each game played.
4.6	Participating in a Junior Competition that is more than two age groups higher than their actual age without prior Association approval.	\$20.00 plus forfeit of each game played.
4.9	Failure to produce proof of date of birth when requested or providing an incorrect date of birth.	\$50.00 plus forfeit of each game played.
8	Playing more than the allowed number of WABL Players in a team.	\$20.00 plus forfeit of each game played.
9.1	Playing an ineligible player.	\$40.00 plus forfeit of each game played.
9.2	Playing under an assumed or name other than the player's own name.	\$50.00 plus forfeit of each game played.
10	Playing without an approved transfer.	\$20.00 plus forfeit of each game played.
15.3	Unnotified forfeit	\$110.00 for Qualifying Game. \$220.00 for Finals Game.
15.4	Notified forfeit	<b><u>For Qualifying Games:</u></b> \$20.00 if more than 24-hours' notice is given to the Association. \$110.00 if less than 24-hours' notice is given to the Association. <b><u>For Finals Games:</u></b> \$40.00 if more than 24-hours' notice is given to the Association. \$220.00 if less than 24-hours' notice is given to the Association.
17.9	Playing an ineligible player in a Finals game.	\$80.00 plus forfeit of each game played.
20.7	Playing whilst suspended.	\$50.00 plus forfeit of each game played and incident to be sent to a Tribunal.
20.8	Playing whilst serving an ineligibility period through Rule 20.1 or Rule 20.4.	\$50.00 plus forfeit of each game played, plus an additional seven (7) days ineligibility period served consecutively for each offence.

## DOCUMENT VERSION AND CHANGE HISTORY

Published Date	Version Number	Description of Revision	Author/s
5/02/2019	1.0	Major change and rewrite of previous Local Playing Rules into new document named KDBA Competition and Local Playing Rules.	Kirk Allnutt, Craig Bell, Scott Parker, Emma Petrig, Derek Quayle
11/03/2019	1.1	Addition of no double teaming to Schedule B: Rising Suns Playing Rules for both Under 11 and Under 9 Rising Suns competitions. Correction of minor spelling and grammatical errors.	Scott Parker, Emma Petrig
09/02/2020	1.2	Addition of scratch match rule. Amendment to WABL Player Cap Addition of placing finals structures. Amendment and clarification of uniform rules relating to under garments and administration of the rule by Match Officials. Renaming of Little Ballers to Rising Suns and further rule amendments relating to the program. Addition of Kalamunda Eastern Suns Development Team participation in competition. Addition of rules for 3x3 competitions. Change of forfeit fine amounts. Correction of minor spelling and grammatical errors.	Craig Bell, Kym Firkins, Luke Franklin, Louise Lowe, Shane Lowe, Blair Marsh, Scott Parker, Brighton Pass, Emma Petrig