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COMPETITION RULES & HANDBOOK

MANAGED BY: BINAR BASKETBALL ASSOCIATION
RESPONSIBLE PERSON: BF VERSION: 1.3

AMENDED BY: BF 24.03.2025 JUNIOR COMPETITION
RULES OF COMPETITION

www.binar.org.au 

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1. Playing Rules

1.1 All games run by the Binar Basketball Association (BBA) must adhere to the official basketball rules set forth by Basketball WA, along with any specified modifications.

2. Playing Rules & Modifications

2.1 Timing

2.1.1 All junior matches shall consist of two (2) twenty-minute halves with a running clock. Half time will be two (2) minutes.

2.1.2 All Junior teams will have two (2) time-outs per half. No Time-Outs in the last three (3) minutes of the second half only, unless the last two (2) minutes are fully timed.

2.1.3 **GRAND FINALS ONLY** will consist of two twenty-minute halves with the last two (2) minutes of the game fully timed.

2.1.4 Extra period are three (3) minutes and only played in the final series games.

2.2 Number of Players

2.2.1 Teams are permitted to start with four (4) registered players and finish the match with only one (1) registered player.

2.3 Junior Basketball Modified Rules

2.3.1 Backboards will be lowered to eight (8) foot for Under 10 competitions.

2.3.2 In the Under 10s, following every score and dead ball, the defending team is required to retreat to at least half court. If there is a violation (such as traveling or double dribbling) committed in the backcourt, play will be stopped, the referee will clarify the rule, and possession of the ball will be retained.

2.3.3 In the U10s division, after securing a rebound, the defensive team can play defence in the backcourt. This is the only situation where U10s are permitted to defend in the backcourt.

2.3.4 In all competitions, if a team leads by 20 points or more, the defending team must retreat to at least half court after each score, rebound, or dead ball. Once the lead exceeds 30 points, the stadium scoreboard will no longer display the score; however, the game will continue to be scored electronically.

2.3.6 The no charge semi-circle will be ignored for all junior competitions.

2.4 Uniforms

2.4.1 Players must provide team uniforms that match, featuring a visible number ranging from 00 to 99 on both the front and back. Logos are acceptable, providing they do not obscure the numbers.

2.4.2 Players may wear undergarments beneath their uniforms, however; these must either match the team jersey's colour or be black, and they must not present a safety hazard, as determined by the Referee Coach or Games Controller.

2.4.3 In cases where competing teams in a fixture possess identical or similar uniforms, the Association will supply an alternate set of uniforms or bibs. The team designated as "Team 2" on the electronic scorecard will wear these provided uniforms.

2.4.4 Players are required to wear suitable basketball footwear and appropriate clothing – tracksuit pants and jumpers are not permitted.

2.4.5 All jewellery must be taped or fully removed if possible.

2.4.6. Players may wear medical wristbands, provided they are not hazardous to others and are securely covered with medical strapping or a sweatband.

2.5 Games Commencement and Penalties

2.5.1 Games must commence by the ten (10) minute mark of the first half or will be deemed a forfeit. Teams will be penalised two (2) points each minute late to start providing the other team is ready to play. These penalty points will be added to the opposing team's score. Additionally, late teams will lose their timeouts for the first half.

2.5.2 Games may be abandoned for a variety of reasons. For the purposes of the following procedures, the game is considered abandoned at the time the incident occurs — not when it is officially called off.

2.5.2.1 If the game is abandoned after reaching half-time, the current score at the time of abandonment will be recorded as the final result.

2.5.2.2 If the game is abandoned before reaching half-time, it will be declared a washout and recorded as a draw.

2.6 Zone Defence

2.6.1 Zone defence is not permitted in the Under 10, Under 12 and Under 14 Competitions.

2.6.2 The description of zone defence will be specified in the Zone Buster Manual accessible on our website.

2.6.3 If a coach or manager suspects that the opposing team is playing a zone defence, they should ask the Referee Coach or Games Controller to monitor the game and act as the "*Zone Buster*." It's important to note that this responsibility does not fall on the game referee.

2.6.4 Referees are required to issue a warning to the team committing an offense when directed by the *Zone Buster*. Any further violations will result in a technical foul being issued, documented on the electronic scoring device or scoresheet under the coach's name along with the appropriate penalty.

2.7 Other Modifications

2.7.1 Any alterations to regulations to accommodate specific situations not covered by these bylaws are subject to approval from the Binar Basketball Association (BBA).

3. Rules Interpretation

3.1 Whenever a decision is needed regarding the intention or objective of any rule outlined in the official basketball rules, or in these competition regulations, or if there's a disagreement over the interpretation of any rule, it will initially be brought to the attention of the Referee Coach or Games Controller overseeing the match. If consensus cannot be reached among the involved parties, the matter will be resolved by the Competitions Manager (CM).

3.2 Any rules interpretations supplied by Basketball WA shall be reviewed for consideration to incorporating into local competitions where possible.

4. Team Nominations

4.1 Clubs, independent teams, or associations wishing to participate in any competition organised by Binar Basketball Association (BBA) must complete the online nomination form and submit payment according to the specified procedure before the designated closing date as determined by BBA.

4.2 Late nominations may be accepted, provided there are vacancies in the competition, and full nomination fee payment is received with nomination. Late nomination fees may apply.

4.3 The Association reserves the right not to accept any nomination.

5. Registered Players

5.1 Teams are required to register all players participating in the Competition. Each team must have a minimum of five (5) players officially registered through nomination. Any additional players joining, during the season, must also register prior to participating in any matches.

5.2 The Association will keep a record of every registered player, containing their name, date of birth, contact numbers, and the team they're affiliated with. Registration information will be sent to Basketball WA when necessary.

5.3 All substitute players are prohibited from using another player's name and are REQUIRED to officially register as substitutes before participating on the court.

6. Eligible Players

6.1 To be an eligible player, a player must be registered in a Binar Basketball Association (BBA) competition and registered with Basketball WA.

6.2 Players who are not eligible to participate in a competition match must be reported either to the Games Controller or in written form to the Competitions Team. Those found playing under a false identity will also be reported to the Tribunal, resulting in an automatic registration of a loss for their team.

6.3 All teams are accountable for verifying the eligibility of their players for competition. If an ineligible player is found to have participated in a match, the team forfeits the match to the opposition, and no premiership points are awarded.

6.4 FILL-IN PLAYERS – A fill-in player is limited to participating in a maximum of two (2) games per season according to BWA regulations. Subsequently, they are obligated to officially register with both BWA and the BBA. Registration must be completed courtside via the tablet to ensure inclusion on the scoresheet. The player's name will be marked with an 'F' indicating their fill-in status. Additionally, the fill-in player must still meet the age requirements for their respective division. During the Finals, no fill-in players are permitted to participate unless granted an exemption by the BBA Competitions Team (refer to Article 10.6 for details).

7. Eligibility to Play

7.1 Players are only eligible to play one match per round per age group per day, unless exempted by the Games Controller to prevent a forfeit from occurring.

7.2 To be eligible for participation in a match, a player must fulfill the following criteria:

7.2.1 The player must be registered with the respective team.

7.2.2 The player's complete name and assigned number must be recorded on the electronic scorecard before the match begins. Failure to do so will result in the player not being registered as a participant in that particular game, and;

7.2.3 The player must be physically present in the stadium and capable of playing by the fifteen (15) minute mark of the second half.

7.3. A player's eligibility for participation in a specific age group will be determined based on their age at the conclusion of each designated winter and summer season.

8. Final Series

8.1 The finals series will take place following the completion of the qualifying matches, adhering to the format decided by the Competitions Team at the start of the season.

9. Eligibility to Participate in Final Series

9.1 Players must have played in at three (3) of the number of matches fixtured (excluding byes) to be able to participate in the final series.

9.2 If the player's complete name (both first and last names) and playing number are inputted into the electronic scorecard and remain unaltered by the referees, it shall serve as satisfactory evidence that the player participated in the match.

9.3 Where an opposition team has forfeited a match, and the players are not required to attend to claim the win, players who are registered shall be considered as qualified for that game.

9.4 Byes are excluded from games played and do not contribute to qualification for finals.

9.5 A participant who has competed exclusively in a single age group, grade, or division is solely qualified to take part in the final series for that specific age group, grade, or division.

9.6 In cases where a player is unable to participate in the necessary number of qualifying matches due to illness, injury, or other uncontrollable circumstances, the Competitions Manager has the authority to grant the player an exemption to qualify for the final series, provided that:

9.6.1 The player was registered with the club either for a previous season or from the start of the current competition; or

9.6.2 The player has played at least one qualifying match towards the final series; and;

9.6.3 Written application is lodged to the Association at least two (2) weeks prior to the start of the final series.

9.7 Any protest or dispute regarding a player's eligibility to participate in the final series must be directed to the Competitions Manager within twenty-four hours following the conclusion of the game in which the player was involved.

9.8 Any club or team found to have played an ineligible player during the final series will forfeit the finals match automatically and be disqualified from participating in the remaining of the final series.

9.9 If a team is unable to provide enough qualified players to participate in a finals match, they may make a written submission prior to the commencement of the finals to:

9.9.1 Play the next highest qualified player(s) on the list; or

9.9.2 Bring up a junior player(s) that has qualified in a lower age group for a team in the BBA competition.

9.10 Additional qualified players can only make team total five (5) players (no substitutes on the bench).

10. Grading

10.1 The Competitions Team will assess the skill level and competitiveness of every nominated team and assign them to the designated grades or divisions.

10.2 The Competition Teams will review over the first six (6) weeks of the competition and may alter or amend team grading where deemed necessary.

11. Competition Fixtures

11.1 The Competitions Team is responsible for the creation and distribution of all fixtures to every participating team in the competition.

11.2 An official fixture cannot be altered without the approval of the Competitions Team.

11.3 Any team wishing to request a bye must submit a written request at least two (2) weeks prior to the desired date for review by the Competitions Team.

12. Competition Points

12.1 Premiership points will be assigned for every fixtured game completed in the following manner:

- Win: 3 Points
- Loss: 1 Point
- Draw: 2 Points
- Bye: 0 Points
- Forfeit Win: 3 Points
- Forfeit Loss: 0 Points

When a team is being forfeited against, the non-forfeiting team will receive three (3) premiership points, with a score line of 20-0.

12.2 If two or more teams tie on premiership points at the conclusion of the regular season, the criteria for eligibility in the final series will be based on overall percentage.

13. Forfeits

13.1 If a team is unprepared to begin their game with ten (10) minutes left in the first half, the match will be forfeited, and the opposing team will be awarded a score of 20-0. The forfeiting team will not gain any premiership points.

13.2 If a team accumulates three (3) forfeits in a season, they will be required to provide justification for why they should not be disqualified from the competition.

13.3 All forfeits must be made by email to the Competitions Manager – boston@binar.org.au or admin@binar.org.au

14. Player Injury and Insurance

14.1 An incident report must be completed by a Games Controller when an injury occurs.

14.2. Players who are officially registered are provided with a certain level of insurance coverage through Basketball WA. However, Binar Basketball Association (BBA) does not assume responsibility for injuries suffered by any individuals during their involvement in a competition fixture either at the stadium or any other location. It's important to note that unregistered players do not have insurance coverage.

15. Referees and Umpires

15.1 The Referee Coordinator is tasked with assigning referees and umpires to oversee matches organised by Binar Basketball Association (BBA).

15.2 The Referee Coordinator and Referee Coaches are tasked with deciding how referees are appointed and determining their level as referees and umpires.

15.3 The Referee Coordinator shall arrange clinics, courses and lectures for the development of referees in conjunction with administration staff.

16. Duty Teams

16.1 Each team partaking in a BBA conducted match must assign an official to the score bench. These officials must be present at the beginning of the fixtured game and ideally should not be substitute players. Matches will only commence once the score bench is staffed.

16.2 Scorers and timekeepers shall operate in accordance with the official rules of basketball.

16.3 The Association has the authority to assign additional responsibilities to any club or team taking part in BBA fixtures, as necessary.

17. Stadium Scoring

17.1 The Association will provide electronic scorecards for every match.

17.2 It is the responsibility of the team's manager, coach, or captain to ensure that all players, and necessary team information, are inputted into the electronic scorecard before the game commences. Once the match has begun, the electronic scorecard cannot be modified except by the referee or Games Controller. No player names can be added to the electronic scorecard after the 15-minute mark of the second half.

17.3. If there is electronic failure, paper scoresheet will be used.

18. Basketballs

18.1 The Association will supply 1 match basketball for each junior match.

18.2 Teams are to provide their own basketballs for their team warm-up. Team name must be clearly marked, and basketballs must be always in control of the coach or team manager.

18.3 The Association takes no responsibility for basketballs brought into the stadium. All basketballs brought in should be clearly marked for identification.

19. Financial Status

19.1 Prior to acceptance of nominations, all clubs and teams vying for competitions must submit the necessary nomination fee.

19.2 Forfeit fee's must be paid prior to the next game, or the team will be considered unfinancial.

20. Feedback, Complaints, Protests and Reports

20.1 A player, coach, or team is entitled to offer feedback, file a complaint, or lodge a protest regarding the conduct of a competition match, the eligibility of any participating player, the behaviour of individuals involved, or the outcome of any competition match.

20.1.1 We encourage feedback to bring issues to the attention of BBA via email at boston@binar.org.au. Our Competitions Manager will review this feedback and share it with the Competitions Team as needed. While feedback will be carefully considered and appropriate actions taken, please note that the aim is not necessarily to receive a formal response.

20.1.2 Complaints, or in-game matters, should first be brought to the attention of a Referee Coach or Games Controller.

20.1.3 If the issue remains unresolved, written complaints or protests must be submitted to the BBA within forty-eight (48) working hours (equivalent to two business days) following the conclusion of the relevant match. Complaints should be sent in writing to the email address: boston@binar.org.au.

20.1.4 The submission must contain a detailed description of the incident or event leading to the complaint or protest, identifying the teams, players, and/or coaches involved, along with specific details about the match.

20.1.5 Any grievances must be directed to the Competitions Manager (CM) for review, and if required, further examination. The CM has the authority to designate a Panel to assess the results of the investigation and reach a decision, potentially involving penalties. If a satisfactory resolution cannot be reached, the matter may be forwarded to a Tribunal for resolution.

20.1.6 Any submitted documents must be addressed within a maximum of fourteen (14) days upon receipt, and the outcome must be conveyed to the individual or group in written form.

20.2 A complaint submitted by a referee, umpire, or Association official, accusing any player, coach, spectator, or team of misconduct in an BBA fixtured game, will be regarded as an accusation against the individual, team, or member involved.

20.2.1 The report must be submitted in writing and must be received by the BBA within twenty-four (24) working hours (one business day) of the purported incident.

20.2.2 Reports mentioned in Clause 20.2 may be submitted to the Tribunal for consideration.

21. Tribunal

21.1. All BBA competitions will adhere to the regulations outlined in the Basketball WA Tribunal Bylaws, which are subject to occasional amendments.

22. Penalties

22.1 The Competitions Manager (CM) has the authority to levy penalties on individual players, teams, spectators, or game officials following a thorough investigation and referral to a Panel for a decision. This Panel serves to offer an impartial perspective on the issue and may consist of members from the Competitions Team, Trustees, and external independent parties. Penalties for minor infractions may take various forms, such as:

22.1.1 A monetary fine for an individual or team.

22.1.2 Premiership points to be removed.

22.2 For serious breaches of competition rules, the Panel may impose sanctions including:

22.2.1 Disqualification of the team/s

22.2.2 Suspension of player/s

22.2.3. Expulsion of team/members from the Association

22.2.4 Any other penalty deemed appropriate by the Panel from time to time.

22.3 All penalties will be notified in writing by the Competitions Manager

23. Conditions of Entry

23.1 All people entering a facility that is running a BBA competition will be subject to that facilities conditions of entry available in accordance with Swan Active, Midland.

24. Heat Policy

24.1. All BBA Competitions follow the Basketball WA Hot Weather Guidelines.

25. Video and Photography

25.1 BBA acknowledges the raised concerns regarding capturing video footage or still images within basketball stadiums. We also recognise that there are legitimate and innocent intentions behind such actions, such as preserving family memories. Our stance aims to strike a fair and straightforward compromise between these conflicting demands.

25.2 A person is permitted to video and photograph games, involving minors, provided that they are:

25.2.1 related to a player involved in the game (or guardian), or

25.2.2 approved by the Referee Coordinator for the purpose of referee development and education.

25.3 If parents are worried about individuals recording videos or snapping pictures during junior games, they should address their concerns with a stadium official. If the individual with the camera fails to demonstrate to the stadium official that their actions align with permissible categories, they will be requested to cease taking photos or filming.

25.4 Recording videos or taking photographs is strictly prohibited in the restrooms or changing facilities of stadiums hosting BBA programs or competitions, without exception.

25.5 Under no circumstances should video footage or photographs captured in BBA programs be shared online or in any public platform without prior consent from the parents of all minors displayed in the content.

26. Amendments

26.1 The Competitions Team is empowered to revise these competition rules at any point. The BBA is required to notify all teams of any alterations made to these rules.

27. Items Not Provided For

27.1 The appropriate BBA staff shall deal with any matter not provided for in these competition rules that comes within the objects of the Association.