



WOLVES

★ BASKETBALL ★

WEST SYDNEY WOLVES BASKETBALL ASSOCIATION -COMPETITION BY-LAWS



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The West Sydney Wolves Basketball Association has made every effort to ensure the accuracy of this document at the time of publication. If any errors are identified while using this By-Laws document, please email info@thewolves.au specifying the error and, if relevant, the required amendment.



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General

1.1. Purpose and Spirit of the Game

Basketball is a family-oriented sport, and the West Sydney Wolves Basketball Association (WSWBA) conducts local competitions primarily to promote enjoyment, fitness, teamwork, sportsmanship, and community spirit. All participants are expected to adhere to the spirit of the rules, with fun and recreation as the primary goals, rather than a win-at-all-costs mentality.

1.2. Interpretation of the By-Laws

In line with the above, WSWBA reserves the right to make decisions that reflect the intention of the WSWBA Competition By-Laws (By-Laws), even if those decisions differ from a literal interpretation of the rules.

1.3. Governing Body

WSWBA shall act as the governing body for the authorisation, implementation, and enforcement of these By-Laws.

1.4. Relationship to FIBA and Other Governing Bodies

These By-Laws should be read in conjunction with the FIBA Rules of Basketball and the Official Rules of Basketball. Where there is a conflict between documents, these By-Laws will take precedence. FIBA, Basketball Australia, and NSW Basketball Association Ltd (BNSW) contribute as governing bodies within their areas of responsibility.

1.5. Zero Tolerance Policy

WSWBA maintains a Zero Tolerance Policy regarding:

- i. Persistent and/or willful challenging of referees' decisions
- ii. Abuse of referees, players, officials, or spectators
- iii. Violence against players, officials, or spectators
- iv. Conduct deemed inappropriate for a community sporting environment

For more information, visit: Zero Tolerance Policy [Zero Tolerance Policy](#) and [BNSW Zero Tolerance Policy](#)

1.6. Applicability of the By-Laws

These By-Laws apply to the operation of all local competitions and their participants, as directed or operated by WSWBA.

1.7. Agreement to Abide by By-Laws

By participating in any competition role or entering a venue under WSWBA's control, all individuals agree to abide by the By-Laws, WSWBA Codes of Conduct, and WSWBA policies.



1.8. Participant Responsibilities

It is the responsibility of all participants, in any role, within WSWBA competitions or venues, to familiarise themselves with the most recent version of the By-Laws and Codes of Conduct.

1.9. Definition of Authorized Representatives

In these By-Laws, an authorised representative of WSWBA refers to:

- i. A current member of the WSWBA Committee of Management
- ii. The Competition Committee or a delegated WSWBA staff member

1.10. Definition of Registration

In these By-Laws, the term "registration" also includes "affiliation," except where specifically stated otherwise.

1.11. Definition of Sport

For the purposes of the By-Laws, the term "sport" refers to Basketball in any format conducted by WSWBA or other governing bodies.

1.12. Gender-Based Competition

Players may be required to participate in competitions according to the gender listed on their birth certificate. This will be considered on a case-by-case basis by the Competition Committee.

1.13. Mixed Gender and Age Competitions

Depending on team numbers, players may be required to participate in mixed-gender and/or mixed-age group competitions.

1.14. Team Bench Occupancy

Team benches are to be occupied only by team members, coaches, and team managers. All spectators must remain in designated spectator seating areas.

1.15. Representation by Coaches and Managers (Junior Competitions)

For Junior Competitions, Team Coaches and Team Managers serve as representatives of the team during the game. They may make inquiries of game officials on behalf of team members, provided the inquiries are made respectfully.

1.16. Representation by Captains (Senior Competitions)

For Senior Competitions, team captains serve as representatives of the team during the game and may inquire of game officials respectfully on behalf of team members.

1.17. Role of Captains, Coaches, and Managers

Captains, Coaches, and Team Managers must provide reasonable assistance to game officials and WSWBA staff to ensure teams participate appropriately.



1.18. Queries for U12 and Below

U12 and below team members and spectators must not approach officials. All inquiries must go through the Court Supervisor.

1.19. Queries for U14 and Above

For U14 and higher age groups, queries should be directed through the Court Supervisor. Officials may be approached respectfully during appropriate times, such as during timeouts or at halftime.

1.20. Final Grading of Teams

Final grading of teams is at the discretion of WSWBA. WSWBA reserves the right to move teams or individuals to more suitable grades or competitions based on their performance, as a condition of entry.

1.21. Responsibility in Case of Injury

In case of injury, the injured party is responsible for notifying WSWBA administration of the injury as soon as possible.

1.22. Free Throws in U12 Competitions

In U12 and below competitions, free throws must be taken from the U12 free-throw line.

1.23. Three-Point Baskets in U12 Competitions

Three-point baskets will count as two-point baskets in competitions up to and including U12s.

1.24. No Zone Rule for Junior Competitions

WSWBA encourages all junior teams to play man-to-man defense. There is a formal "No Zone Rule" in U12 and U14 WSWBA local competitions.

1.25. Mercy Rule

Mercy Rule – In age groups up to and including U16s, if one team leads by more than 20 points, the leading team must retreat to play quarter-court defense when the trailing team is inbounding. If the lead falls below 15 points, this restriction will be removed. The Court Supervisor, not game officials, enforces this rule.

Participation

2.1. Player Listing on Basketball Connect/Scoresheet

All players must have their name listed in the Basketball connect/Scoresheet before entering the game. If a player's name is not visible, they must notify the Court Supervisor before informing the score bench.



2.2. Procedures for Unlisted Players

After consulting with the Court Supervisor, a player whose name is not listed on the /Basketball Connect/Scoresheet must provide their full name and jersey number to the score bench. If the game has already started, this must be done at an appropriate time, such as during a substitution, timeout, or at the end of a quarter.

2.3. Late Players

Players arriving late to a game may only join during the 1st and/or 2nd quarter only. Players are not permitted to join a game in 3rd or 4th quarter if running late. However, they must first report to the Court Supervisor before doing so.

2.4. Unregistered Players

Unregistered players will be marked on the Basketball Connect/Scoresheet. Unregistered players will be refused participation in the game unless they provide proof of registration to the Competition Committee or Court Supervisor before entering the court.

2.5. Team Bench Area Requirements

Teams are required to remain in the designated team bench area throughout the game unless a player has been disqualified or ejected. Team A will sit to the left of the score bench when facing the court, and Team B will sit on the opposite side unless both teams mutually agree to switch.

2.6. Substitutions and Timeouts

All substitutions and timeouts must be directed through the score bench.

2.7. Fingernail, Jewelry, and Attire Requirements

Fingernails extending beyond the tip of the finger must be trimmed or taped with soft material tape for the duration of the game. Sports gloves and visible body jewelry are not permitted.

2.8. Body Piercing and Jewelry Regulations

Any visible body piercing jewelry must be removed before entering the court. All necklaces and bracelets must be removed. WSWBA assumes no responsibility for non-visible body piercing jewelry or injuries resulting from such jewelry. Only sweatbands made of appropriate material are permitted on the wrist.

2.9. Removal of Hazardous Equipment

Any other equipment or accessories deemed hazardous or non-compliant with sport regulations must be removed before participation.

2.10. Alcohol and Substance Abuse Policy

Players suspected of being under the influence of alcohol or illicit substances will not be permitted to play. Any player whose behavior during the game suggests intoxication, as judged by game officials or the Court Supervisor, will be removed from the court immediately.



2.11. Removal of Detrimental Participants and Spectators

If a participant or spectator's actions are deemed detrimental to the sport or contrary to its spirit, a game official or authorized WSWBA representative may remove the participant or spectator from the game or venue.



Registration and Playing Fees

3.1. Publication of Fees

Competition fees will be published on the WSWBA website (www.thewolves.au) for each competition period.

3.2. Registration Deadlines

Players must register at least two (2) weeks prior to the start of the competition to guarantee placement for the first trial games.

3.3. Late Registration Procedures

For late registrations, players must submit a request 48 hours prior to comps@thewolves.au. If team spots are available, players must complete the late registration form. Acceptance of late registrations is subject to availability and cannot be guaranteed.

3.4. Payment of Fees

All players must be registered and fully paid before taking the court for their first game. Families experiencing financial hardship may apply for assistance by contacting accounts@thewolves.au.

3.5. Responsibility to Maintain Registration

It is the player's responsibility to ensure their registration is current at all times. WSWBA reserves the right to refuse participation to any unregistered player.

3.6. Notification of Changes in Personal Details

Players must promptly notify WSWBA of any changes to their personal details.

3.7. Consequences for Unregistered Players

Any team fielding an unregistered player will forfeit the result of that game.

3.8. Consequences for False Names

Any registered player found to be playing under a false name will face suspension from all levels of participation for a period determined by WSWBA.

3.9. Team Suspension for By-Law Breach

If a team breaches Section 3 of these By-Laws, WSWBA reserves the right to suspend the team from the competition and escalate the matter to the WSWBA Committee.



Team Entry

4.1. Right to Refuse Entry

WSWBA reserves the right to refuse entry of teams or players into WSWBA competitions at the discretion of the Competition Committee or WSWBA. If a team's entry is not accepted, the entry fee will be refunded.

4.2. Minimum and Maximum Players

Teams must nominate a minimum of eight (8) players to enter the competition. Teams may nominate a maximum of 10 players per team.

4.3. Team Registration via Codes

Team registrations must be completed using team codes.

4.4. Coach and Manager Requirements

When entering a team into competition, teams are required to provide their own Team Coach(es) and Team Manager. If a team does not nominate a Team Coach or Team Manager, WSWBA will provide a coach for an additional cost per player for the season. Teams assembled by WSWBA will be allocated a coach by the association.

4.5. Registration of Coaches and Managers (WWCC Requirements)

For Wolves 5x5 competitions, players must individually register using the appropriate 5x5 competition registration link. One (1) team representative must email comps@thewolves.au with the team's name, full player names, and the nominated Team Coach and Team Manager with their date of birth, including their Working with Children Check (WWCC) numbers and expiration dates.

4.6. Age and Role of Coaches and Team Managers

Team-nominated Coaches and Managers must be over the age of 18 and hold a valid WWCC. They are responsible for managing the team and communicating with WSWBA on matters such as attendance and behavior. Team Coaches and Managers must attend each game and remain in the designated area throughout the game. If a Coach or Manager is under 16 years old, they must be supervised by an adult and receive written approval from the Wolves Competition Manager. They must also enroll in the "Wolves Training Pathway" and sign an agreement. Specific criteria may need to be met before approval.

4.7. Coach and Team Managers Conditions of Entry

It is a condition of entry that both the Team Coach(es) and Team Manager provide a valid WWCC number to WSWBA and register with BNSW and The Wolves before registration closes. Please email this information to comps@thewolves.au



4.8. Restrictions on Roster Additions

Players cannot be added to the roster after week 5. Requests for exceptions will be considered on a case-by-case basis by the Competition Committee.

4.9. Junior Teams Representative Player Policy

Junior Teams Representative Player Policy – updated October 2024

4.10. Late Player Nominations

Late player nominations must be submitted following Section 3 of these By-Laws.

4.11. Request for Late Players

Requests for less than eight (8) players to play on the same team must be submitted before the close of registration.

4.12. Player Commitment to their Team

Players must commit to their team by week 5 of the WSWBA Competition.

4.13. Player Commitment to their Team - Deadline

Players who have not played during the first five (5) weeks will be removed from the roster unless an exemption request is approved by the Competition Committee.

4.14. Roster Eligibility and Attendance

Under no circumstances can a player be added to the roster after week 9.

4.15. Definition of a Representative Player

A representative player is defined as a player on any association's representative team during the current or previous year.

4.16. Definition of a Representative Development Player (DP)

A representative development player (DP) is not considered a representative player unless they take the court as a registered representative with Basketball New South Wales (BNSW).

4.17. Classification of Representative Players During Local Competition

If a player becomes a representative player after the commencement of the 5x5 local competition, they will not be classified as such for that competition.

4.18. Auto Qualification for Pool A

All representative players, excluding girls, including those participating in the Metro Junior League (MJL) and Junior Premier League (JPL), will automatically qualify for Pool A.



4.19. Representative Player Limits for Team Composition

Teams may include up to four (4) representative players, with no more than three (3) players from MJL Division 1 and/or JPL.

4.20. Restriction of Representative Players in Pool B

Pool B teams will not include any representative players unless specifically approved by the Competition Committee.

4.21. Team Reassignment for Competitive Balance

Pool B teams deemed too strong after trials may be moved to Pool A at the discretion of the Competition Committee.

4.22. Players Transitioning to Under 14's (Bottom Age 14's)

Players transitioning from U12s to U14s as bottom-age players will be classified solely as representative players and will not be assigned a specific division.

4.23. Structure For Girls Competition

There will be no "Pools" for the girls' competition until we have enough teams to split into pools.

4.24. Age Group Participation and Player Welfare

The WSWBA Competition Committee reserves the right to restrict junior players from participating in older or younger age groups if it is deemed not in their best interest or the competition's best interest.

4.25. Forfeiture of Registration Fee for Late Withdrawals

Any team withdrawing after nominations close will forfeit the registration fee.



Eligibility

5.1. Definition of Competition

A competition may be defined by one or more of the following:

- i. Age group
- ii. Division
- iii. Day of Competition
- iv. Gender (e.g., Girls, Boys, Men's, Women's, Mixed, etc.)

5.2. Player Transfers

Once a player has participated in a game for a particular team in a competition, they may not transfer to another team within that competition without written approval from the Competition Committee. Players may transfer only once per season.

5.3. Participation in Multiple Competitions

Players may participate in multiple competitions (e.g., U12s and U14s) but may not participate in two grades within the same competition (e.g., U12 A grade and U12 B grade).

- i. Exceptions to this rule will be allowed if a player is filling in for a higher-grade team. Once a player has played three (3) games in a higher grade, they will be considered ineligible to play in the lower grade. The player may only play for the higher-grade team moving forward.

5.4. Use of Fill-in Players

If a team fields players not on their regular roster (i.e., fill-in players), the following rules apply:

- i. A minimum of three (3) players from the regular roster must participate in the game.
- ii. The total number of players in the game must not exceed six (6).
- iii. All added players must be registered and eligible for that competition/grade.

5.5. Scheduling Conflicts Between Competitions

If a player is participating in two (2) competitions, and games are scheduled for the same time slot, the player may only play in one (1) game during that time slot.

5.6. Consequences for Ineligible Players

Teams fielding an ineligible player will forfeit any game in which the ineligible player participated.



Uniforms

6.1. Team Uniform Requirements

Teams may organise their own playing uniforms, or they may purchase or hire a Wolves jersey.

6.2. Matching Jerseys and Shorts

Teams that organise their own playing uniforms must ensure players wear matching jerseys and shorts.

6.3. Wolves Jerseys and Black Shorts

For teams purchasing Wolves jerseys, players must wear black shorts with a logo no larger than 3 cm, unless it is a Wolves logo.

6.4. Uniform Safety Regulations

No part of the uniform may have external pockets or feature a logo on shorts larger than 3 cm, unless it is a Wolves logo or any other element that could pose a risk of injury.

6.5. Alternative Shorts

Where team shorts cannot be matched, players may wear shorts that closely match the team's uniform. For example, if the team wears custom white shorts, a player may wear different white shorts if necessary.

6.6. Numbering on Jerseys

A distinct number (one or two digits, 00, 0 through 99) must be clearly displayed on both the front and back of the playing top. The numbers must be legible, contrast with the uniform, and be fixed to the uniform. Taped or pinned numbers are not considered acceptable.

6.7. Undergarment Regulations

Any undergarments (e.g., bike shorts, compression wear, shooting sleeves, undershirts, etc.) visible under the uniform must be black.

6.8. Religious or Medical Exceptions for Undergarments

If a player must wear undergarments for any reason (including religious reasons), the undergarments must be full black compression garments.

6.9. Jersey Tucking Requirement

Players must tuck their jerseys into their shorts before taking the court.

6.10. Color Clash Regulations

In the event of a uniform colour clash, the team listed as "Team B" must wear an alternative uniform. Teams refusing to change uniforms will forfeit the game.



6.11. Prohibited Headwear

Bandanas, beanies, and similar headwear are not permitted. However, headscarves are allowed for religious reasons, provided they are worn securely to prevent any risk of fingers getting caught near the face or neck.

6.12. Appropriate Footwear

Footwear must be purpose-designed for use on the competition surface. Any damage caused by inappropriate footwear is the responsibility of the wearer.

6.13. Uniform Compliance Deadlines

All players must wear the correct uniform by the third round of competition (excluding trial rounds). Requests for extensions must be submitted in writing to the Competition Committee by round two (2). Players not in the correct uniform by the third round (without a valid exemption) will result in the team losing five (5) competition points.

6.14. Case-by-Case Uniform Exceptions

Variations to these uniform regulations may be assessed on a case-by-case basis by the Competition Committee.



Timing Regulations

7.1. Standard Game Timing

Standard timing regulations for round competition games are as follows:

- i. One (1) two-minute warm-up period
- ii. Four (4) ten-minute quarters (running clock)
- iii. One (1) minute between quarters
- iv. One (1) two-minute halftime

7.2. Timeout Regulations

Teams are allowed one (1) timeout per half (running clock).

- i. If a timeout is not used in the first half, it cannot be carried over to the second half (i.e., two timeouts cannot be used in the second half). Timeouts cannot be called in the last 3 minutes of each quarter, with the exception of point 7.3.

7.3. Timeouts in the Last Two Minutes of the Fourth Quarter

As of October 2024, if there is a six-point difference in the fourth quarter, coaches may call a 30-second timeout in the final two minutes. This is in addition to the previously allocated timeouts for the game. The referee will time this 30-second timeout with a stopwatch provided by the supervisor.

7.4. Additional Timeout for Close Games

If a timeout is called in the final two (2) minutes of the fourth quarter, the game clock will stop.

7.5. Tied Games and Extra Time

In the event of a tied score at the end of regulation time:

- i. A shootout may occur, or the result may stand as a draw.
- ii. For Quarter-Finals, Semi-Finals, or Grand Finals, periods of extra time (three-minute running clock) will be played until a result is determined.

7.6. Grand Final Timing Regulations

Standard timing regulations for Grand Finals using a running clock are as follows:

- i. One (1) three-minute warm-up period
- ii. Four (4) twelve-minute quarters (running clock)
- iii. One (1) minute between quarters
- iv. One (1) two-minute halftime
- v. The game clock stops for injuries in the last three (3) minutes of the fourth quarter.
- vi. The final minute of the game will be fully timed.
- vii. The final minute of any extra period will be fully timed.

7.7. Timing Changes

WSWBA reserves the right to alter timing regulations if deemed necessary by the Competition Committee.





Forfeits and Late Starts

8.1. Minimum Players for Game Start

A team may start a game with a minimum of four (4) players.

8.2. Late Start Penalties

If a team is unable to field four (4) players at the scheduled start time, the game clock will start, and the team will incur a penalty of three (2) points per minute (or part thereof) until the required number of players is present, up to a maximum of 10 minutes and 20 points. If the team still cannot field four (4) players after 10 minutes, the game will be declared a forfeit.

8.3. Forfeit Score Recording

In the case of a forfeit, the score will be recorded as 20-0.

8.4. Double Forfeits

If both teams fail to field at least four (4) players after 10 minutes, it will be a double forfeit, and the score will be recorded as 0-0.

8.5. Forfeit Points

A team that forfeits will receive minus three (-3) competition points.

8.6. Notification of Forfeits

Forfeits must be notified at least 48 hours in advance unless the team can provide evidence of illness or emergency that affects five (5) or more players, including cases of illness.

8.7. School Activity Conflicts

If players are participating in a school activity, proof (e.g., a letter from the school, year advisor, or principal) must be provided to verify their involvement. The letter should include the relevant dates.

8.8. Forfeit Fines

Teams that forfeit a game will be subject to a fine of \$120 per team. The team will not be permitted to return to the court until the fine is paid in full.

8.9. Financial Consequences for Unpaid Forfeit Fines

Players from teams that do not pay their forfeit fines will be deemed unfinancial and will not be permitted to play basketball at any other association until the fine is paid in full.

8.10. Consequences for Multiple Forfeits

Any team that forfeits three (3) times in a competition season may be removed from the competition and will be ineligible for finals.





Protests, Tribunals, Appeals, and Discipline

9.1. Adoption of NSWBAL Disciplinary Tribunal By-Laws

To ensure the safety and enjoyment of all participants, WSWBA shall adopt the BNSW Disciplinary Tribunal By-Laws as part of these WSWBA By-Laws.

9.2. Addressing Breaches

WSWBA reserves the right to address any breaches of the WSWBA Zero Tolerance Policy, the WSWBA Competition By-Laws, or the WSWBA Behavior Code of Conduct via the framework of the BNSW Disciplinary By-Laws, including Administrative Tribunals.

9.3. Tribunal Committee Appointment and Jurisdiction

A Tribunal Committee may be appointed by WSWBA to:

- i. Adjudicate on any matter or dispute referred to it by a game official or authorized representative.
- ii. Adjudicate on any issue related to the operation, performance, or representation of the association or the sport of Basketball, as referred to it by WSWBA Staff or Management.

9.4. Reasons for Tribunal Referral

Any player, coach, team official, or team supporter may be cited and reported to appear before the tribunal if, in the opinion of a game official, Court Supervisor, or authorized WSWBA representative, they:

- i. Have brought the sport of Basketball into disrepute.
- ii. Have brought WSWBA's operations or reputation into disrepute.
- iii. Have brought the role of a game official into disrepute.
- iv. Have acted in a manner detrimental to the conduct, control, or administration of Basketball by WSWBA.
- v. Have contravened the By-Laws, policies, or guidelines of a governing body in the sport.

9.5. Report Submission Procedures

The reporting official must lodge any citation or report in writing, on the official form or via email, as soon as practical after the game in which the incident occurred. Completed reports will be forwarded to WSWBA Competitions for review by the Competition Committee and/or the Disciplinary /Tribunal Committee, and reasonable steps will be taken to ensure the reported individual receives a copy of the report in a timely manner.

9.6. Participation Prior to Tribunal Hearing

If a person is required to attend a Disciplinary Tribunal, they may still participate in games until the hearing is held, unless risk management considerations warrant immediate action.

9.7. Tribunal Attendance Requirements

Both the reporting official, supporting official or party, and the reported individual must attend the tribunal hearing. This can be conducted via phone or Zoom (or similar video conferencing platforms).



9.8. Failure to Attend Hearings

If the reported individual fails to attend the tribunal hearing, the tribunal will be entitled to make a decision based on the available evidence.

9.9. Consequences for Reporting Officials Missing Hearings

If the reporting official fails to attend the hearing, the tribunal will be entitled to make a decision based on the available evidence. The tribunal chair may refer the absent official to the WSWBA Officials Manager for further action.

9.10. Accompaniment of Legal Guardians for Minors

Any party under legal age must be accompanied by a legal guardian throughout the tribunal process.

9.11. Witness Attendance

Both the reporting official and the reported individual are allowed, within reason, to bring witnesses to support their case. These witnesses must abide by the tribunal's instructions.

9.12. Interference with Tribunal Process

Any party found to have interfered with the tribunal process by providing false information or committing fraudulent behavior may be cited to appear before the tribunal or WSWBA for further action.

9.13. Legal Representation Guidelines

Legal representation is allowed within the guidelines set by the BNSW Tribunal By-Laws.

9.14. Consequences for Suspended Individuals Participating in Games

If any suspended player, parent, coach, or spectator participates in a game, that game will be forfeited, and the win awarded to the opposing team. Additional penalties and/or disciplinary action may apply.

9.15. Appeal Process

Any party wishing to appeal a decision made by the WSWBA Tribunal must submit the appeal in writing to the WSWBA Appeals Tribunal. Appellants may not participate in basketball activities until the appeal is heard unless the WSWBA Tribunal grants permission.

9.16. Administrative Tribunal Penalties

For the immediate safety of participants and association property, WSWBA reserves the right to penalise the following infringements through the Administrative Tribunal system:

- i. Hanging from rings (except to avoid injury)
- ii. Misuse or abuse of equipment (including basketball nets)

WSWBA reserves the right to charge the cost of any necessary repairs or replacements of damaged property.



9.17. Complaint and Protest Lodging Deadlines

All complaints, protests, or appeals must be submitted in writing to the Competition Committee or Operations Manager within five (5) working days of the match or alleged incident for referral to the appropriate bodies.

9.18. Finality of WSWBA Decisions

Decisions made by WSWBA Management or their appointed representative will be final, except where an appeal process is provided by any governing body.

9.19. Application of Other Governing Body By-Laws

If the WSWBA By-Laws are silent on any matter, the relevant By-Laws of BNSW or any authorized governing body will apply.

9.20. Penalties for Technical and Unsportsmanlike Fouls

If a player receives a Technical or Unsportsmanlike Foul during a game, they must leave the court for at least five (5) minutes of playing time. Playing time does NOT include timeouts called by the offending team. If substitutes are available, the player may be replaced.

9.21. Ejection for Multiple Technical/Unsportsmanlike Fouls

If a player receives a second Technical Foul or Unsportsmanlike Foul during a game, they will be ejected and must leave the playing and spectator areas.

Example: 2 Technical Fouls = ejection; 1 Technical + 1 Unsportsmanlike = ejection.

9.22. Suspension for Accumulated Fouls

If a player accumulates three (3) Technical or Unsportsmanlike Fouls during the season (across all grades/teams), they will be suspended for one (1) game (all grades/teams).

9.23. Consequences for Four Technical/Unsportsmanlike Fouls

If a player accumulates four (4) Technical or Unsportsmanlike Fouls during the season (across all grades/teams), they will be suspended for two (2) games and referred to an Administrative Tribunal.

9.24. Score Bench Roles and Ejection Consequences

Players penalised with ejection or suspension under Section 9 may not participate in any capacity, including filling a role on the score bench. A substitute may replace the player as a scorer if needed.

9.25. Further Penalties After Removal from Court

Once a player is removed from the court for any infringement under Section 9, any further Technical Foul will also be deemed a “personal penalty” for the purposes of further disciplinary action.

9.26. Misconduct and Disciplinary Actions

WSWBA reserves the right to address alleged misconduct through warning letters, disciplinary meetings, a disciplinary tribunal, administrative tribunals, or any other appropriate means.





Results and Outcomes

10.1. Competition Points System

Competition points will be awarded as follows:

- i. Win = 3 points
- ii. Loss = 1 point
- iii. Draw = 2 points
- iv. Bye = 3 points
- v. Forfeit = -3 points

10.2. Correcting Scoresheet Errors

If a Basketball Connect/Scoresheet error is discovered, game officials and Court Supervisors will be consulted before scores or results are amended. Teams will be notified if the result is adjusted.

10.3. Game Rescheduling Due to External Factors

If a game cannot be played due to factors beyond WSWBA's control, WSWBA reserves the right to reschedule the game. If rescheduling is not possible, the game may be declared a draw.

10.4. Determining Outcomes for Terminated Games

If a game begins but is terminated due to factors beyond WSWBA's control, the Competition Manager will review the circumstances to determine whether:

- i. The game result will be based on the score at the time of termination
- ii. The game will be declared a draw or forfeit
- iii. The game will be rescheduled
- iv. Other appropriate measures will be taken, as determined by the Competition Committee.

10.5. Tiebreakers for Competition Standings

In the event of two (2) or more teams finishing with equal competition points at the end of the round, rankings will be determined by:

- i. Win/loss results between tied teams
- ii. Points for and against from games between tied teams



Duty Responsibilities

11.1. Bench Duty Requirements

Each team is required to provide one (1) representative for bench duty during every game they play.

- i. Teams are allowed to have an additional representative on the bench for training purposes.
- ii. No more than four (4) representatives in total are permitted in the bench area at any time.
- iii. No child under the age of 12 is allowed in the bench area unless supervised by an adult.

11.2. Consequences for Failing to Provide Bench Duty Representatives

If a team fails to provide a representative for bench duty, the game clock will start at the scheduled game time, and the team will incur penalties according to the late start rules outlined in Section 8 of these By-Laws.

11.3. Roles of Bench Duty Representatives

One (1) team representative is required to complete the Basketball Connect/Scoresheet while the other team's representative operates the scoreboard. If either representative wishes to switch roles, the switch must occur during an appropriate break in the game (e.g., at halftime or during a timeout).

11.4. Authority to Replace Bench Representatives

If a game official or an authorized WSWBA representative deems the performance of a bench representative to be adversely affecting the game, they have the authority to replace the bench representative.

11.5. Game Forfeiture Due to Non-Compliance

Game officials may forfeit a game if a team fails to comply with any part of Section 11 of these By-Laws.

11.6. Repeated Non-Compliance Consequences

Repeated failure to comply with Section 11 in whole or part may result in the removal or exclusion of teams or individuals from future WSWBA competitions.



Finals

12.1. Finals Qualification

Qualification for finals will be determined by WSWBA based on competition Basketball Connect/Scoresheets and standings.

12.2. Player Eligibility for Finals

To be eligible to participate in the final's series, a player must have participated in at least 60% of total round games (including trial games). The required number of games is rounded up to the next whole number. For example, 5.5 games would require a minimum of six (6) games to qualify.

- i. Requests for exemptions from the final's eligibility requirement will be assessed on a case-by-case basis by the Competition Committee. All exemption requests must be submitted in writing to the Competition Committee and must include supporting documentation (e.g., medical certificates or letters of support).

12.3. Verification of Player Eligibility

It is the team's responsibility to verify player eligibility with WSWBA administration before the finals.

12.4. Bye games and Eligibility

Byes do not count towards finals eligibility.

12.5. Double Result Games and Eligibility

Double result games will only count as single games for eligibility purposes.

12.6. Consequences for Ineligible Players in Finals

Any team found to be fielding an ineligible player during the finals will automatically forfeit that game.

12.7. Replacement of Ineligible or Forfeiting Teams

If a team is declared ineligible for finals or voluntarily forfeits their position, WSWBA reserves the right to offer the vacated finals spot to the next highest-ranked team on the competition ladder.



Interpretations and Amendments

13.1. Authority to Make Rulings on Unspecified Matters

The WSWBA Competition Committee and Operations Manager are entitled to make decisions or rulings on any matter or issue not explicitly covered by these By-Laws, in accordance with the FIBA Rules of Basketball.

13.2. Submitting Proposals for By-Law Amendments

Any recommendations or proposals for amendments to these By-Laws must be submitted in writing to the WSWBA Competition Committee.

13.3. Communication of By-Law Amendments

All amendments to these By-Laws will be communicated in writing to all relevant parties and posted on the WSWBA website (www.thewolves.au).

13.4. Authority to Waive By-Laws

WSWBA reserves the right to waive any portion of these By-Laws in part or in full, as deemed appropriate by the Competition Committee or Operations Manager.

13.5. Limitation on Authority to Waive By-Laws

No other party is authorized to waive these By-Laws unless specifically authorized in writing by the WSWBA Competition Committee or Operations Manager.



General Conduct and Behavior

14.1. Standards of Conduct for All Participants

All participants, including players, coaches, officials, and spectators, are expected to adhere to the highest standards of behavior and sportsmanship, both on and off the court, while participating in or attending WSWBA events. Any behavior deemed detrimental to the game or the reputation of WSWBA may result in sanctions, suspensions, or bans, as outlined in these By-Laws or other relevant WSWBA policies.

14.2. Adherence to WSWBA Code of Conduct

The WSWBA Code of Conduct applies to all participants and spectators, and breaches of the Code will be dealt with in accordance with the procedures outlined in the relevant sections of these By-Laws and other association policies.