



EAST PERTH

DISTRICT BASKETBALL ASSOC.

East Perth Districts Basketball Association Inc.

ABN 62 986 967 964

Mid-Week Competition By-laws

October 2024

EDPBA Senior By-laws

FOREWORD:

We urge all participants to read the East Perth Districts Basketball Associations (EPDBA) Senior By-laws.

The EPDBA reserved the right to amend or modify the by-laws from time to time, or introduce new by-laws should they feel it is necessary. If you require clarification of the by-laws, you may direct your enquiry in writing to competitions@eastpertheagles.com.au.

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1. INTERPRETATION OF RULES

- 1.1 EPDBA conducts its basketball competitions in accordance with the International Basketball Federation of Australia (FIBA) Basketball Rules and Regulations unless otherwise stated in these by-laws.
- 1.2 The F.I.B.A Basketball Rules and Regulations include any Basketball Australia or Basketball W.A. stated interpretations of Rules and Regulations
- 1.3 As the competition is not fully timed, there shall be alterations to the F.I.B.A rules, which cannot be enforced fairly without stopping the game clock. Altered rules are detailed in Section 2.
- 1.4 All altered EPDBA Rules and Guidelines override any F.I.B.A or B.W.A conflict of perceived conflict of Rules and Regulations.
- 1.5 Day to day interpretation of the rules shall the responsibility of the Games Controller and the Referee Supervisor.
- 1.6 EPDBA has the discretion to waive the application of the by-laws in exceptional circumstances.
- 1.7 The decision by EPDBA to waive the application of a By-law in exceptional circumstances shall apply to the current season only, unless it is agreed to amend these By-laws for future seasons.

2. SPECIAL RULES

- 2.1 A Team is in a team foul penalty situation when it has committed seven (7) team fouls in a half. That is, if the team foul penalty is applicable, free throws shall be shot on the eighth (8th) team foul.

3. TEAM ENTRIES & FEES

- 3.1 Each team member must register to the team via the on-line PlayHQ link prior to playing, and pay all appropriate fees.
- 3.2 The EPDBA board shall determine registration and game fees.
- 3.3 Teams will need to download and installed the Teampay App to pay the game fee.
- 3.4 Game Fees must be processed prior to the start of the game.

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3.2.1 Registration Fee	Paid to register a team into the competition.
3.2.2 Game Fee	Paid each game prior to commencement of the game.
3.2.3 Junior League Fee	Is a per player season fee, payable in full prior to playing and is only refundable at the discretion of EPDBA in extraordinary circumstances. Request for refunds will be assessed on a case by case basis.

- 3.3 Basketball Western Australia shall determine the player registration fee which is payable annually and may change from time to time.
- 3.4 Each team representative will be provided with a confirmation email outlining the competition details and is expected to pass on the information to all team members.
- 3.5 Fees must be paid as required by the dates listed for a team to be considered active and added to the fixtures.
- 3.6 Teams will nominate into their divisions however, EPDBA may move a team to another division if deemed appropriate.

4 UNIFORMS

- 4.1 Teams must be appropriately dressed in singlets and shorts that are of basketball uniform in design
- 4.2 Players on the same team must wear the same colour singlet, and must have their player number on the front and back of the singlet.
- 4.3 Players must wear shorts that match the colour of the rest of the team.
- 4.3.1 Plain black shorts or and/or plain black leggings, or
- 4.3.2 Shorts matching the player top.
- 4.4 No uniform penalty shall be applied for the first three (3) weeks of the season
- 4.4.1 Teams must be in full uniform by the 4th playing week.
- 4.5 A player is considered inappropriately dressed if:
- 4.5.1 They are wearing headgear or hair accessories that have the potential to cause injury to other players (e.g. loose material capable of being accidentally caught during play)

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- 4.5.2 Players must remove or tape jewellery or mails to avoid being inappropriately dressed.
- 4.5.3 They are wearing an undershirt that extends outside of the playing singlet that is not a compression garment.
- 4.5.4 They have Hair braids and plaits that are swing freely. These must be tied-up in a bun where the length permits.
- 4.5.5 Their fingernails extend beyond the edge of their fingers.
- 4.6 An inappropriately dressed player as detailed in item 4.5 shall not be permitted to play.
- 4.7 A player is considered out of uniform from the moment they legally take the court and they are:
 - 4.7.1 Not in a playing singlet of the same style and colour as the rest of their team.
 - 4.7.2 Wearing the same number as another pleyer who has already legally taken the court; or
 - 4.7.3 Wearing a stadium singlet (i.e bib).
 - 4.7.4 They are wearing a compression garment that extends below the shorts and is not black, white or of the same dominant colour of the playing uniform.
- 4.8 Any player who is out of uniform shall be penalized by awarding five (5) points to the opposition for each Player out of uniform. Penalty points may only be awarded prior to the commencement of the second half of the game. Penalty points cannot be added at the conclusion of the game.
- 4.9 In the event of a colour clash:
 - 4.9.1 Teams with reversible shirts must reverse their shirts;
 - 4.9.2 In the event both Teams have reversible shirts, Team A must reverse their shirts in all situations where the teams cannot agree amongst themselves.
 - 4.9.3 In the event that neither Team has a reversible singlet, the team that is first on the fixtures is required to wear a set of stadium shirts or bibs in all situations where the teams cannot agree amongst themselves.

5 ILLEGAL PLAYERS

- 5.3 A player shall be considered an illegal player in a regular season game if:
 - 5.3.1 They play in a game without their full name entered into the electronic scoring device or scoresheet
 - 5.3.2 They play under a false name

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- 5.3.3 They play in a grade of the incorrect gender
- 5.3.4 They play whilst under suspension by any affiliated Association.
- 5.4 They play without meeting the age requirements of the competitions
- 5.5 A player shall be considered an illegal player in the final's series if:
 - 5.5.1 They would be deemed an illegal player in the regular season
 - 5.5.2 They have already played in a finals game for another team in the same grade
 - 5.5.3 They fail to meet the finals series eligibility criteria
- 5.6 If a team plays an illegal player, they shall lose the game by forfeit and be subject to Forfeit Fines equal to double the game fee.
- 5.7 Players may play in a game, regardless of when they arrive during a game, provided they have their name entered into the electronic scoring device before taking the court.

6 COMPETITION ELIGIBILITY

- 6.3 **Juniors:** No person turning the exact age of the competitions "underage" division before July 1st of that year may participate in that level of play. E.g. A child who turns 9 years old before July 1st of that year is not eligible to participate in the under 9 division of play. A player may not play for more than one team in the same:

Competition	Age Group
U13's	Year 6/7
U15's	Year 8/9
U17's	Year 10/12
U25's	Year 12+

- 6.4 A junior team must have a coach over the age of eighteen (18) who is responsible for the team.
- 6.5 **Seniors:** All players over the age of 16 are eligible to play.
- 6.6 **Masters:** A player must be over the age of 35 to play in the men's masters and over the age of 30 in the women's masters.
- 6.7 It is the responsibility of the team contact to ensure all players are of the eligible age for that competition.

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7 FILL-IN PLAYERS

- 7.3 All fill-in players may only play two games for the team. They are required to register to the team prior to the third game.
- 7.4 Games played as an un-registered fill-in will not count towards the games played for finals eligibility (see item 14).
- 7.5 Players may only be registered to one team in that playing division.

8 EQUIPMENT

- 8.3 Any player abusing stadium property may be expelled from the stadium at the discretion of any staff member of EPDBA
- 8.4 Only stadium game basketballs shall be used for games
- 8.5 Private basketballs may be used for warm up however, the EPDBA referee reserves the right to confiscate any basketballs for the duration of the game if their use interrupts the game.
- 8.6 Basketball sizes for respective age groups:

All under 12s competitions	Size 5
All under 14s boys competitions	Size 6
All women's grades from U14's and upwards	Size 6
All men's grades from U16's and upwards	Size 7
3 x 3 competitions	Size 6 weighted as a size 7.

9 TIMING OF GAMES

- 9.3 Regular season games shall be timed as follows:
 - 9.3.1 Two halves of 20 minutes each
 - 9.3.2 Two timeouts are permitted each half.
 - 9.3.3 No timeouts are permitted in the final three (3) minutes of the second half

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- 9.3.4 If a timeout is called with less than four (4) minutes left in the half, the timeout period will be reduced as such that game play will resume at the final three (3) minute mark on the clock.
- 9.4 Finals series games shall be times as follows:
 - 9.4.1 Two halves of 20 minutes each.
 - 9.4.2 The final three minutes of the second half shall have a stopped clock on a dead ball.
 - 9.4.3 Extra periods shall only be played in finals series in the event of a draw
 - 9.4.4 Extra periods are three (3) minutes stopped clock.
 - 9.4.5 Two timeouts are permitted each half, and one time out in any extra period

10 LATE START

- 10.3 A game shall not start unless each team has at least four (4) players present and ready to play
- 10.4 Failure to start the game on time shall result in a two (2)-point penalty being awarded to the opposition team for each minute, or part thereof, that the game is delayed.

11 ABANDONED AND CANCELLED GAMES

- 11.3 A game may be stopped if it becomes unsafe to continue (e.g. rough play) or due to extenuating circumstances (e.g. power failure or roof leak).
- 11.4 The time that the game stops being played, as opposed to when the decision is finally made, shall be used when deciding whether the game has reached half time.
- 11.5 If the game has reached half time before being abandoned, the score shall stand and be recorded as the final score.
- 11.6 If the game has not reached half time before being abandoned, there shall be no result, and the game shall be considered a washout.
- 11.7 If other remaining teams playing in the same divisions are fixture to play on that day and are affected, they will each be awarded a draw and 20 points each.
- 11.8 If a game is cancelled before it commences the teams will be recorded with drawn game results and a score of 20 points to each team.
- 11.9 If a game is cancelled before it commences, only those who were registered to the team will have the game count towards finals eligibility.

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12 FORFEITS

- 12.3 Teams must provide sufficient notice to the game's controller by 12pm on game day (Notified forfeit). Notice may be given through the Teampay App.
- 12.4 Where sufficient notice has not been given the forfeit is considered an un-notified forfeit.
- 12.5 Where a team plays an illegal player, the forfeit is considered an illegal player forfeit.
- 12.6 A team shall lose by forfeit if the team does not have four (4) players who have legally taken the court within ten (10) minutes of the scheduled start time,
- 12.7 If a team forfeits the final score shall be 0-20
- 12.8 If both teams forfeit the results shall be recorded as 0-0 loss to each team.
- 12.9 Notified forfeits shall incur a fine equal to the game fee for any forfeiting team.
- 12.10 Un-notified Forfeits shall incur a fine equal to twice the game fee for the forfeiting team.
- 12.11 Any team forfeiting three (3) times in any one (1) season will be fined double the game fee on the third forfeit. EPDBA reserves the right to remove the team from the competition.

13 PREMIERSHIP TABLE

- 13.3 A points system is in place for determining the weekly standing of each team on the premiership ladder for their respective competition.
- 13.4 In regular season rounds, the result of a drawn game shall stand. There is no overtime.
- 13.5 Senior Points System:

Win	3 points
Draw	2 points
Loss	1 point
Forfeit Win	3 points
Forfeit Loss	0 points
Abandoned	0 points
Cancelled	0 points
BYE	0 points

- 13.6 The following will be used to determine ladder positions
 - 13.6.1 Premiership points;

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- 13.6.2 In the event of equal premiership points, the team's overall percentage will determine the ranking order.
- 13.6.3 Overall Percentage = (Points Scored For / Points Scored Against) x100.

14 FINALS SERIES ELIGIBILITY

- 14.3 A qualifying game is any game that is not part of the final's series for that season.
- 14.4 Byes are not considered as qualifying games
- 14.5 Only qualifying games count towards a player's eligibility to play finals in a particular grade
- 14.6 A qualifying game may count towards a player for finals eligibility provided:
- 14.6.1 They are not an illegal player
 - 14.6.2 They are present at the game.
 - 14.6.3 They are registered as a player to the team via PlayHQ and have their full name and playing number displayed on the electronic scoring device.
- 14.7 In the event of a game **lost by forfeit**, the qualifying game shall not be credited to any Players for Finals eligibility
- 14.8 In the event of a game **won by forfeit**, players who are registered to the team at the time of the forfeit shall have that game count toward their games played for finals eligibility.
- 14.9 To participate in the Finals Series of a competition, a player must be credited with at least four (4) regular season games for that team.

15 FINAL SERIES FORMAT

- 15.3 Should a team forfeit or decline to play in the final's series, the next team on the ladder will be permitted to play if enough notification time is provided.
- 15.4 Grand final dates will not be changed but game times and courts may change at EPDBA discretion.
- 15.5 Finals shall be played as follows:

Semi Final 1 (SF1)	1 st v 4 th
Semi Final 2 (SF2)	2 nd v 3 rd
Grand Final	Winner of SF1 v Winner of SF2

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16 RESPONSIBILITY

- 16.3 The player registration form is an official insurance document, all correct information is required, full name, email, phone, date of birth.
- 16.4 All teams shall provide a competent scorer for the duration of the game. The scorer can be a player.
- 16.5 At the referee's discretion, if neither team has provided a scorer teams will be required to play four-on-four.
- 16.6 Teams will be responsible to pay any amounts owing such as forfeit fines, before their next game.
- 16.7 It is the responsibility of the team to check fixtures regularly. Due to unforeseen circumstances, changes may need to be made. Contact with teams will be made to the best of EPDBA's ability.
- 16.8 Teams are to compete in the spirit of fair play and good sportsmanship. Teams who play overly aggressively may be given a written warning to comply with the spirit of the competition.

17 CODES OF CONDUCT

- 17.3 All players, referee, officials and spectators are required to adhere to the BWA Code of Conduct and Zero Tolerance Policy. EPDBA may conduct a tribunal for any person who is in charged with a breach of the code of conduct.
- 17.4 The Basketball Australia code of conduct covers EPDBA referees at all times. Any person abusing a referee will be instructed to leave the stadium. A further tribunal process may follow including sanctions against the player.
- 17.5 Any player who is issued two (2) disqualifying fouls will be ejected from the stadium. A disqualifying foul is two (2) unsportsmanlike fouls, two (2) technical fouls or one (1) of each.
- 17.6 Any player to be ejected from the stadium after the conclusion of the game due to unsportsmanlike behaviour under the Zero Tolerance Policy shall be ineligible to play in any EPDBA games for a period of seven (7) days excluding the date of the incident.
- 17.7 Any player found under the influence of alcohol will not be permitted to play and will be instructed to leave the stadium.

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18 SAFETY, PRECAUTIONS AND INJURY

- 18.3 It shall be the joint responsibility of the coaches and referees to ensure that any player who is bleeding or had an open wound is substituted. The player may return to the court only after bleeding has stopped and affected area of open wound has been completely and securely covered. Any clothing soiled with blood is to be removed before a player is allowed back on the court. The referee's decision shall be final in determining whether a player may return to the court.
- 18.4 The games controller shall enforce the Hot Weather Policy.
- 18.5 It is up to individual players or their guardians to decide if playing conditions are suitable to the players abilities and health; this includes injury, illness, weather conditions etc. EPDBA provides the opportunity for competitions, but the duty of care and the decision to play remains with the individual.

19 REPORTS, TRIBUNALS AND PROTESTS

- 19.3 EPDBA adopts and enforces the Basketball Western Australia Tribunal and Appeals Procedures.
- 19.4 All persons entering a stadium where an EPDBA competition is held may be subject to report by any EPDBA staff member.
- 19.5 A Protest of game result and/or player eligibility must be lodged within twenty-four (24) hours following the end of the game in question by:
- 19.5.1 Notifying the games controller via email (competitions@eastpertheagles.com.au) that they are protesting.
- 19.5.2 Outline the relevant by-laws and reason for the protest; and
- 19.5.3 Pay a \$50 security fee to the game's controller. If the protest is upheld the fee shall be refunded.