

# EASTERN SUNS BASKETBALL COMPETITION AND LOCAL PLAYING RULES

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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 overseen by the Association.
<b>Competition Group</b>	The group consisting of the Domestic Competition Director, Competitions Manager and Director of Basketball.
<b>Competitions Manager</b>	A staff member of the Association who is appointed to manage the running of the Competitions on any given Competition days/night and who has full control of all Competitions being conducted in the venues.
<b>Cumulative Unsportsmanlike Foul</b>	A foul defined in Rule 20.5
<b>Domestic Competition Director</b>	The Director of Domestic Competitions 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 Placing Final, Semi-Final, Preliminary Final or Grand Final or otherwise considered a non-qualifying game that is part of a Finals Series.
<b>Finals Series</b>	A series of Finals Games culminating in a Grand Final.
<b>Director of Basketball</b>	The employee engaged by the Committee to oversee the operation of The Association.
<b>Kalamunda Eastern Suns</b>	The Association's representative club for the NBL1 and WABL.
<b>KDBA</b>	Kalamunda and Districts Basketball Association; The Association.
<b>BWA 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>Match Review Panel</b>	(MRP) a group of people selected by the Association to review and address any complaints made
<b>Premier Division</b>	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 16 Girls Division 1.
<b>Qualifying Game</b>	Game played during the regular Competition season which are not part of the Finals Series of games and which the game results contribute towards the Competition ladder and/or player eligibility for Finals Games.
<b>NBL1</b>	BWA's State Basketball League, formerly SBL
<b>Scoresheet</b>	The official electronic scoring device or manual 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. COMPETITIONS

All Competitions shall be played in accordance with the FIBA and Basketball Australia rules in force at the time of the update of these rules except as amended by these Competition and Local Playing Rules.

- 2.1. The Competitions are conducted on a team basis with each age group/division of Competition conducted as a separate competition.
- 2.2. Senior Competitions are any male, female or mixed competitions which have no upper age limit, and which are not considered a Junior Competition.
- 2.3. Junior Competitions are any male, female or mixed Competitions which are restricted to players aged 19 years or younger in the year of the Competition and which have an upper age limit as indicated by the name of the Competition.
- 2.4. 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 and /or social media 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 League will not have finals or trophies and will operate under the following age restrictions:
  - 4.4.1. Every player who is on court during a Masters League game must be aged 35 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 League game who is under the age of 35 but comply to Rule 4.3.
  - 4.4.3. There is no limit to the number of players registered to a team who are aged under 35 but comply to Rule 4.3.
- 4.5. Players participating in a Junior Competition must be aged as per age restriction of the Competition name in the year of that Competition. For example – players participating in an Under 16 Competition must be aged 15 years or younger and cannot turn 16 at any stage in the calendar year of the competition.
- 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. Players may play more than once in any fixture night or fixture week provided it is within a different competition, different age or as a "fill-in" for a different and higher division in the same age group but must comply to Rule 4.7.2

- 4.7.1. If fixtures clash for those playing in multiple age groups, it is up to the player to decide which game they will play in.
- 4.7.2. Players can “fill-in” within the same age competition in the same week as long as
1. they are not playing down a division and comply with Rule 4.7.3.
  2. they are only filling-in as the fifth or sixth player for that team for that game.
    - Example: you cannot be registered in U16 Division 2 team and “fill-in” for an U16 Division 3 or lower team, but you can be registered in U16 Division 3 and fill-in” for an U16 Division 1 or 2 team as long as they have no more than 5 players to start the game
- 4.7.3. Players can “fill-in” for a higher age competition in the same week with no restriction on the division, provided that they are only filling-in as the fifth or sixth player for that team for that game.
- Example: you can be registered in U16 Division 1 and fill-in” for an U18 Division 2 or lower team as long as they have no more than 5 players to start the game
- 4.7.4. Players can “fill-in” for a higher division, or higher age team, for a maximum of three (3) games a season,
1. After three (3) games as a fill-in they will be required to register to the higher age team, or higher division team, to continue playing for that team and
    - will no longer be able to play in the same age group in a lower division team.
    - if eligible will be able to play in a higher age group as per Rule 4.7.3
- 4.7.5. “Fill-ins” must be advised to the competition manager prior to the start of the game and will not be able to be entered courtside or once the game has started.
- 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 any time during the 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.
- 4.10. Teams who have complaints regarding the eligibility of a player on an opposing team must raise the concern with the Competitions Manager, Competition Director, Administrator or Director of Basketball prior to the commencement of the game and the game will not commence until a decision has been rendered.
- 4.11. Retrospective complaints regarding the eligibility of a player on an opposing team will not be considered.
- 4.12. The decision on the eligibility of a player will be final and no further correspondence will be entered into

## 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. Refer to Rule 5.8.
- 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. Refer to Rule 5.8.
- 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 under Rule 5.4 or 5.6 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

- 8.1. A WABL Player is defined as a player who is currently registered as a player or development player, to a WABL team of any BWA club in the most recent WABL season.
  - For example, a Player's WABL Regular Season status in 2023 is used when applying the WABL Cap for KDBA Domestic 2024 Season 1 and a player's WABL Regular Season status in 2024 is used when applying the WABL cap for KDBA Domestic 2024 Season 2.
- 8.2. KDBA is committed to promoting fairness and development and ensuring that its Domestic Competitions remain competitive but do not become Representative Competitions. To achieve this the following restrictions will apply.
  - 8.2.1 KDBA will be restricting the division a WABL player, as defined in rule 8.1, can play in

1. WABL Championship Division players can only play in Division 1 for KDBA Domestic Competition
2. WABL Division 2 players can only play in can only play in Division 1 for KDBA Domestic Competition
3. WABL Division 3 players can play in division 1 or division 2 for KDBA Domestic Competition
4. WABL Divisions 4, 5 & 6 players are not restricted and may play in any KDBA Domestic Competition Division

8.2.2 KDBA will be enforcing a Cap that restricts the number of WABL (representative) Players, as defined in Rule 8.1, that can play in any single domestic competition team.

- i. For Division 1 or 2 in any KDBA junior domestic competitions no more than 4 WABL players as defined in Rule 8.1 may be registered to any single team.
- ii. A team who wishes to exceed the Cap as per Rule 8.2.2.1 may apply for an exemption as per Rule 8.3 or they may register to the same division in a higher age group for grading purposes.
  - a. For example an U16 Division 1 team wants to register with 5 WABL players, they can apply for an exemption or register to U18 Division 1 and will be graded from there in the division deemed appropriate by the Domestic Competition Group

8.3. A team may apply for an exemption to Rule 8.2 via the 'Player Exemption Form' found in the Documents & Policies Domestic Competition Section here <https://www.sunsbasketball.com.au/resources/> the exemption will be reviewed by the Domestic Competition Group and a response provided within 5 working days.

8.4. KDBA reserves the right to override all of rule 8 should it be considered by KDBA to be in the best interest of the competition.

## 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 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.
- 9.1.4. 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 exceeds or is below that of the other players in that division and that is a detriment or potentially harmful to the Competition.
- 9.1.5. 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.
- 9.1.6. 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. A Referee Coach, Referee Supervisor, Court Controller, or other designated official may intervene in a match where they deem it necessary and if required, at a dead ball, enter the court to
  1. discuss with the match officials the situation and may issue technical or disqualifying fouls if the match officials are unable or unwilling to do so.
  2. Arrange for a change in referee if they deem it beneficial to the game.
- 11.2. If, in the opinion of the Competitions 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.
- 11.3. Players, coaches, or team officials who appear to be intoxicated, under the influence of drugs or in any way deemed unfit to participate as determined by the Competitions Manager, Referee Manager, Referee Supervisor, Match Official, Director of Basketball or KDBA Committee Member, will not be permitted to participate in the game and may be removed from the court or stadium.
- 11.4. Any player or coach contravening any Competition rule can be reported to the Tribunal.
- 11.5. 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.
- 11.6. If a game is disrupted by the actions of a spectator, a KDBA official, the Competitions Manager or the Director of Basketball of the Association may stop the game until the spectator ceases disrupting the game. Should the spectator continue to cause a disruption, the officials will ask the spectator to leave and in addition may call a delay, forfeit, or cancel the game if the spectator refuses to comply.

## 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 name of any player not present is to be removed from the Scoresheet at half-time.
- 12.3. A player's name may not be added to Scoresheet after the Match Official has ruled so at half time.
- 12.4. 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.
- 12.5. At each game each playing team shall provide a competent scorer in addition to the players in the game.



- 12.6. These scorers shall be guided by the instructions of the Match Officials in charge of the match.
- 12.7. 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.
- 12.8. Players shall be allowed to score and to substitute into the game off the score bench.
- 12.9. 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

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 paid for.
- 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 are ready, 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 Schedule A:
  - 13.2.1. Games will be played in two (2) halves of nineteen (19) 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 competitions with an age limit of 13 years old or younger, Placing Finals games and those Competitions listed in Schedule A and Grand Final games for Premier Divisions:
  - 13.3.1. Games will be played in two (2) halves of nineteen (19) 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 nineteen (19) 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 Competitions Manager may at their discretion, reduce the first half time up to a maximum of 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 Competitions Manager shall allow a minimum of 5 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 Competitions 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. To promote development in our domestic competition through to our WABL program, All Division 1 teams from U16 and below are required to play man to man defence as per the BWA's Zone-Busters-Manual. Violation of this rule will result in one free throw being awarded to the team on offence, plus possession from the half-court sideline. All other divisions have an age restriction of 13 years or younger that cannot play zone defence. Court controllers and referee coaches will be the 'Zone Busters'.
- 14.3. The 3-point line for Junior Competitions with an age restriction of 13 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 Competitions 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 and the defaulting team shall receive 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 Competitions 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 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. The Competition Group will decide before the end of the first school term of each season what the finals format will be for each age and division, this may vary from age to age and division to division.
- 17.2. 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.

- 17.3. A team or player who is considered un-financial will be considered ineligible to play in finals.
- 17.4. 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.
- 17.5. 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.
- 17.6. 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 Competitions Manager.
- 17.7. 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.
- 17.8. The Competition Group may decide prior to the season starting that a competition will not run a Finals Series. In such cases, the Competition Group may choose to run additional qualifying rounds in lieu of the Finals Series games.

## 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 Competitions 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. The protesting team will be informed of the decision in writing.
- 18.4. The protesting team will be informed of the decision in writing. 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 Director of Basketball for a copy of the Report Form or Reports can be freeform and emailed directly to [info@sunsbasketball.com.au](mailto:info@sunsbasketball.com.au)

## 19. INCIDENT REPORTS, MATCH REVIEW PANEL & 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 Director of Basketball for a copy of the Report Form or Reports can be freeform and emailed directly to [info@sunsbasketball.com.au](mailto:info@sunsbasketball.com.au)
- 19.2. 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, Competitions manager, Director of Basketball or another responsible official.
- 19.3. Competition reports will be directed to the KDBA competition group Match Review Panel (MRP), the MRP may decide a fair and reasonable outcome immediately based on the severity of the incident or may decide a Tribunal hearing is necessary. Any disputed MRP decision will be referred to a Tribunal hearing which may result in a more severe penalty.
- 19.4. 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, Competitions Manager, Administrator or BWA website.

- 19.5 The submission shall include a comprehensive account of the incident or happening giving rise to the complaint or protest, name the team/s, player/s and/or coaches/s concerned and the specifics of the match.
- 19.6 A report, lodged by a referee, umpire or Association official, which alleges misconduct in any association match or fixture, by any player, coach, spectator, team, shall be considered a charge against the player, team, or member.
- 19.7 Competition reports will be directed to the KDBA competition group Match Review Panel (MRP), the MRP will decide a fair and reasonable outcome immediately based on the severity of the incident. The offender will be notified of the findings within 24 hours of report being received, with the option to accept or reject imposed sanction. If rejected the offence will go to a full tribunal. 19.8. In the event a reportable offence falls outside the classifiable offences for the MRP to adjudicate an Administrative or Full Tribunal will be held to determine the findings. Any disputed MRP decision will be referred to a Tribunal hearing which may result in the following: a reduction of weeks, the findings being upheld or a longer suspension.
- 19.8. The Competition's Tribunal hearings will 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, Administrator or BWA website.

## 20. SUSPENSIONS AND ACCUMULATED TECHNICAL AND UNSPORTSMANLIKE 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 any combination of three (3) technical or cumulative unsportsmanlike fouls in the same season, shall automatically be ineligible to participate in any KDBA Competition for the seven (7) day period following receiving the third technical or unsportsmanlike foul. Should that player or coach receive an additional two (2) technical or unsportsmanlike fouls taking the total to five (5) for that season, that player, or coach, shall then be ineligible to participate for a fourteen (14) day period following receiving the fifth technical or unsportsmanlike foul. Should that player or coach receive an additional two (2) technical or unsportsmanlike fouls taking the total to seven (7) for that season, that player or coach shall be ineligible to participate for a six (6) month period following receiving the seventh technical or unsportsmanlike foul. This rule applies only to KDBA Competitions and does not affect WABL or other associations.
- 20.5. A cumulative 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.
- 20.6. 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.

- 20.7. A player or coach, who is serving an ineligibility period through Rule 20.1, Rule 20.4 or Rule 20.5 may not participate in any Competition (local or representative) of KDBA during the period of suspension or ineligibility.
- 20.8. 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.

## 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 Competitions Manager. This document may be in a form as given by the Competitions Manager and must be signed by a Match Official of the game, Competitions 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.
- 21.4. any player that receives a head injury that requires them to leave the court shall be assessed as having a concussion and will not be allowed to take any further part in the game or be allowed to participate in other games scheduled for that day's competition.

## 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 Competitions 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. Manufacturer patterns, Team or Club emblems, team or player names and sponsorship of any kind are all deemed to be trim and should be consistent across all team members
  - 22.5.4. Small variations in manufacturer logos will be permissible with final decision being at the sole discretion of the Competitions Manager
  - 22.5.5. Tops shall be numbered on both the front and the back as prescribed below.
    - 1. Numbers on the front must be a minimum height of 80mm and a maximum height of 160mm.
    - 2. Numbers on the back must be minimum height of 150mm and a maximum height of 200mm.
    - 3. Numbers on the Front or back must be a minimum of 20mm and a maximum of 30mm wide
    - 4. Numbers must be in contrast to the playing top and clearly visible.
    - 5. Permitted numbers are 00, 0 and 1 through 99 inclusive. Any other number is not



permitted.

6. Any advertising or logo must be a minimum of 40mm away from the numbers.

- 22.5.6. Players on the same team may not wear the same number.
- 22.5.7. Garments worn under a playing top may be sleeveless, short or long sleeved but must be skin-tight. These garments shall only be black, white, or the same colour as the predominant colour of the playing top. Single arm sleeves may also be worn provided they are black, white or the same colour as the predominant colour of the playing top
- 22.5.8. 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 for this purpose only.
- 22.5.9. The Match Officials will have the final decision regarding the ability to differentiate between the two playing tops.
- 22.5.10. 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, and if wearing tights or compression garments shorts must be worn over the top of them. Shorts for all team members 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. Manufacturer patterns, Team or Club emblems, team or player names and sponsorship of any kind are all deemed to be trim and should be consistent across all team members
- 22.6.4. Small variations in manufacturer logos will be permissible with final decision being at the sole discretion of the Competitions Manager
- 22.6.5. Shorts shall be no longer than the bottom of the knee.
- 22.6.6. 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.
- 22.6.7. WABL Training and Playing shorts may be worn for domestic games, as long as all players are wearing the same as stated in 22.6.3
- 22.6.8. Domestic playing shorts will be developed and available for teams purchase as of 2023.

## 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 Competitions 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.

- 22.13. The Match Officials shall administer all uniform rules, and if there is any confusion, the Competitions 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 Director of Basketball. 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 Competitions Manager, Competition Director, Administrator or Director of Basketball may lay a charge against such person(s) requiring that person(s) to appear before the Tribunal.

## 24. NOTIFICATIONS

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

- 24.1. Notifications can be conveyed in person, through a video or audio call or sent by email or post.
- 24.1.1. Notification given in person or through a video or audio call will be deemed to have been received by the recipient immediately.
  - 24.1.2. Notification by email will be deemed to have been received by the recipient immediately after being sent through an authorised Association email address.
  - 24.1.3. Notification by post will be deemed to be received by the recipient five (5) working days after being posted.
- 24.2. Whilst the Competitions Manager, Competition Director, Administrator or Director of Basketball 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. 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 Competitions 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.
- 26.3. The Competition Group reserves the right to overrule any and all of the Local Playing Rules if it deems it of benefit to the competition, or the sport of basketball.



## 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 a minimum of 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 players from any Rising Suns Level 1 team, including opposing Domestic Clubs, 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. Referees may permit a Coach to be 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.
- 3.7. Teams are allowed to use players from any Rising Suns team, including opposing teams, to avoid a forfeit.
- 3.8. 3-second rule to apply in full after first warning to the player.
- 3.9. Travel rule to apply in full.
- 3.10. Cross court rule to apply in full.

3.11. Line violations will be called in full.

3.12. 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. Referees may permit a Coach to be 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.

4.7. Teams are allowed to use players from any Rising Suns team, including opposing teams, to avoid a forfeit.

4.8. 3-second rule to apply in full.

4.9. Travel rule to apply in full.

4.10. Cross court rule to apply in full.

4.11. Line violations will be called in full.

4.12. 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 Competitions 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 players 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 on 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 12 minutes. Score limit: 21 points
  - 1.2. Games are played on a half court.
  - 1.3. A maximum of five (5) players are permitted to play for each team in a game – three players on court plus two substitutions.
  - 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 6 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: MASTERS LEAGUE

1. The items covered in this schedule override the corresponding KDBA Competition and Local Playing Rules for Masters League only.
  - 1.1. There will be NO published Ladder and there will be NO finals or awards for this league.
  - 1.2. There will be a scoreboard for each game and the scores and fouls shall be recorded but not published.

## SCHEDULE G: 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
7/12/2020	1.3	Addition of fill-in players playing for different teams in different divisions of the same age group competition. Amendment of Suspensions and Accumulated Technical Fouls rule. Amendment to finals timings for Under 11 competitions and placing finals games.	Craig Bell, Angela Cameron, Jessica Cameron, Abbey Dunsmore, Louise Lowe, Shane Lowe, Blair Marsh, Brighton Pass, Caiden Rees, Aaron Wiggins
19/01/2022	1.4	Updates rules on team shorts policy, particularly wearing on Suns WABL training and game shorts. Introduction of Match Review Panel	Brighton Pass, Scott Parker, Luke Franklin
16/11/2022	2.0	General format changes Changes to the following Sections 1. Definitions 4. Grades, Ages Groups and Divisions 8. WABL Player Restrictions and Eastern Suns Development Teams 9. Registration of Players 11. Conduct 13. Game Commencement and Timings 14. Local Competition Rules 20. Suspensions and Accumulated Technical Fouls 21. Injury 22. Uniform 26. Items Not Covered and Exemptions Schedule A: Super League Schedule F: Masters League Schedule G: Fines and Penalties	Scott Parker, Luke Franklin, Travis Linaker, Blair Marsh
20/11/2022	2.1	Changes to the following Sections 22. Uniform 11. Conduct	Scott Parker, Luke Franklin, Travis Linaker

06/07/2023	2.2	<b>General format changes</b> <b>Changes to the following Sections</b> <b>8. WABL Player Restrictions</b> <b>12. Scoresheet and Team Scorers</b> <b>13. Game Commencement and Timings</b> <b>20. Suspensions and Accumulated Technical and Unsportsmanlike Fouls</b> <b>22. Uniform</b> <b>Schedule E: 3X3 Competition</b>	<b>Travis Linaker, Tyson Lumbaca, Daniel Weatherhead, Scott Parker</b>
05/02/2024	2.3	<b>Format changes</b> <b>14. local competition rules</b> <b>8. WABL player restrictions</b>	<b>Travis Linaker, Tyson Lumbaca, , Scott Parker</b>