



WARRNAMBOOL BASKETBALL INC. DOMESTIC RULES

Version 1.0 October 2026

1.0 TIMING (NOTE: *in the case where a referee has provided a warning whistle, all game clocks are permitted to commence at the scheduled time*)

1.1. Juniors -

- 1.1.1. **Game Duration:** 2 x 20 minute halves.
- 1.1.2. **Half Time:** 2 minutes.
- 1.1.3. The clock will stop on every whistle in the last 1 minute of the second half.
- 1.1.4. **Time-Outs:** 2 x 1 minute time outs per team per half.
 - 1.1.4.1. The clock will not stop for time-outs unless within the last minute per 1.1.3.
 - 1.1.4.2. No time-outs are permitted in the last 2 minutes of the first half.
- 1.1.5. In the event of a tie, the result shall be deemed a draw.
- 1.1.6. **FINALS ONLY**
 - 1.1.6.1. The clock will stop on every whistle in the last 1 minutes of the first half.
 - 1.1.6.2. The clock will stop on every whistle in the last 2 minutes of the second half.
 - 1.1.6.3. **Extra time:** In the event of a tie, an extra 3 minutes will be played.
 - 1.1.6.3.1. The clock will stop for all time-outs called in extra time.
 - 1.1.6.3.2. Fouls from the second half will remain.
 - 1.1.6.3.3. Teams will only be allowed 1 timeout each during extra time.
 - 1.1.6.4. **The Golden Point:** If after the extra 3 minutes has been played the scores are still tied, the team that scores the first point(s) after the resumption of play will be deemed the winner. Resumption of play for the 'Golden Point' will be via a jump ball.

1.2. Seniors –

- 1.2.1. **Game Duration:** 2 x 20 minute halves.
- 1.2.2. **Half Time:** 2 Minutes.
- 1.2.3. The clock will stop on every whistle in the last 2 minutes of the second half.
- 1.2.4. **Time-Outs:** 2 x 1 minute time outs per team per half.
 - 1.2.4.1. The clock will not stop for time-outs unless within the last 2 minutes per 1.2.3.
- 1.2.5. **FINALS ONLY**
 - 1.2.5.1. The clock will stop on every whistle in the last 1 minute of the first half.
 - 1.2.5.2. The clock will stop on every whistle in the last 2 minutes of the second half.
 - 1.2.5.3. **Time-Outs:** 2 x 1 minute time outs per team per half.
 - 1.2.5.3.1. The clock will stop for all time-outs in the second half.
 - 1.2.5.4. **Extra Time:** In the event of a tie, an extra 3 minute will be played.
 - 1.2.5.4.1. The clock will stop on every whistle in the last 2 minutes of extra time.
 - 1.2.5.4.2. Fouls from second half will remain.
 - 1.2.5.4.3. Teams will only be allowed 1 time out each during extra time.
 - 1.2.5.4.4. If the game remains tied after 3 minutes, this repeats until a winner is determined.

2.0 FOULS

- 2.1. **Personal Fouls:** 5 personal fouls per game
 - 2.1.1. The score bench is to notify the team coach when a player has reached 3 personal fouls, and again when they have reached 4 personal fouls.
 - 2.1.2. The score bench is to advise the referee when a player has incurred 5 personal fouls, and the player will be required to come off the court and remain off for the rest of the game.
- 2.2. **Team Fouls:** The score bench is to notify the referee when a team has reached 8 team fouls in a half.
 - 2.2.1. Bonus shots commence from the 9th team foul
 - 2.2.2. Team control fouls are exempt from bonus shots, per FIBA rules.

3.0 SCORING

3.1. Scoring Limits:

3.1.1. Individual player scoring limits apply to junior domestic competitions and are monitored separately for each half.

3.1.2. The maximum individual scoring limit for **each half** is:

U/12: 12 points

U/14: 14 points

U/16: 16 points

U/18/19: 18 points/19 points

Men's and Women's senior competitions are excluded from individual scoring limits.

3.1.3. The score bench is to notify the team coach when a player has reached maximum scoring points.

3.1.4. If a player is below their scoring limit when they commence a scoring opportunity, any resulting points will be awarded in full, even where this takes the player above their scoring limit. *Example: An U12 player on 11 points who makes a two point shot will be awarded the full two points taking their total to 13 points.*

3.1.5. Where the player who is below their scoring limit is awarded free throws, the player will complete the awarded free throws and all successful free throws will count, even where this takes the player above their scoring limit.

3.1.6. If a player reaches (or exceeds) their limit, they will not be eligible to score again for the remainder of regulation. If that player shoots and scores, the points will not be awarded to the team or to the player.

3.1.7. If player has scored out but gets fouled, bonus shots will go to another member of that team who has not scored out (as nominated by the coach)

3.1.8. Scoring limits reset at the commencement of the second half

3.1.9. Extra time is treated as a continuation of the second half for the purpose of individual scoring limits. A player's scoring total does not reset at the commencement of extra time.

3.2. 3 Point Rule: The 3-point rule will apply in all age groups.

4.0 COACHING

4.1. **Court Time:** All players participating in junior domestic competitions must receive equal court time regardless of their ability, so far as is practicable.

4.2. **Zone Defence:** No zone defences are permitted across all junior grades. This includes finals.

4.3. **Mercy Rule:** To cater for situations where one team is dominating another team, the mercy rule has been developed for all grades, but do not apply to finals or grading matches;

4.3.1. If a team is leading by a margin of 20 points or more;

4.3.1.1. **Initiation:** The coach of the losing team shall request for the referees and opposition coach to apply the Mercy Rule.

4.3.1.2. The team that is winning must not defend further than half court line in any throw-in situations. This does not apply to live play (rebounds/turnovers).

4.3.1.3. The Mercy Rule will only apply to the winning team.

4.3.1.4. All "No Zone Defence" restrictions still apply

4.3.1.5. Conclusion: If the margin reduces to less than 20 points, the Mercy Rule will cease to be in effect. The coach of the team that is winning may choose to continue to have their players defend from half court at their discretion.

4.3.2. **Clock Management:** When the Mercy rule is applied the clock will not stop, no timeouts will be allowed in the final 2 minutes of the game.

5.0 ADMINISTRATION

5.1. Registration

5.1.1 **All players must be appropriately registered through WBI's approved registration system before participating in a domestic competition**

5.1.2 Multiple Competition Registrations

Where a junior player participates in more than one WBI domestic competition during the same season, including participation in two junior age groups or in both junior and senior competitions, the player is eligible for a 50% discount on their second WBI domestic competition registration. The voucher code must be applied at the time of registration and is only valid for the eligible player's second domestic registration for that season.

5.2. Fill-in Players

5.2.1 **General Fill-in Eligibility**

Fill-in players may only be used where a team requires a **fourth or fifth player** to participate in a game.

Fill-in players must not be used to provide additional substitute players where a team already has five available players, except where specifically permitted under these Rules.

Fill-in players are only permitted to play in a higher division as a fill-in player, not an equal or lower division.

Fill in players must be entered into WBI's scoring system so fill-in eligibility can be recorded and tracked.

5.2.2 Junior Competitions

In junior competitions a player may fill in for a team in a higher age group

5.2.3 Senior Competitions

In senior domestic competitions a player may fill in for a higher division

5.2.4 Unregistered Fill-in players

A player who is not otherwise registered in the WBI domestic competition may participate as a fill-in for a maximum of two games during the season before being required to register

The two game limit applies across the entire WBI domestic competition and not separately to each age group, division or team.

5.2.5 U19 Competition – Allocated Fill in players

Due to the structure and player numbers within the U19 competition, WBI may designate eligible players as allocated U19 fill in players for the season.

- Allocated U19 fill in players may play across U19 teams as required during the regular season
- Games played across U19 teams as an allocated fill-in player will count towards the player's finals eligibility
- During finals, an allocated U19 fill in player may only be used where required to bring a team's available playing numbers to five players.
- An allocated U19 fill in player must not be used during finals to provide a substitute where the team already has five available eligible players.

5.3 Finals Eligibility

5.3.1 General Finals Eligibility

To be eligible to participate in the finals, a player must have played a minimum of four games during the regular season for the relevant team, except where otherwise permitted under these rules.

5.3.2 Games Counted for Finals Eligibility

For the purpose of determining finals eligibility:

- A game played by the player will count towards the four-game requirement
- A scheduled bye will count towards the four-game requirement for players registered to that team
- Where a team is awarded a win by forfeit, the game will count towards the four-game requirement for players registered to that team
- Where a team forfeits a game, the forfeited game will not count towards a player's four game requirement

5.4 Forfeits & late starts:

5.4.1 One point penalty allocated to the opposition team per minute of play lost.

5.4.2 Forfeits will be called after 10 minutes of clock duration has expired.

5.4.3 A 'Scratch match' may be played amongst the teams

5.5 Uniforms:

5.5.1 Junior Competition:

5.5.1.1 Jerseys will be provided by Warrnambool Junior Basketball on loan for the duration of the season.

5.5.1.2 Shorts to be predominantly black or navy without pockets.

5.5.2 Senior Competition:

5.5.2.1 Personalised Uniforms are permitted and must not contain any inappropriate language or messaging that may be interpreted as defamatory.

5.5.2.2 Numbers permitted include 00, 0, & 1 – 99.

5.5.2.3 Teams are encouraged to print numbers on the front and back of their jerseys and consider having reversible or an alternative in the case of opposing colour clashes.

5.5.2.4 Jerseys may be provided by Warrnambool Basketball on loan for the duration of the season.

5.5.3 Charges may apply for failure to return jerseys at the end of the season.

5.5.4 Jerseys remain the property of Warrnambool Basketball and are not to be worn outside of the domestic competition (outside training, footy, school etc)

5.6 Players/coaches area: The "bench" areas are for coaches and players only (not spectators).

Participants found within this area may be considered part of the bench area and must be managed by the coach and may be considered to contribute to bench technical fouls.

5.7 Game points:

5.7.1 WIN = 3 points

5.7.2 Forfeited Game FOR = 3 points

5.7.3 TIED GAME = 2 points

5.7.4 LOSS = 1 point,

5.7.5 Forfeited Game AGAINST = 0 points

6 HEAT POLICY (NOTE: Warrnambool Junior Basketball abides by Basketball Victoria's Heat Policy. For the full policy, please visit: <https://api.basketballvictoria.com.au/api/assets/1e13qh2dadscosk4>)

- 6.2** When the court temperature reaches 30°C, competition organisers must consider implementing, and where the court temperature reaches 35°C, must implement the following timing rules:
 - 6.3.1** The game clock will stop for all timeouts.
 - 6.3.2** Game time must be reduced by 2 minutes per half with 2 team timeouts allowed per half.
 - 6.3.3** The referee must call an additional compulsory timeout close to the halfway point in each half
 - 6.3.4** Each team must call a timeout before the compulsory timeout and after the compulsory timeout. In the event the coaches do not call a timeout as required, the referees will intervene and call a timeout and attribute them to the respective teams.
- 6.4** When the court temperature reaches 40°C games must be abandoned. Subject to any rule or ruling by a competition organiser;
 - 6.4.1** If a game is abandoned before it commences or before or at half time it is counted as a draw;
 - 6.4.2** If a game is abandoned after half time, the game score stands as the final result.

7 SIN BIN (NOTE: Below is an excerpt from the Warrnambool Basketball Incorporated Sin Bin Guidelines document)

- 7.2** A game referee may instantly penalise any obvious form of dissent such as disputing calls, critical comments towards referee(s) or their calls, bad language etc, with a Technical Foul and send the person to the "Sin Bin" for 5 minutes of playing time. NOTE: The Sin-Bin isn't necessarily a specified place; the coach/player/bench person is required to leave the court (or move down the bench) for 5 minutes.
- 7.3** In conjunction with the scorer, the referee will document on the scoresheet the player name, commencement time of the 5 minutes, along with the return to play time. NOTE: If a Technical Foul is for a technical offence (e.g. leaning over the line on a pass in), the Sin Bin option would not be applied.
- 7.4** Additionally:
 - 7.4.1** A player who is sent to the Sin Bin is allowed to be substituted
 - 7.4.2** Non players sent to the Sin Bin cannot communicate with their bench during the Sin Bin period. Players sent to the Sin Bin cannot communicate with teammates during the Sin Bin period but the team's coach can approach and speak to their player while in the Sin Bin
 - 7.4.3** A second similar offence by the same person will result in a second Technical Foul and that person then being disqualified from the game
 - 7.4.4** In the event of a Bench Technical Foul being called against a parent or spectator who is near or on the bench, match rules and court supervision should be utilised to control spectator actions.
 - 7.4.5** If a Technical Foul occurs with one minute to go in the first half, the person will complete the remaining 4 minutes of their 5 minute Sin Bin period at the start of the second half. This also applies to all intervals of play between periods, including time-outs.
 - 7.4.6** If a Technical Foul is called with less than 5 minutes to go in the second half, the person is required to remain in the Sin Bin for the remainder of the game.
 - 7.4.7** If a player refuses to leave the court, normal game rules apply. If a Junior player, seek adult support.
 - 7.4.8** If a Technical Foul is called against a team with only five players, they will then only play with four.
 - 7.4.9** If a team only has two players left and one is issued a Technical Foul and sent to the Sin Bin, the game is over and the opposition win by forfeit.

8 REFEREES

Warrnambool Basketball encourages the Development of Referees.

As such:

- 8.2** Parents and spectators are not permitted to approach any referee during or after the game to provide any feedback. Doing so may result in becoming a reportable offence
- 8.3** Coaches may only communicate in a respectful manner and with appropriate language with a referee with a black and white striped referee shirt.
- 8.4** Referees wearing green whistles/lanyards are under 18, this is so players have an awareness of underage officials and are required to adhere to the Basketball Victoria Child Safety Guidelines.
- 8.5** Referees wearing green shirts are not to be approached, and are not obligated to communicate with game participants, to ensure their confidence and skills continue to develop.

- 8.6** Any other concerns are first to be raised with the relevant Age-Group Coordinator, who may then elect to speak to the Technical Officials Program Manager; Referee Supervisor; or Referee Coach. Complaints may also be submitted per our WBI Feedback and Complaints Process.