

KBA BY-LAWS APPENDIX 1 - KBA Modified and Fill-In Rules

JUNIOR COMPETITION		You can FILL UP within your Club (Other than U8's who can fill in for any club) to a MAXIMUM of 3 games TOTAL in ROUND GAMES, and MAXIMUM of 1 game TOTAL in a FINAL.													
If you play in one of these teams below ↓ CURRENT TEAM		U8	U10			U12			U14			U16/18			
			U10 Div3	U10 Div2	U10 Div1	U12 Div3	U12 Div2	U12 Div1	U14 Div3	U14 Div2	U14 Div1	U16/18 Div4	U16/18 Div3	U16/18 Div2	U16/18 Div1
U8	U8		Yes	Yes	Yes	No	No	No	No	No	No	No	No	No	No
U10	U10 Div3			Yes	Yes	Yes	Yes	Yes	No	No	No	No	No	No	No
	U10 Div2				Yes	Yes	Yes	Yes	No	No	No	No	No	No	No
	U10 Div1					Dips.	Disp.	Yes	No	No	No	No	No	No	No
U12	U12 Div3						Yes	Yes	Yes	Yes	Yes	No	No	No	No
	U12 Div2							Yes	Yes	Yes	Yes	No	No	No	No
	U12 Div1								Disp.	Disp.	Yes	No	No	No	No
U14	U14 Div3									Yes	Yes	Yes	Yes	Yes	Yes
	U14 Div2										Yes	Yes	Yes	Yes	Yes
	U14 Div1											Disp.	Disp.	Yes	Yes
U16/18	U16/18 Div4												Yes	Yes	Yes
	U16/18 Div3													Yes	Yes
	U16/18 Div2														Yes
	U16/18 Div1														Yes

Dispensation required prior from KBA Committee

Total maximum 3 games player for another team in normal round + 1 in finals series

Play in this division, game will result in a loss of three premiership points

Rule 1E: For general round games, club teams who are short may draw players from the division or age below providing the "fill in" player complied with the approved "fill in" table rules to make a maximum number of 7 player for general round games. Registered players are permitted to "fill in" for a maximum of 3 games only (multiple teams within the same club is permitted). Each breach will result in a loss of three premiership points.

SENIOR COMPETITION - FILL UP RULES

If you play in one of these teams below ↓ CURRENT TEAM	You can FILL UP to the divisions highlighted in GREEN across these columns				
	Seniors Div 5	Seniors Div 4	Seniors Div 3	Seniors Div 2	Seniors Div 1
U16/18 Div 1 *	No	No	Disp.	Yes	Yes
U16/18 Div 2 *	No	Disp.	Yes	Yes	Yes
U16/18 Div 3/4 *	Disp.	Yes	Yes	Yes	Yes
Seniors Div 5		Yes	Yes	Yes	Yes
Seniors Div 4			Yes	Yes	Yes
Seniors Div 3				Yes	Yes
Seniors Div 2					Yes
Seniors Div 1					

* Junior players who have not turned 15 require dispensation as per rule 1B

Dispensation required prior from KBA Committee

Total maximum 3 games player for another team in normal round + 1 in finals series

Play in this division, game will result in a loss of three premiership points

Rule 8H: Registered junior players who have turned 15 and are not registered in a senior club team are permitted to "fill in" for one senior club. The onus on this decision is the responsibility of the senior team club. Each breach will result in the loss of 3 premiership points.

Rule 9G: For finals games, club teams who are short may draw players from the division or age below, providing the "fill in" player complies with the approved "fill in" table rules to make a maximum number of 6 players. Registered players are permitted to "fill in" for a maximum of 1 finals game only. Each breach will result in a forfeit.



KARRATHA BASKETBALL ASSOCIATION - MODIFIED RULES

	U8	U10	U12	U14	U16/18
Philosophy	Fun Skill development Learn Rules Team work	Fun Skill development Learn Rules Team work	Fun Skill development Learn Rules Team work	Fun Skill development Team work Competition	Fun Skill development Team work Competition
Coaching	Coaches allowed on court to provide direction and coaching but MUST not interfere with games in any way	Coaches to remain on the sideline but can move up and down court to provide direction and coaching	Coaches to remain in designated coaching area	Coaches to remain in designated coaching area	Coaches to remain in designated coaching area
Game Duration and scoring	2x20 minute halves running clock Each team to provide a coach/b before game can commence No scoring to be recorded / No Finals	2x20 minute halves running clock Each team to provide a coach & scorer before game can commence 3 minute half-time	2x20 minute halves running clock Each team to provide a coach & scorer before game can commence 3 minute half-time	2x20 minute halves running clock Each team to provide a coach & scorer before game can commence 3 minute half-time	2x20 minute halves running clock Each team to provide a coach & scorer before game can commence 3 minute half-time
Ball Size	Girls & Boys Size 4	Girls & Boys Size 5	Girls & Boys Size 5	Girls & Boys Size 6	Girls Size 6 & Boys Size 7
Ring Height	2.6M (lowered)	2.6M (lowered)	3.05M FIBA Height	3.05M FIBA Height	3.05M FIBA Height
Free Throws	From the closest hash mark extended to free throw line	From the closest hash mark extended to free throw line	Free throw line	Free throw line	Free throw line
Defence	One on one - NO ZONE / No double teaming Can NOT form a 'wall' at half court No stealing ball when in offensive players hands Defence to commence from half court	Half Court 1 on 1 - NO ZONE ** No double teaming Players can steal	1 on 1 - NO ZONE IN OFFENSIVE TEAM FRONT COURT ** Double teaming allowed Players can steal	1 on 1 - NO ZONE IN OFFENSIVE TEAM FRONT COURT ** Double teaming allowed Players can steal	FIBA Rules Zone permissible
Mercy Rule	N/A Retreat to 3 point line in defence if opposing team is struggling to score - NO intercepts. Hands up defence	20 points Score table to communicate to referee Scores stop registering on scoreboard Winning team <u>retreat to 3pt line</u> in defence	20 points Score table to communicate to referee Scores stop registering on scoreboard Winning team to retreat to half court line	20 points Score table to communicate to referee Scores stop registering on scoreboard Winning team to retreat to half court line	N/A
Support by Officials	Talk and guide players to help them avoid an illegal action Explain calls	Talk and guide players to help them avoid an illegal action Explain calls	Talk and guide players to help them avoid an illegal action Communicate as needed	Talk and guide players to help them avoid an illegal action Communicate as needed	Talk and guide players to help them avoid an illegal action Communicate as needed
Travel Calls	Give latitude to players Allow some steps when coming to a stop	FIBA Rules	FIBA Rules	FIBA Rules	FIBA Rules
Substitution/Time-outs	FIBA Rules Ability for rolling substitutions, however use subs as per normal rules if possible.	FIBA Rules No time out in last 3 minutes of 2nd half 2 time-outs per half	FIBA Rules No time out in last 3 minutes of 2nd half 2 time-outs per half	FIBA Rules No time out in last 3 minutes of 2nd half 2 time-outs per half	FIBA Rules No time out in last 3 minutes of 2nd half 2 time-outs per half
Keyway	5 seconds in keyway	5 seconds in keyway	FIBA Rules (3 seconds)	FIBA Rules (3 seconds)	FIBA Rules (3 seconds)
Fouls	No personal fouls counted Official to explain the call. If shooting will be awarded 2 free throws	FIBA Rules In any half, penalty of 2 free throws applies for the 8th and subsequent team fouls	FIBA Rules In any half, penalty of 2 free throws applies for the 8th and subsequent team fouls	FIBA Rules In any half, penalty of 2 free throws applies for the 8th and subsequent team fouls	FIBA Rules In any half, penalty of 2 free throws applies for the 8th and subsequent team fouls
Late Start Penalty	None	2 point per <u>whole</u> minute late Forfeit at 10 minutes	2 point per <u>whole</u> minute late Forfeit at 10 minutes	2 point per <u>whole</u> minute late Forfeit at 10 minutes	2 point per <u>whole</u> minute late Forfeit at 10 minutes
Offence	Encourage 5 bounces when dribbling - then pass/shoot	FIBA Rules	FIBA Rules	FIBA Rules	FIBA Rules
REQUIREMENTS for ALL Players	- Only registered members can participate. - A player must be physically present at the court, dressed and ready to play with <u>their</u> name correctly entered on the score sheet to be deemed eligible to play. - Fill-UP or Occasional Players, not on the Ipad scoresheet at commencement of game, are required to wait until a stop in the game (Time Out) or until half time to manually enter details. - Please see Karratha Basketball Association By-Laws for further clarification - Karratha Basketball Association have a ZERO Tolerance Policy on abusive behaviour from any player, official or spectator. - If you require any clarification on any rule, please ensure you allow enough time before your game to ask a KBA Committee member, Games Controller or Comps Manager			Round Games - A team shall lose the game by forfeit if, 10 minutes after the starting time, the team is not present or is not able to field four (4) players. Two points will be awarded for each full minute the opposing team is not able to take the court - An eligible player from the same club may fill in for a higher competition or division as per Guide For Junior (Fill-Up) Players Table. - Players are ONLY allowed to play up to make a maximum of 7 players - Maximum of 3 games playing up per player. Finals • 5 players to start any Finals game. • No fill-in players allowed. Must be an eligible player to take the court (played 1/3 of season games).	

** If Zone Defence is played: Referees shall issue a warning to the offending team upon instruction from the Zone Buster. A technical foul is issued for subsequent breaches, recorded on the electronic scoring device or scoresheet against the coach followed by the required penalty.