KINGSWAY INDOOR STADIUM
JUNIOR BASKETBALL STADIUM RULES

Effective January 1, 2026

1.0 TEAM RESPONSIBILITIES

1.1 Team's must have a minimum of four (4) players. If a team has fewer than four players, they will concede two (2) points per minute until another player arrives or the match is forfeited, with a maximum penalty period of five (5) minutes.

1.2 Substitutions are permitted, with a maximum of 5 players allowed on the bench

1.3 It is the duty of each team to provide a scorer for the score bench. This will ensure that the score is an accurate and true reflection of the game and will provide two witnesses shall any disputes arise.

1.4 Teams are permitted to use fill-in players from the same division but not a higher division if they do not have 5 players

1.5 It is the responsibility of the Team Coordinators to register the players and organise payment for the team prior to the commencement of the match

1.6 All team Coaches/Coordinators are responsible for the conduct of their team members.

1.7 A team is not allowed to continue if their team is reduced to 2 players (forfeit).

1.8 Only the Coach and Assistant Coach are permitted to remain at the team bench during the game.

2.0 AGE ELIGABILTY

2.1 All players must be of age at the commencement of the competition. E.g. If a player in an Under 10's team is 9 years old at the commencement of the competition and turn 10 years old during the season, this player will be eligible to play until the conclusion of the season.

2.2 Additionally, a player in the Under 10's competition may be 10 at the start and conclusion of the competition provided their birthday to turn 11 years old is *after* the proposed Grand Final date.

3.0 TEAM REGISTRATION AND FEES

3.1 Please refer to section 2 & 3 in the stadium by-laws

4.0 FORFEITS

4.1 If your team forfeits a match, please ensure you advise the centre as early as possible via phone, an email will not be accepted as an appropriate means to forfeit. Your team will be issued with the appropriate forfeit fee according to the amount of notice given.

- 4.1.1 Between 24 hours' and 7 days' notice – 1x Game Fee
- 4.1.2 <24 hours' notice – 2x Game Fee

4.1.3 The cut off for the 24 hours' notice is 10am of the previous day. For this specific competition, the cut of is **Thursday 10:00am**

4.2 The forfeit is only received once a City of Wanneroo staff member has been made aware of the forfeit.

4.3 On occasion, teams have elected not to attend a scheduled match without notifying the centre. This is considered highly disrespectful to the opposition that has made the effort to attend the game. A simple phone call will avoid this.

5.0 UNIFORM

5.1 All players must wear the same-coloured top consisting of numbers 00-99 front and back.

5.2 Players may wear long pants provided they do not have a zipper or belt.

5.3 All players must be wearing enclosed shoes

5.4 All players must remove objects such as watches or jewellery that may be dangerous to other players. The umpire has sole discretion on what is considered dangerous.

5.5 Failure to have all players in the same-coloured top by Week 3 of the season will result in a 3-point penalty applied to the team for each player without the correct coloured top.

5.6 Players are not permitted to wear the same number as a teammate. Teams who do so will be penalised accordingly. (2-points per player)

5.7 In the event of a uniform clash, the team mentioned "AWAY" shall wear bibs provided by umpires.

6.0 LENGTH OF GAMES AND POINTS AWARDED

6.1 Games will be played by 2 equal halves of 15 minutes, with a 1-minute half time.

6.2 During a stoppage/timeout, the clock will continue to run

6.3 3 points are awarded for a win, 1 point for a draw, 0 points for a loss.

7.0 FINALS

7.1 Finals shall be played as follows;

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

7.2 Should the scores remain drawn at the end of a finals match, one 3-minute period of extra time is played.

7.3 If scores are still identical, overtime will continue (another 3-minute period of extra time).

7.4 A winner is determined when a team finishes the period or overtime with the lead.

7.5 No time outs are permitted in finals overtime.

7.6 Teams are not permitted to borrow players for semifinals or finals if they have five or more players available. If the use of unqualified players becomes

necessary, please refer to the by-laws for the applicable rules and associated penalties.

7.7 All players participating in a finals match must be registered for their team and have played at least (three) 3 fixtured games for their respective team to be eligible.

8.0 SUBSTITUTES

8.1 A substitute player will only be able to enter the court during a stoppage in play, i.e after the referee's whistle has been blown.

8.2 If a player leaves the court while the ball is in play, the game will continue until the next stoppage. If the player is not ready to return by that time, they will be replaced.

8.3 A substitute shall not replace a free throw shooter unless dictated to do so by an injury or ejection.

9.0 DISCIPLINARY ACTION

9.1 Following misconduct by a player, substitute, coach, or spectator, appropriate disciplinary action will be taken in accordance with the competition and stadium rules and regulations.

9.1.1 Primary team contacts are accountable for their team's behaviour, including players and spectators, and any consequences arising from misconduct.

9.2 Repeat offenders may be subject to additional consequences based on the type of offence.

9.3 The Sports Program Officer and/or Stadium Management is responsible for the administration, determination and enforcement of suspensions and disciplinary sanctions to any participant who breaches any competition or stadium-based rules.

10.0 FOULS

10.1 A team is permitted eight (8) fouls during a half, which will be visually signalled by the referee. Team fouls will reset at half time

10.2 On the ninth foul and every foul thereafter, the opposing team will shoot two free throws on all fouls. The only time teams will shoot one free throw after a common foul, is after being fouled on a made basket for a three-point play opportunity.

10.3 A player who commits five personal fouls over the course of a game is disqualified for the remainder of the game.

11.0 GRADE CONSOLIDATION

11.1 In the event of grade consolidation, the rules applied shall be those of the higher grade unless otherwise outlined in this section.

Junior Basketball Rules Table				
GRADE	**U10's**	**U12's**	**U14's**	**U16's**
AGE REQUIREMENTS (of age at the conclusion of season (incl. grand final)**	8,9 or 10	10, 11 or 12	12,13 or 14	13,14,15 or 16
BALL SIZE	5	6		7
TIMINGS	2 x 15-minute halves			
TIMEOUTS	Each team gets 1x 1-minute timeout per half, with the clock running. Timeouts aren't permitted in the last 2 minutes however, if a timeout is requested before the 2-minute mark but the first opportunity to grant it occurs within the final 2 minutes, the timeout will be allowed.			
ZONE DEFENCE	Illegal			Permitted
3 POINT LINE	All goals are 2 points	All goals are 3 points		
FREE-THROWS	All free throws are taken 1.8m from the free throw line, towards the basket	Normal free throw line		
RING HEIGHT	8 ft 5"	10ft		
SCOREBOARD	Scoreboards ON			
SPECIAL RULES	No Backcourt and 8 second violation U10's Mercy Rule 10pts	Mercy Rule – 20pts	Mercy Rule – 30pts	
**for additional information. A player may be the same age as the age group, provided they don't turn 1 year older prior to the Grand Final.				

Any playing member or spectator acting inappropriately or appearing under the influence of Drugs and/or Alcohol may be removed from the Stadium by the Team Leader, Sports and Programs Officer or Duty Officer. Failure to follow instructions will lead to the Police being called.

**Management reserves the right to amend competition rules when deemed appropriate. This may be undertaken at any point throughout the season. Teams will be notified of any rule changes throughout the season and should always refer to the latest competition rules.*

**Management reserves the right to evict teams and individuals from the competition and stadium if any of the aforementioned rules are breached. Teams may also be stripped of team points where management deems fit. Stadium management updated these rules on 02/01/25.*

Please note that Kingsway Indoor Stadium does not permit the filming of games for either personal or public use, without prior expressed written consent from stadium management, the match referee, and the opposing team captain. All three parties must provide such consent for filming approval. Only under exceptional circumstances will such permission be granted, and the stadium reserves the right to revoke such permission at any time.

We wish you and your team good luck, and hope you have an enjoyable season.