

# COLLINGWOOD BASKETBALL

## SENIOR DOMESTIC RULES

### REGISTRATION

- All players must be registered with PlayHQ and Basketball Victoria prior to game day
  - This can be done with the unique registration link provided to each team manager when the team is registered pre-season
- Players may only play for one team per competition day, irrespective of grade
  - Players who are registered to a specific team can only play for that team and will not be permitted to 'fill-in' for any other team on that particular competition day, without exception
- Players who are not registered via the team's unique registration link and are 'filling in' may register manually courtside prior to their game, however this luxury may only be afforded twice
  - After two 'fill in' games, a player will be considered to be a permanent player in that particular team and will be required to register via that team's unique registration link
  - Players will not be permitted to register courtside once it is deemed they have filled in for more than two games
  - After two 'fill-in' games, players are locked to that team and will not be permitted to play for another team on that competition night
  - This will be left to the discretion of the game day competition/referee supervisors
- Players must play under their own name at all times, without exception
  - If a player/s are found to be competing under somebody else's identity or a false name, the match will be forfeited immediately and points awarded to the opposition
  - Such instances will also result in a team being reported to Basketball Victoria for 'cheating', which can result in bans from all Basketball Victoria competitions for a period of time

### UNIFORM

- All players must wear uniform of the same predominant colour
  - This applies to both singlets and shorts
- Players must take the court wearing a singlet and shorts
  - In absence of a singlet (i.e. only wearing a t-shirt), players will not be permitted to take the court
  - No pants, leggings or compression garments are permitted in absence of shorts

- Singlets must have numbers printed on both sides, front and back
  - o No taped or written numbers
  - o No blank singlets
- Players are not permitted to take the court with pockets in their shorts
  - o There are no exceptions to this rule
  - o Shorts cannot be turned inside out, zipped up, taped up or anything else
- All jewellery must be either removed or taped up before taking the court
  - o This includes all facial jewellery, rings, wristbands/bracelets and watches
- Compression garments may be worn and visible under uniform, and may be of any colour and length
- Any team or player who requires stadium singlets or shorts will be required to pay a fee of \$15 to do so
  - o Players who do not have a legal singlet or shorts (i.e. no pockets) will only be able to borrow shorts to take the court by paying the above fee

## **TEAM FEES / TEAMPAY APP**

- Team fees are set at \$70 per game (or \$90 for premier competition)
- All team fees are to be collected via Teampay ONLY
  - o No manual payments accepted
- Teams must pay prior to the game starting
  - o Teampay will be connected with the game in PlayHQ to show whether payment has been completed and alert the referees as to when the game may commence
  - o If a team is yet to pay their game fee at start time, the game clock will start running and the team that is yet to pay will be penalised as per the late-start rules

## **TIMING RULES**

- Regular season games will be played to a 45-minute game schedule
  - o Games will comprise of 2x 18-minute halves with a 2 minute half-time break
  - o Mandatory minimum of 2 minutes warm-up time
    - It is expected that teams will complete the scoresheet/tablet during this time and be ready to take the court without delay when the buzzer sounds
  - o Teams will be entitled to 1 time-out per half each
    - Time-outs shall not be granted in the last 2 minutes of the first half
  - o The clock will stop on all whistles in the final 2 minutes of the game if the margin is below 10 points
    - Once the margin is under 10 points at any point in the last 2 minutes, the clock will continue to stop for the remainder of the game, regardless of the margin

- Finals games will be played to a 60-minute game schedule
  - Games will comprise of 2x 20-minute halves with a 2 minute half-time break
  - Mandatory minimum of 5 minutes warm-up time
    - It is expected that teams will complete the scoresheet/tablet during this time and be ready to take the court without delay when the buzzer sounds
  - Teams will be entitled to 2 time-outs per half each
  - The clock will stop on all whistles in the final 1 minute of the first half
  - The clock will stop on all whistles in the final 3 minutes of the game if the margin is below 10 points
    - Once the margin is under 10 points at any point in the last 3 minutes, the clock will continue to stop for the remainder of the game, regardless of the margin

## **POINT PENALTIES**

- Incorrect uniform is 3 points per player, up to a maximum of 10 points per team
  - This penalty is irrespective of how many infractions a particular player has
- Late start is 1 point per minute, up to a maximum of 10 points
  - If teams are not ready to take the court by the 8-minute mark of the first half, the game shall be deemed a walkover and the win be awarded to the opposition
- 'No scorer' is 1 point per minute, up to a maximum of 10 points
  - This only applies when a team is put at a numerical disadvantage due to a lack of scorers
    - Example: One team has 5 players and one team has 4 players but neither has a competent scorer... the team with 5 players are to provide a scorer and the game will continue as a 4 v 4 contest, with the team who are providing the scorer to be compensated as above

## **BEHAVIOURAL TECHNICAL & UNSPORTSMANLIKE FOULS**

- Players who accumulate behavioural technical and/or unsportsmanlike fouls throughout the season will receive sanctions as follows:
  - 1<sup>st</sup>-4<sup>th</sup> technical and/or unsportsmanlike foul – no sanction
  - 5<sup>th</sup> technical and/or unsportsmanlike foul and beyond – one game suspension
    - Note: if a player is disqualified from a game due to behavioural technical and/or unsportsmanlike fouls, this will contribute two to their total
- Behavioural technical and unsportsmanlike fouls cover any type of negative behaviour towards an official or another player
  - Examples of technical fouls include, but are not limited to: disputing decisions, swearing, baiting, taunting
  - Examples of unsportsmanlike fouls include, but are not limited to: intentional excessive contact with an opponent, striking, pushing, kicking, tripping

- All players will have the right to appeal any behavioural technical or unsportsmanlike foul they receive, in writing, following the game
- Instances where such behaviour is exhibited can also be further dealt with at the discretion of Collingwood Basketball Association, where necessary, in the way of reprimand or suspension

## **WALKOVERS**

- Walkovers are to be notified via the Teampay app, which will alert the opposition team as well as the relevant supervisors
- In the event a team needs to give a walkover, they will pay a fee determined by the following factors:
  - Walkover not notified - **\$150**
  - Notified with less than 24 hours notice until game time - **\$130**
  - Notified with more than 24 hours notice until game time - **\$100**