



Collingwood Basketball Association Inc

Senior Domestic Competition

RULES AND BY-LAWS

Contents

DEFINITIONS.....	4
INTRODUCTION.....	5
CONDUCT	6
Sin Bin policy	6
ENTRY AND REGISTRATION.....	7
ELIGIBILITY.....	8
Age eligibility.....	8
Finals eligibility.....	8
Gender eligibility.....	8
GRADING	9
FINAL SYSTEM	9
GAME AND FIXTURE DISRUPTIONS.....	10
Late Starts	10
Walkovers	10
Cancellation, abandonment and shortening of games	11
GAME RULES	12
Grading & Regular Season Games	12
Finals Games	12
Premiership points allocation	13
SCORING.....	13
Electronic Scoring.....	13
Paper Scoresheets.....	13
Provision of Scorer	14
GAME OFFICIALS AND SUPERVISORS.....	14
UNIFORMS, EQUIPMENT AND ACCESSORIES	15
Team Uniform	15
Specification of Uniforms.....	15
Condition of Uniforms	16
Incorrect Uniform	16
Clash of Uniform Colours	16
Use/Hire of Stadium Singlets	16
Prohibited Items	17
Jewellery	17

Fingernails	17
Hair and Hair Accessories	17
PLAYER PARTICIPATION	18
Late Arrivals	18
Fill-In Players	18
Playing Under False Identity	18
APPEALS	19
ALTERATION OF RULES AND BY-LAWS.....	19
SCHEDULE I.....	20
FEES AND CHARGES	20
Registration with Basketball Victoria.....	20
Payment Methods.....	21
Registration Fees.....	21
Game Fee	21
Hire of stadium singlets	22
Walkover fines	22
Withdrawal Fee.....	22
Bonds	22
SCHEDULE II.....	24
FINES AND PENALTIES.....	24
Damage to Stadium Singlets	24
Good Behaviour Bonds	24
Damage to CwdBA property and premises.....	24
Game Score Penalties	24
Premiership Point Penalties.....	24
SCHEDULE III.....	25
MIXED COMPETITION	25

DEFINITIONS

“ASSOCIATION”; “CwdBA”

Collingwood Basketball Association Inc [ABN 75 766 486 357]

ORGANISER(S)

Those appointed by CwdBA to auspice the Domestic Senior competition of CwdBA including any social mixed competitions and restricted open age competitions.

CLUB

A club is any team, or set of teams, playing in the Senior Domestic Competition and which acknowledges a common organisational and financial basis and notifies this to the Association.

COMMITTEE

The Committee of Management of Collingwood Basketball Association Inc as constituted under its published Rules of Association.

COMPETITION

Any Senior Domestic competition operated by or on behalf of the Association that has no maximum age restriction except where specifically stated as a condition of entry of that competition and where minimum age restrictions apply.

VENUE SUPERVISOR

The person appointed by the Association to supervise the games at a particular venue at a particular time.

COMPETITION ADMINISTRATOR

The person appointed by CwdBA to carry out competition administrative functions including but not restricted to acceptance of registrations, fixturing, allocation of court space and appointing of staff to supervise activities.

WEBSITE

The official website of the Association www.collingwoodbasketball.com.au and/or any other authorised website operated by, for, or on behalf of the Association.

INTRODUCTION

The CwdBA Committee reserves the right to adjudicate in the best interest of basketball, on any matters not specifically covered by these Rules and By-Laws. The Committee also reserves the right to vary or set aside the application of these Rules and By-Laws in the best interests of basketball, the competition and/or the Association, or where special circumstances dictate.

The Committee and the Organisers expect all participants to abide by the relevant “Codes of Conduct” and to obey any reasonable direction given by CwdBA staff and officials.

The Association supports and abides by the By-Laws and policies published by Basketball Victoria and Basketball Australia.

The following Rules and By-Laws assume the usage of CwdBA website(s) and all applicable software relevant to the Association and the competition, including but not limited to application packages provided through SportsTG, PlayHQ or other entities endorsed by Basketball Victoria or Basketball Australia.

CONDUCT

CwdBA administrators and referees have the right to maintain high standards of conduct of players, officials and spectators belonging to participating clubs while at venues at which CwdBA competitions are being conducted. These standards include but are not confined to:

- No player may participate in a game while influenced by alcohol or drugs.
- No vandalism or damage is permitted to venues, fixtures, fittings or property, whether inside or outside; nor are activities likely to lead to damage permitted.
- All rules of conduct of Basketball Victoria are applicable.
- At the start of each season the designated team representative on behalf of the team will sign, either electronically or physically, an undertaking to abide by Basketball Victoria's Code of Conduct and these competition rules.
- Individuals or teams that cause property damage at any venue where competition games are played will be required to pay for repair or replacement.

To ensure such standards are met, administrators and referees are entitled to:

- Disqualify players from games and to report participants, in accordance with Basketball Victoria rules, to the designated Tribunal.
- Order that a game be discontinued, either until standards are met or as a final determination.
- Make a complaint or report to the competition organiser(s).

Competition organisers may remove premiership points after due investigation of a complaint.

If a game is discontinued through the fault of a team, that team shall not receive any points for that game, and the opposition shall receive three premiership points.

Teams are obliged to assist in seeking to keep situations under control in cases where a physical incident seems likely to occur.

Sin Bin policy

Where a player receives a technical foul for abusing a referee, uttering obscene or offensive language, improper dissent with a referee's decision/s or commits any action which could endanger other players, spectators or equipment, he/she is required to sit out the next five minutes of playing time or whatever time remains in the game up to the five minute limit. Where a player upon returning to the court after the five minutes expires receives a second technical foul as above, he/she will be disqualified from taking any further part in the game.

A substitute player if available can be introduced into the game to replace the 'sin binned' player. If no substitute is available, the team can continue with less than the optimum number of five players.

Illegally hanging from the ring (excluding FIBA rule 36.3.1)

Any player who intentionally hangs from the basketball ring, net, backboard or supports shall be disqualified from the game and will be reported to the Venue Supervisor for further action.

If damage occurs to the equipment whilst the player is hanging from it, or as a direct result, that player will be liable for the costs of repair and/or replacement.

If the game is unable to continue due to damage to the basketball ring or backboard, the team that player plays for will forfeit the match and may also be fined.

An automatic two-week suspension from all competitions for the player concerned may be invoked. The Organisers will enforce any suspension.

ENTRY AND REGISTRATION

Teams wishing to enter the Senior Domestic competition must register via the online registration portal directly on the Association website or as linked via social media, email or other electronic communication.

- The online registration portal will be opened on the website at least two weeks prior to the start of a season. The entry process involves both team entry and individual player registration.
- Teams must register a minimum of five players on their team entry.
- Individual players must separately register and pay an annual registration fee with Basketball Victoria. Current registration status, and opportunity to register or renew where required, is provided during the online entry process.
- Entries for mixed competitions where offered must comply with the gender conditions as outlined in Schedule III [Mixed Competition] of these Rules and By-Laws.
- Teams will be classified as “Existing” or “New”; teams classified as “New” may be requested to pay a refundable bond as outlined in Schedule I [Fees and Charges] of these Rules and By-Laws.
- Teams must make payment of the prescribed fees as specified by the competition organisers, and teams will not be fixtured until all applicable fees and charges are paid in full.

ELIGIBILITY

Age and identity eligibility

- To be eligible to play in the regular Senior Domestic competition, a player must have turned 14 by the commencement of that calendar year - however players under the age of 15 are discouraged from participation. To play regularly under the age of 15 requires written parental consent.
- To be eligible to play in an Over 30 Competition where offered, a player must have turned 30 by the commencement of the season.
- To be eligible to play in an Under 23 Competition where offered, a player must not turn 23 before the scheduled conclusion of the finals series in the season for which the team is entered.
- If different from the above, restriction of ages of players participating will be advertised on the entry form.
- Players must play under their own names; false names or aliases are not permitted.

A team playing a person ineligible by age or by use of a false name shall lose the first game in which such an offending player participates, or shall suffer a penalty of one premiership point if the game is lost after being played. Provided due registration information is submitted at the first game, and that such information is not deliberately misleading, no further loss of points shall take place until CwdBA informs the team concerned of the violation. After such information is provided; any further violation shall result in a loss of all premiership points for the game(s) concerned. It shall be left to the judgement of the competition organisers as to whether their opposition are granted extra premiership points.

Finals eligibility

- To be eligible to play in the finals a player must participate in no less than 40% of the rounds of that season (including grading games).
- An unregistered player cannot accumulate any qualification for the finals until registered. If an unregistered player participates in the finals the team with the unregistered player is deemed to have lost the game.
- The Association has the right to declare a player or team ineligible for other reasons such as being unfinancial.

Gender eligibility

Where a competition, division or grade includes a specific gender (ie Women or Men) in its designation, players who identify as that gender can register and play.

Where the competition, division or grade is designated as "Mixed" then qualification is outlined in Schedule III [Mixed Competition] of these Rules and By-Laws.

GRADING

Competitions will commence each season with a grading period of 3 rounds, which can be altered in length at the discretion of the organisers.

At the commencement of each season, teams are placed into sections in a way that ensures sections are as even and fair as possible. This placement is based on previous season performance, total team entries received, and information submitted with team registrations.

Grading decisions are made with the interests of the whole competition in mind and not necessarily resulting from requests of individual teams.

The Association reserves the right to grade or re-grade team entries to ensure fair competition. Competitions may be graded into separate divisions/sections if more teams are entered than the normal fixture can accommodate. Graded divisions/sections may be played as separate fixtures or as a single fixture with separate finals for each division/section at the discretion of the Association.

Promotion and/or relegation of teams will be at the discretion of the competition organisers with final decisions in case of dispute being adjudicated by the Committee.

FINALS SYSTEM

The Finals System each season shall be as determined by the Organisers. The order of qualifying teams is determined first by premiership points and then among teams with an equal number of premiership points, by overall percentage calculated as:

$$\% = (\text{points for}) \div (\text{points against}) \times 100$$

Finals are played according to a two or three week finals schedule, depending on the number and gradings of teams participating.

GAME AND FIXTURE DISRUPTIONS

Late Starts

The game clock will be started at the published time in accordance with the competition fixture. If the previous match has run late, the game clock will be started as soon as possible after the completion of the previous match.

The game officials are required to give a verbal warning to teams to be ready to play.

Late start penalty is 1 point per minute or part thereof, awarded to the opposing team that has the required minimum number of players (4) to start.

Walkovers

A game may commence when a team has a minimum of four (4) players present. A walkover occurs when one or both teams fail to take the court with the required minimum number of players and 10 minutes has elapsed on the time clock.

Teams are expected to make every reasonable effort to avoid forfeiting a scheduled game; including all possible options as noted under the Fill In player provisions in these Rules and By-Laws. When a walkover is unavoidable, the team delegate must notify the Organisers as soon as is reasonably practicable; ideally at least one weeks' notice is requested, and an absolute minimum of 24hrs is expected. Once notification of a walkover has been provided, it cannot be revoked.

Teams giving two or more walkovers may be disqualified from the competition at the discretion of the Organisers.

A team giving a walkover shall incur a penalty as set out in Schedule I [Fees and Charges] of these Rules and By-Laws. The associated fine must be paid no later than half time of the next fixtured game.

A team whose walkover fine is not paid by such time shall not receive any premiership points for that next fixtured game. The non-offending team will be awarded a 20-0 victory with all registered players credited as having played for finals qualification purposes. The offending team will be awarded no competition points and no player will be credited as having played.

Teams may avoid a walkover by playing an ineligible player or players. A full team fee must be paid to avoid a walkover. The game shall be played as a normal game with both teams paying game fees. The non-offending team will be awarded a 20-0 victory with all registered players credited as having played for finals qualification purposes. The offending team will be awarded no competition points and no player will be credited as having played.

In the case of a walkover by both teams i.e. 'double walkover' the result of the game shall be a double forfeit. A final game score of 0 – 0 will be recorded and no players will be credited as having played. Both teams will be required to pay the applicable walkover fine.

If a scratch match with referee or referee is played, then full game fee applies for that team.

Cancellation, abandonment and shortening of games

The Venue Supervisor can cancel a game if conditions are such as to create danger to players or risk to the venue and its equipment. The Venue Supervisor may also order a delay in a game or a shortening of a game to no less than an aggregate of 25 minutes if circumstances require (eg to meet deadlines for closing a venue, to make up for a long delay created by court conditions or injury). Referees and teams may make application for delay, shortening or cancellation but the decision-making authority is the Venue Supervisor.

Games which are cancelled or abandoned before or during the first half shall be declared 2-2 draws, subject to appeal, with all registered players credited as having played for finals qualification;

If a game is abandoned at half-time or during the second half, the game score stands as the final result.

50% of the game fee will be refunded for any circumstances whereby a game is abandoned either during the game or before it has commenced, except where the abandonment is due to unacceptable conduct of players or spectators.

In the event of an injury the referees will stop the game however the game clock will continue to run in accordance with the applicable timing regulations. If the injured player cannot be safely moved off the court the game is deemed abandoned if it cannot be resumed before the conclusion of the allocated time.

Cancellation or changes to games due to external factors and/or government mandate

The Organisers will make every effort to communicate with teams and players should changes in health and safety regulations due to external factors (such as pandemic) occur. These changes may result in extension or curtailment of a season and if so the Organisers will endeavour to ensure that all teams are treated fairly and equally with respect to game standings, fee payments etc

GAME RULES

All games are conducted in accordance with the FIBA Official Basketball Rules except where modified by these Rules and By -Laws.

Grading & Regular Season Games

- Games are scheduled on a 45-minute timeslot
- Teams are allocated a 2-minute warm-up.
- Games are played in two halves.
- Each half is 19 minutes in length.
- Half time interval is 2 minutes.
- Clock stops on all whistles in the final minute of the second half but only when the score difference between the teams is 10 points or less.
- Each team is permitted a maximum of 2 timeouts per game
- Clock does not stop during timeouts.
- Timeouts are not permitted during the last two minutes of the first half.
- Timeouts during the last two (2) minutes of the game can only be taken to allow the requesting team to advance the ball to their front court according to FIBA rules, upon which the game then immediately continues. Teams may not return to their benches.
- The 24 Second (Shot Clock) Rule does not apply unless specified.
- The result of drawn games stands in the grading and regular season games; extra time is not played.
- The 'Sin Bin' policy applies as outlined in the 'Conduct' section of these Rules and By-Laws.

Finals Games

Finals games are played under regular season timing and match regulations except for the following amendments:

- Games are scheduled on extended timeslots of 50, 55 or 60 minutes.
- Each team is permitted a maximum of three (3) timeouts per game with a maximum of two (2) timeouts per half.
- Clock stops on all time-outs.

Drawn games in finals are followed by an interval of one minute then one or more three (3) minute overtime periods as required to achieve a win/loss, with maximum of one (1) time out in total per team.

- Clock stops on all whistles in the final 1 minute of overtime.
- Team and player fouls carry over into each overtime period.
- Teams continue to play in the same direction as the second half.

Premiership points allocation

WIN = 3 points

DRAW = 2 points

LOSS = 1 point

BYE = 0 points

WALKOVER / FORFEIT GIVEN = 0 points and score to be 0 – 20

WALKOVER / FORFEIT RECEIVED = 3 points and score to be 20 – 0

- In grading rounds the allocation of points for wins draws and byes may be varied at the discretion of the Organisers.
- Because the ladder is calculated using the ladder points average system, no points are applied or required for byes.

SCORING

Electronic Scoring

Games are primarily scored using electronic devices located on each score bench, with installed software provided through Basketball Victoria as part of its “PlayHQ” platform.

Players whose names are not visible on the electronic devices are unregistered by definition, so they must register themselves using the applicable online registration form or directly into the scoring system before the match commences.

Paper Scoresheets

Where technical difficulties prevent the use of the electronic scoring system, or any other reason deemed appropriate by the Venue Supervisor, paper scoresheets may be used. Teams are required to ensure that the following basic information is clearly written in the appropriate areas:

- Team name
- Player first name or initial, and family name
- Player number

Failure to clearly write all the above information may result in players not being credited towards finals eligibility. CwdBA will manually enter only the final result of each game; individual player statistics will not be entered.

Unregistered players will not be credited from paper scoresheets as having played unless they register online by 10:00am the following day.

Provision of Scorer

Both teams must supply a competent scorer for their game prior to the game commencing and then for the entire game. A competent scorer is able to operate the electronic scoring system and/or the scoreboard controls throughout the game. Penalty for not supplying a competent scorer is 5 points, awarded to the opposing team that has supplied a competent scorer.

In the case of only one team supplying a scorer, that scorer is entitled to be the sole scorer for the game and no scoring disputes can be based upon that fact.

A coach participating in the game must not act as scorer. Similarly, a scorer must not act as a coach while scoring.

In the case of neither team supplying a scorer, a player from each team will be permitted to score. If both teams have only five players, the game will commence with four players from each side.

GAME OFFICIALS AND SUPERVISORS

The Association will appoint a Venue Supervisor and game officials (referees) to all venues. CwdBA will endeavour to have two qualified referees and the Venue Supervisor available for all games, however the following circumstances may be present under normal operating procedures:

- Single/solo referee appointed to a game
- Venue Supervisor also appointed as a game official
- Trainee/green shirt referees appointed to games
- Referee coach or advisor present for referee education & development

Any of the above noted circumstances does not constitute a right for reduced game fees or refund of game fees.

Penalty points for incorrect uniform, late start and/or non-provision of scorer are to be added by the game referee to the scoring system prior to verifying the score record at half time.

It is the right and responsibility of the game referee to apply relevant penalty points, and it is the right of the scorer(s) or team representatives to remind the referee/s to do so, however the referee/s cannot be held further responsible if potential penalties are not applied through oversight or omission.

UNIFORMS, EQUIPMENT AND ACCESSORIES

Team Uniform

All teams are required to provide their own uniform, comprising of basketball-style singlet ("singlet", alternatively called "top" or "jersey") and shorts.

- Singlets must be uniformly coloured in the same dominant colour, and legally numbered front and back.
- Shorts must be uniformly coloured. Different shades of a colour are considered to be different colours eg black, navy blue and royal blue are all considered different colours.

Each team must register the colours of their uniform on the CwdBA registration form when entering the competition. The colours registered shall be the dominant colour of the singlets and the dominant colour of the shorts. These registered colours together comprise the registered uniform.

Specification of Uniforms

The uniform of the players must comply with the Official FIBA Basketball Rules with the following additions and/or exemptions:

- Compression garments may be worn under shorts and/or singlets
- Shorts may not have cuffs, pockets, belts, buckles, or external drawstring. Taped pockets are not acceptable.
- Numbers 0, 00 and 1 to 99 are permitted
- Use of club or association uniforms by teams must have written consent from that club or association or have been expressly entered as a team by that club or association
- Teams may not register or use official Collingwood All Stars uniforms for the above purpose
- Singlets should be tucked into shorts, enforced at the referees' discretion
- Socks can be any length and any colour
- Shorts may be replaced by full-length garments only for notified medical conditions or mandated religious requirements.

Condition of Uniforms

Players who have faded or damaged singlet or shorts, indistinct or damaged numbers, or generally poorly maintained uniforms may be warned by the referee supervisor. The warning will be noted in the venue supervisor's report.

Incorrect Uniform

Players who are not clothed in the registered uniform singlet are not permitted to take the court. The team may borrow or hire singlets to avoid a forfeit, however regulation shorts must be provided by teams for all players.

Players who are not clothed in the registered uniform shorts may be permitted to play at the discretion of the venue supervisor or the senior officiating referee, but a penalty score as set out in Schedule II [Fines and Penalties] shall be awarded to the opposing team. The penalty is not applied in grading games.

Disputes regarding incorrect uniforms are to be directed to the venue supervisor on duty in the first instance. The decision by the supervisor on duty stands for that game and the organiser's decision pertains thereafter.

The Venue Supervisor or designated game officials may determine that incorrect uniform requirements may be relaxed during grading games.

Clash of Uniform Colours

Where a clash of uniform colours occurs, the second named team on the fixture and on the electronic scoring system (thus nominally the away team) must wear alternate colour singlets.

It is the responsibility of the away team (second named) to ensure there is not a colour clash when arriving, and to make every reasonable attempt to get changed before the scheduled commencement of the match.

Use/Hire of Stadium Singlets

Stadium singlets are available to hire at all venues when one or more players are unable to take the court due to incorrect uniform, or where a colour clash occurs and the away team does not have alternative singlets. When stadium-supplied singlets are in use they must be worn by all players on the team. All players must supply their own shorts.

Teams hiring stadium singlets may be requested to leave a security deposit with the Venue Supervisor when collecting the singlets. The deposit may consist of keys, money, wallet, mobile phone or purse or any other item of value, which will be returned only when the issued stadium singlets are returned.

If the stadium singlets are returned in damaged condition (eg ripped), or if any of the singlets are missing, the team will be required to cover the cost of replacement.

Prohibited Items

Players must not wear equipment (objects) that may cause injury to other players. All players must comply with the FIBA Official Basketball Rules unless an exemption is specified in these By-Laws.

Referees must not permit any player to wear objects that may cause injury to other players.

Players wearing shorts with pockets (even if they are turned inside out) or zips, jewellery of any kind other than a flat wedding band, or fingernails that protrude past the tip of the finger will not be permitted to take the court.

If a player claims that a particular item cannot be removed, it must be suitably covered (i.e. with medical tape) to the satisfaction of the referees.

Jewellery

All items of jewellery that can be removed must be removed. Items of jewellery that cannot be removed may be worn so long as they are adequately padded so as not to create a danger for other players.

The referee/s in conjunction with the supervisor shall be responsible for deciding if an item of jewellery has been adequately padded. If the padding is not considered adequate, the player may not take the court. The decision of the officials will be final.

Fingernails

The referee may inspect the fingernails of all players prior to the commencement of each match.

Players with fingernails that are not closely cut must do any of the following before taking the court:

- Cut and file their fingernails;
- Cover the nails with approved soft nail or cloth tape; or
- Wear approved gloves (eg netball gloves).

Hair and Hair Accessories

In general, hair accessories are not to be worn. The game referee(s) at their discretion will interpret this rule.

PLAYER PARTICIPATION

Late Arrivals

Players can be added to the scoresheet/electronic scoring device and take the court at any stage of a game after being beckoned by a referee. If the player is not registered, they must wait until a break in the game (i.e. half time or time out) to register by adding themselves to the scoresheet/electronic scoring device.

Fill-In Players

Teams are permitted to obtain fill-in players to have up to six (6) players available for a single game. A player is deemed a “fill-in” if they are registered in the current season at CwdBA with another team. Fill-in players may participate subject to the following conditions:

- Cannot participate if the team already has more than six (6) players available.
- If a sixth registered player arrives, the fill in player must be removed from the game and cannot return to the court.
- Must be from an equal or lower grade and must be eligible under the same gender rules.
- Must not play under a false identity.

An individual player can fill in with another team for a maximum of two (2) games per season. If the player fills in for a third game with that team, they become officially recognised as a bona fide member of that team and cannot return to their original team.

Players are not deemed fill-ins if:

- They are not registered with any team in the current season at CwdBA - these players would be deemed new player registrations
- They currently play on a different day of CwdBA competition - these players would be deemed multiple registrations
- They are currently registered at another basketball association - these players would be deemed new player registrations.

Being a fill- in player does not exempt that player from applicable registration or game fees with that team or club. A player cannot fill in for more than two games in total without being registered as a player with Basketball Victoria and having paid the applicable registration fee. This is a state governing body requirement and is not managed or controlled by the Association.

Playing Under False Identity

Any player found to be playing under a false identity may have any or all of the following sanctions imposed:

- Each game where the infringement has occurred becomes a 20-0 forfeited loss
- The individual reported under Basketball Victoria's Tribunal
- The team reported under Basketball Victoria's Tribunal
- Player and/or team placed on a good behaviour bond

Playing under a false identity due to ignorance or issues with player registration procedures will not be considered grounds for appeal.

APPEALS

Appeals must reach the Competition Organiser within five days of the time the team or player concerned could be expected reasonably to know of the matter about which the appeal is to be made.

The determination of appeals shall be by an ad hoc committee of three who do not have any involvement in any participating team. Membership of the ad hoc committee will comprise one person who is the competition organiser or his/her nominee, one other person who is a member of CwdBA as defined under the Rules of Association and one person who is a member of or is a nominee of the CwdBA Committee.

At an appeal hearing all interested parties shall be entitled to representation.

ALTERATION OF RULES AND BY-LAWS

These Rules and By-Laws may be amended from time to time by the Organisers in conjunction with Committee nominees. Amendments may be administrative or substantive.

Administrative amendments are those that do not alter the purpose, framework or legal obligations of the competition. They include changes to accommodate mandatory requirements by entities external to CwdBA, or changes to improve operational efficiency.

Substantive amendments affect the scope or intent of the Rules and By-Laws. They must be ratified by Resolution of the CwdBA Committee at its next meeting following the amendments being announced and prior to the amendments being implemented.

Amendments whether administrative or substantive will only come into effect for the next season. Amendments must be announced prior to and also as part of the registration process for the next season.

Substantive changes in scope or intent to these Rules and By-Laws must be flagged to current and known future teams and/or players. The Association at its discretion may choose to canvas or survey current teams and/or players about proposed amendments.

SCHEDULE I

FEES AND CHARGES

The following fees are applicable to all regular CwdBA domestic competitions (ie two seasons per year). Fees are reviewed and may be adjusted each season and included with each season's registration information.

If a scheduled competition is scheduled to be significantly shortened or lengthened from the regular season length, the registration fee may be varied from that shown in this schedule.

Entering teams to competitions

Teams enter competitions using the designated Collingwood Basketball Association online PlayHQ portal. Team entry fees cover competition administration, venue costs, referee development, equipment and associated costs. Members of teams may be nominated during entry or later, but individual players must already be registered with Basketball Victoria, or comply with an online request to register from Basketball Victoria, in order to be eligible.

Registration with Basketball Victoria

Basketball Victoria requires **each individual player** to register directly using Basketball Victoria's online PlayHQ system. This registration lasts for 365 days, is valid for any authorised competition within Victoria, and provides:

- Professional Indemnity & Public Liability insurance
- Personal Player insurance
- Affiliation with Basketball Victoria and Basketball Australia
- Opportunity to participate in all BV sanctioned events and competitions
- Opportunity to participate in education, training, seminars, courses & clinics
- Participation and eligibility for state team / development programs
- Administrative and technical support for their local association

Insurances mentioned above do not include property insurance, which is the responsibility of the individual.

Basketball Victoria player registration requires each player to provide a genuine, current, valid and unique email address by which they can be identified.

Game fees

A game fee is payable for each game in which the team participates. This fee must be paid prior to the commencement of the game and covers referees, referee supervision, venue supervision, court hire, scoring management, and cleaning.

Payment Methods

CwdBA operates a cashless system for **team entry** and **player registration** fees, paid via the Play HQ online portal. There are no door entry fees for the Senior Domestic Competition at any venue.

Game fees are to be paid through the Teampay online app, except in rare occasions where upfront whole-season payment may be requested by the team and/or offered by the Organisers.

Entry Fees

All Teams	\$50
Bond	\$150 (payable by new teams for their first season)

Late entries may incur a late fee surcharge.

Entry fees and bonds are payable during the online team entry process.

Player Registration Fee

Basketball Victoria fee per year (365 days)
Basketball Australia fee per year (365 days)

This fee is set and charged directly by Basketball Victoria and Basketball Australia and is payable during the online team entry process, or subsequently, unless the player registration is already current. Registration status is checked during the team entry process and subsequently.

Game Fee

\$90 per team per game Monday night Premier League
\$75 per team per game all other

Game fee is payable to the Venue Supervisor prior to start of game using TeamPay.

OTHER FEES AND CHARGES WHERE APPLICABLE

Hire of stadium singlets

\$15 per set per game

Hire charge is payable to the Venue Supervisor prior to start of game, using EFTPOS (Preferably) or cash.

Walkover fines

Forfeiting matches is disruptive to competitions, and teams have a reasonable expectation to play all scheduled matches. Teams forfeiting matches are required to notify CwdBA as soon as is reasonably possible.

- 24hr+ notification **\$100**
- Less than 24hrs notice **\$140**

Notifications received outside of usual business operating periods are not considered received until confirmation has been acknowledged. Notice periods are inclusive of CwdBA management capacity to reply, and contact / confirmation of the walkover with opposing teams.

Fines noted above are inclusive of the applicable game fees. Teams receiving a walkover will have a credit and/or refund applied if they have already paid the applicable game fee, unless a refereed scratch match has been played.

Withdrawal Fee

Teams are expected to play through the complete season schedule as per the season calendar. Should a team not be able to fulfil their competition schedule, including finals, for any reason they must contact the competitions coordinator immediately.

Withdrawing from competitions has a significant impact on venues, administration and the integrity of those competitions. The following fee is applicable to teams that withdraw after first round fixtures have been released:

Withdrawal fee **\$150**

Bonds

New teams may be required to pay a bond when registering the team online. The bond will normally be held for the duration the team's participation in CwdBA competitions.

Existing teams may be levied for any increase in the scheduled fee or the entire amount of the bond, if a bond is not held against the team.

Forfeiture of Bond

A team will forfeit their bond if:

- The team withdraws from the competition after the fixtures (including grading and finals) have been prepared;
- The team is disqualified for any reason;
- A request for a refund of the bond is not received within twelve (12) months of the end of the season in which the team last participated.

Refund of Bond

When a team against which a bond is held does not enter the following CwdBA Senior Domestic competition season, the team is entitled to a refund of their bond. Requests for refund of the bond must be made in writing addressed to the Competition Administrator and be sent by the team contact as recorded on the team's last team entry.

Bond refunds will be credited direct to the team's nominated bank account or credit card. The amount returned to the team will be the full amount paid, less any deduction for any outstanding amounts due to CwdBA by way of fines (e.g. forfeits or withdrawal payment within the season of competition).

SCHEDULE II

FINES AND PENALTIES

The following fees and penalties are applicable, but not limited, for CwdBA competitions. Fees are reviewed and adjusted accordingly each season:

Damage to Stadium Singlets

- Repair only: full cost of repair
- Replacement: full cost of replacement

Good Behaviour Bonds

Teams that demonstrate poor behaviour may have a Good Behaviour Bond levied against them. Bonds will vary in amount and time at the discretion of management. Bonds will be fully refundable upon expiry of the bond agreement or conclusion of the team's participation in CwdBA competitions, pending any outstanding fees or fines.

Damage to CwdBA property and premises

In the case of wilful damage to CwdBA property, premises or equipment a fine not less than the cost of repair or replacement of the damaged item will be levied at the discretion of the Committee.

Game Score Penalties

Incorrect uniform	5 point penalty
Non-provision of scorer	5 point penalty
Late start	1 point for each minute or part thereof

All infringements must be brought to the attention of the team captain/coach/delegate, prior to the penalty being applied. All score penalties must be added to the scoresheet prior to signing off the first half.

Premiership Point Penalties

Teams will lose premiership points for any game in which they:

- Play an unregistered player
- Play an ineligible player
- Include a player under another players name
- Include a player under suspension

SCHEDULE III

MIXED COMPETITION

Additional rules and guidelines for Mixed (Social) competition

“Gender” in this schedule refers to an identified gender (female or male) as designated by the player during the registration process.

Mixed basketball is a social competition; players are asked to play the game in a social and enjoyable manner. Games are played as prescribed in the Game Rules section of these By-Laws, except where modified by the following variations and additions specific to the Mixed Competition.

Basketball size

The basketball used in Mixed Competition is size 6.

Gender Mix

A team must be represented by at least (2) female and (2) male players on the court; the fifth player can be either female or male. A male player cannot be subbed on for a female unless there are (2) females on the court. The game will be called a forfeit if either team is unable to comply and have at least (1) of each gender on the court. The offending team loses the game regardless of points scored.

Prior to the commencement of the game, a team must field (4) players with a minimum of (1) female and (1) male to start the match. Normal late start penalties shall be applied.

Male players are not permitted in the restricted (key) area at EITHER END of the court in the 1st half of the game and female players are not permitted in the restricted (key) area at EITHER END of the court in the 2nd half. PENALTY: VIOLATION; side ball to opponents.

Any intentional defensive key violations by the male players in the 1st half and the female players in the 2nd half, are to be treated as goal tending and the opposing team are to be granted (2) points. After the first warning by either referee, further intentional infringements of the above rule are to be penalised with a technical foul (for unsportsmanlike behaviour) on the offending behaviour.

Twelve (12) Point Rule

Each player can only score twelve (12) points until all players on their team have scored twelve (12) points each. Once each team member has reached twelve (12) points, all players on that team are free to score.

Prior to all players scoring twelve (12) points the following will apply:

- If a player on twelve (12) points is intentionally fouled they may nominate another player in their team to take the free shots (points count).
- If a player on eleven (11) points scores a field goal, only one (1) point is allowed.

- If a player on twelve (12) points shoots, and the basket is good, determination is VIOLATION; NO SCORE; side ball to opposing team.
- If a player is on eleven (11) points with two shots, if one shot is successful then another player may be nominated to take the remaining free shot.
- If a player scores their 11th point from a field goal and is fouled then another player may be nominated to take the bonus foul shot.