

# **COLLINGWOOD BASKETBALL**

## **SENIOR DOMESTIC RULES**

These Rules are written in conjunction with the Collingwood Basketball Senior Domestic By-Laws. For any further information please refer to the Collingwood Basketball Senior Domestic By-Laws.

### **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. When registering as a 'fill-in player' all details must be accurate including name, date of birth and email. If this details does not match any previous registration as a 'fill-in player'.

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

- No taped or written numbers
- No blank singlets

Players are not permitted to take the court with pockets in their shorts

- There are no exceptions to this rule
- 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. 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. 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 \$75 per game (or \$90 for Monday night premier competition)

All team fees are to be collected via Teampay ONLY. No manual payments accepted

Teams must pay prior to the game starting

- 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
- 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

- Games will comprise of 2x 18-minute halves with a 2 minute half-time break
- 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
- 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
- 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

## **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 score. 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> and 2<sup>nd</sup> technical and/or unsportsmanlike foul – no sanction
- 3<sup>rd</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 fouls:

- technical fouls include, but are not limited to: disputing decisions, swearing, baiting, taunting
- 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. This must be received by 5pm the next day after 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 immediate suspension. If necessary a team may be removed from the competition if the behaviour exhibited involves multiple players from that team.

## **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 - \$160
- Notified with less than 48 hours notice until game time - \$140
- Notified with more than 48 hours notice until game time - \$100

## **FINALS**

Finals will be played over a two week period with the following ladder positions competing in finals as follows:

Semi Final Week One: 1 v 4 and 2 v 3;

Grand Final Week Two: Winner 1 v 4 versus Winner 2 v 3

For grades that have 10 teams or more the following ladder positions will also compete in the Reserve Finals of their division:

Semi Final Week One: 5 v 8 and 6 v 7

Grand Final Week Two: Winner 5 v 8 versus Winner 6 v 7

### **Finals - Qualification**

To qualify for finals a player must have played in a minimum of 5 games. This can only include a maximum of 2 games as a 'fill-in player' and only if the details match the details used to register as a permanent player in the team. This includes 'fill-in' details matching the name, date of birth and email address.

### **Finals - Timing Rules**

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 Time Outs
- 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. Once the margin is under 15 at any point in the last 3 minutes, the clock will continue to stop for the remainder of the game, regardless of the margin.

### **Finals - Overtime Rules**

- All rules in the 'Timing Rules' above apply
- After a one-minute break an extra three (3) minutes will be played,
- Teams will continue in the same direction.
- All fouls stand.
- One (1) time out for each team is allowed per overtime.
- Any subsequent extra periods will follow the same rule to achieve a result.

### **Finals - Team Fees on Team Pay**

Final fees are set at \$90 per team per game (or \$110 for Monday Premier Competition). This will also cover the cost of scorebench personnel.

All team fees are to be collected via TeamPay before the commencement of the game.

### **Finals - 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 - \$180
- Notified with less than 48 hours notice until game time - \$160
- Notified with more than 48 hours notice until game time - \$130