



# SENIOR DOMESTIC BY-LAWS

COLLINGWOOD BASKETBALL ASSOCIATION INC

VERSION CONTROL

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|-----------|-------------|-----------------|--|
| Version 3 | August 2026 | General manager |  |
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## 1. INTRODUCTION

Collingwood Basketball Association (CBA) aims to provide opportunities for all those involved in basketball to continuously learn and develop their skills, knowledge and understanding of the game of basketball, thus enhancing, and prolonging their enjoyment of the game. These by-laws shall apply to all senior domestic competitions administered by the CBA. CBA reserves the right to adjudicate basketball in the best interests of any matters not specifically covered by these rules and By-Laws. CBA 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. CBA expects all participants to abide by the Code of Conduct and to obey any reasonable direction given by CBA 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 CBA website(s) and all applicable software relevant to the Association and the competition, including but not limited to application packages provided through, PlayHQ or other entities endorsed by Basketball Victoria or Basketball Australia.

These By-Laws operate in conjunction with the Rules of Association, Policies and Procedures of Collingwood Basketball Association. Where these By-Laws are silent on a matter, the relevant CBA policy or determination of CBA will apply.

## 2. CONDUCT

CBA administrators and referees shall oversee all conduct by players, officials and spectators belonging to participating teams while at venues at which CBA 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 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 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 to 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.

### **3. 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, they are 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, they 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.

#### **3.1. Illegally Hanging From the Ring**

Any player who intentionally hangs from the basketball ring, net, backboard or support 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.

### **4. ENTRY & 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.

- Senior teams must register via the online registration portal on the CBA website. An online registration portal will be opened on the website for existing teams for one week, before the link becomes public 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 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.

#### **4.1 Team Name**

CBA reserves the right to refuse entry to any team with a name that may be considered derogatory, discriminatory, offensive, or inappropriate. This includes but is not limited to names that target individuals or groups based on race, ethnicity, gender, sexual orientation, religion, disability, or any other characteristic protected by law or recognised as a basis for discrimination.

### **5. ELIGIBILITY**

#### **5.1 Age & Identity Eligibility**

The following conditions apply:

- Players are required to be of at least 15 years of age to participate in open-age competitions conducted under these by-laws.
- 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 CBA 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 is granted extra premiership points.

#### **5.2 Finals Eligibility**

To be eligible to play finals, the following conditions need to be met:

- 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.

### **5.3 Next-Best-Up Rule**

Where a team is unable to field up to six (6) eligible players for a finals match, the Next-Best-Up Rule may be applied at the discretion of the Competition Organisers. Under this rule, the team may utilise registered players from the same team who have not met the minimum 40% eligibility requirement, with priority given to those players who are closest to achieving the required number of qualifying games. Players will be considered in descending order of games played until the team has a maximum of six (6) players available.

Under no circumstances may this rule be used to allow a team to field more than six (6) players for a finals match. This provision is intended solely to enable a team to field a legal playing roster and must not be used to gain a competitive advantage.

### **5.3 Gender Eligibility**

Where a competition, division or grade includes a specific gender (i.e. 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.

## **6. FIXTURE REQUESTS**

To assist with the timely preparation and release of competition fixtures, all fixture requests (including preferred game times, unavailable dates, venue preferences, or any other scheduling considerations) must be submitted to the Competition Coordinator by the advertised fixture request deadline prior to the commencement of each season.

Fixture requests received after the published deadline will not be accepted or considered, except in exceptional circumstances as determined solely by the Competition Organisers.

While every reasonable effort will be made to accommodate approved fixture requests received by the deadline, CBA cannot guarantee that all requests will be met due to court availability, grading requirements, scheduling constraints, and the overall needs of the competition.



Once fixtures have been published, requests for changes will only be considered in exceptional circumstances and at the sole discretion of the Competition Organisers. Teams should not assume that late requests or fixture alterations will be approved.

## **7. GRADING**

Competitions will commence each season with a grading period of four (4) rounds, which may be altered at the discretion of the competition organisers.

All grading matches form part of the official season fixture and count towards a player's eligibility for finals in accordance with the By-Laws.

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's 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 CBA 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.

## **8. FINALS SYSTEM**

The Finals System for each season shall be 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-week finals schedule. Any changes to the format, duration, or structure of the final series will be at the discretion of the Competition Organisers.

## 9. GAME & FIXTURE DISRUPTIONS

### 9.1 Late Starts

The game clock will start at the published time in accordance with the competition fixture. If the previous match runs late, the game clock will start 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 one (1) point per minute or part thereof, awarded to the opposing team that has the required minimum number of players (4) to start.

### 9.2 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 fixture game.

A team whose walkover fine is not paid by such time shall not receive any premiership points for that next fixture 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 with an ineligible player or player. 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.

### **9.3 Cancellation, Abandonment & Shortening Of Games**

The Venue Supervisor can cancel a game if conditions are such as creating 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 (e.g. 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 20-20 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.

### **9.4 Cancellation or Changes to Games Due To External Factors and/or Government Mandate**

CBA 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.

## **10. GAME RULES**

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

### **10.1 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.

## **10.2 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 whistles and timeouts during the last minute of the first half.
- All whistles, including timeouts, in the last three (3) minutes of the second half

## **10.3 Finals - Drawn Games**

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.

## **10.4 Premiership Points Allocation**

Please see below CBA's Premiership points allocation:

- WIN = 3 points

- DRAW = 2 points
- LOSS = 1 point
- BYE = 2 points
- LOSS BY WALKOVER = 0 points
  - *WALKOVER / FORFEIT GIVEN = 0 points and score to be 0 – 20*
  - *WALKOVER / FORFEIT RECEIVED = 3 points and score to be 20 – 0*

## **11. SCORING**

### **11.1 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, so they must register themselves using the applicable online registration form or directly into the scoring system before the match commences.

### **11.2 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. CBA 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.

### **11.3 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.

#### **11.4 PLAYHQ Game Submission**

### **12. GAME OFFICIALS & SUPERVISORS**

CBA will appoint a Venue Supervisor and game officials (referees) to all venues. CBA 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.

### **13. UNIFORMS, EQUIPMENT & ACCESSORIES**

#### **13.1 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 e.g. black, navy blue and royal blue are all considered different colours.

Each team must register the colours of their uniform on the CBA 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.

### **13.2 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
- 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.

### **13.3 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.

### **13.4 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.

### **13.5 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.

### **13.6 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 (e.g. ripped), or if any of the singlets are missing, the team will be required to cover the cost of replacement.

### **13.7 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, jewelry 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.

### **13.8 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.



### **13.9 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 (e.g. netball gloves).

### **13.10 Hair & Hair Accessories**

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

## **14. PLAYER PARTICIPATION**

### **14.1 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.

### **14.2 Fill-In Players**

Players may only play a maximum of 2 games as an unregistered fill-in player. After this, they must register to ensure that the requirements of the CBA and Basketball Victoria are met. Only players who are registered and entered onto a given team will be considered for finals qualification.

Teams may use fill-in players to have a maximum of six (6) players available for any one game. The number of fill-in players permitted is determined by the number of registered team players present on game day. For example:

- 4 registered players – Up to 2 fill-in players permitted (maximum 6 players).
- 5 registered players – Up to 1 fill-in player permitted (maximum 6 players).
- 6 or more registered players – NO fill-in players permitted.

Fill-in players may participate subject to the following conditions:

- Cannot participate if the team already has six (6) or more 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 not play under a false identity.

CBA will monitor and record the use of all fill-in players throughout the season to ensure compliance with competition by-laws. Any team found to be in breach of these

regulations, including exceeding the permitted number of fill-in players or failing to comply with player eligibility requirements, will be subject to penalties at the discretion of the Competition Organisers.

### **13.3 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.

## **15. APPEALS**

Appeals may be lodged in relation to matters including, but not limited to, Technical Fouls, Behavioural Fouls, and any other disciplinary or competition decisions made under these By Laws. Any appeal must be submitted in writing to the Competition Organiser within 24 hours of the fixtured game. Appeals lodged outside of this timeframe will not be considered unless exceptional circumstances exist and are accepted by the Competition Organiser. Appeals will be assessed by the relevant CBA staff member in accordance with these By Laws. Where the appellant disputes the decision, the matter may be referred to the General Manager for review. The determination of the General Manager is final.

## **16. ALTERATION OF RULES & 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 CBA, 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 CBA 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.

## **17. SCHEDULE I**

### **17.1 Fees & Charges**

The following fees are applicable to all regular CBA domestic competitions (i.e. 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.

### **17.2 Entering Teams to Competitions**

Teams enter competitions using the designated CBA 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.

### **17.3 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.

#### 17.4 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.

#### 17.5 Payment Methods

CBA operates a cashless system for team entry and player registration fees, paid via the PlayHQ 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 on rare occasions where upfront whole-season payment may be requested by the team and/or offered by the CBA.

#### 17.6 Entry Fees

- All Teams: \$150 Team Season Registration Fee
- Bond: \$150, payable by **new teams for their first season only**. Existing teams continuing from a previous season **will not be required to pay a new bond**.
  - Late entries may incur a late fee surcharge.

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

#### 17.7 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.

#### 17.8 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.

#### 17.9 Other Fees & 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.

### **17.10 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 CBA as soon as is reasonably possible.

- 24hr+ notification = \$120
- Less than 24hrs notice = \$160
- No notice = \$200

Notifications received outside of usual business operating periods are not considered received until confirmation has been acknowledged. Notice periods are inclusive of CBA 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.

### **17.11 Withdrawal Fee**

Teams are expected to participate in and fulfil the complete season schedule in accordance with the published season calendar. Should a team be unable to fulfil its competition schedule, including finals, for any reason, they must contact the Competitions Coordinator immediately.

Team withdrawals have a significant impact on venue allocations, competition administration, fixturing and the overall integrity of the competition. Accordingly, teams withdrawing from a competition after first-round fixtures have been released will be subject to a \$150 withdrawal fee.

The withdrawal fee must be paid by the team, or, where applicable, the Association reserves the right to forfeit the team's competition bond in lieu of the withdrawal fee.

The Association reserves the right to consider exceptional circumstances on a case-by-case basis.

### **17.12 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 CBA 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.

### **17.13 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.*

#### **17.14 Refund of Bond**

When a team against which a bond is held does not enter the following CBA 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 CBA by way of fines (e.g. forfeits or withdrawal payment within the season of competition).

### **18. SCHEDULE II**

#### **18.1 Fines & Penalties**

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

Damage to Stadium Singlets

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

#### **18.2 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 CBA competitions, pending any outstanding fees or fines.

#### **18.3 Damage to CBA Property and Premises**

In the case of wilful damage to CBA 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.

#### **18.4 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.

### **18.5 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 player's name
- Include a player under suspension

## **19. SCHEDULE III**

### **19.1 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.

### **19.2 Basketball Size**

The basketball used in Mixed Competition is size 6.

### **19.3 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.

#### **19.4 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.