



SENIOR DOMESTIC SUMMER 26/27 HANDBOOK

COLLINGWOOD BASKETBALL ASSOCIATION INC

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These rules are written in conjunction with the Senior Domestic By-Laws, for further information please refer to the By-Laws.

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1. OVERVIEW

The upcoming Summer 26/27 season will start on the 4th of October 2026 and will end on the 23rd March with finals being played up until the 13th April.

Team entry fee is \$150. When you enter the competition, your team must also pay a \$150 bond; this is only paid once and is held until your team leaves the competition. On top of the team entry fee, teams must pay a team sheet fee before each game. The team sheet fee is paid only via Teampay, which will be set up for each team prior to the season commencing. It is a \$75 team sheet fee for all divisions, except for the Premier League, which is \$90.

The GWP Women's Competition has different pricing, please refer to the Senior Domestic Women's section for more information.

In addition, each player participating in a team is required to pay a registration fee for an Annual Participant License (per 365 days) with Basketball Victoria. This fee is \$48 for adults, \$34 for under 18 – payable by each player when they register to your team if they are not already registered with BV. The license lasts for 365 days and covers all competitions in Victoria. There is also a Basketball Australia Game Development levy of \$5.50 per competition player. CBA has no control over this amount

Games start as early as 5pm on Sunday and 6:30pm on Monday. Last game starts at the latest 8:45pm on Sunday and 10:15pm on Monday.

Each team will need to appoint a team contact who is responsible for:

- Ensuring all the contact information and payments of the team are up to date
- Ensuring all updates from the competition are conveyed to the team
- Responds to all concerns raised by the Competition Coordinator

Please ensure that when you register on PlayHQ that your contact information is accurate and up to date as this is how we will contact you.

2. SEASON DATES

Sunday night Senior Men's Competition – Division 1, 2, 3 and 4. Summer 26/27 season commences 4th October

Monday night Senior Men's Competition – Men's Premier Division (3 referees and shot clock), plus Divisions 1, 2, 3 and 4. Summer 26/27 season commences 5th October

Tuesday Night Senior Women's Competition – Division 1 and 2. Summer 26/27 season commences 6th October

Round	Sunday night	Monday night	Tuesday night
2026			
Grading 1	4th October	5th October	6th October
Grading 2	11th October	12th October	13th October
Grading 3	18th October	19th October	20th October
Grading 4	25th October	26th October	27th October
NO GAME - Melbourne Cup Weekend	1st November	2nd November	3rd November
1	8th November	9th November	10th November
2	15th November	16th November	17th November
3	22nd November	23rd November	24th November
4	29th November	30th November	1st December
5	6th December	7th December	8th December
6	13th December	14th December	15th December
7	20th December	21st December	22nd December
Summer Break - No Games Played Over Summer Break			
2027			
8	31st January	1st February	2nd February
9	7th February	8th February	9th February
10	14th February	15th February	16th February
11	21st February	22nd February	23rd February
NO GAME - Labour Day weekend	7th March	8th March	9th March
	14th March	15th March	16th March
	21st March	22nd March	30th March
NO GAME - Easter	28th March	29 th March	30 th March
Semi Final	4th April	5th April	6th April
Grand Final	11th April	12th April	13th April

3. REGISTRATION & FILL-INS

[Senior Domestic Sunday Night Register A Team Here](#)

[Senior Domestic Monday Night Register A Team Here](#)

[Senior Domestic Tuesday Night Register A Team Here](#)

All players must be registered with PlayHQ and Basketball Victoria prior to game day. Player registrations must be made via a unique registration link which will be provided to each team manager after the team has 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.
- **Any illegible players played in a team will result in a forfeit i.e. 20-0**

Players who are not registered via the team's unique registration link and are 'filling in' may register manually courtside prior to their game via the scoring iPad, however this luxury is **only available twice**.

Please note that fill-in rules differ for the [Tuesday Night Women's Competition](#) and is at the discretion of the Competitions Coordinator

When registering as a 'fill-in player' all details must be accurate including name, date of birth and email. If these details do not match any previous registration as a 'fill-in player' then those games played as a "fill-in" will not qualify towards total number of games played for finals.

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. If a player plays for another team on that same competition night the game will become a forfeit
- 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 (inclusive of child's of players).

- 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

4. TEAM FEES

Team registrations for the Men's Summer 26/27 season are **\$150 per team**. Early bird registration period is from the 7th August 2026 – 21st August 2026 and will provide teams with \$30 off their team registration.

When entering the competition, on top of the team registration fee, teams must pay a **bond of \$150**. This is only paid once and is held until the team leaves the competition. If a team fails to pay a walkover fee on time, the cost of the walkover fee may be taken out of the bond paid when entering the competition. This bond fee is paid when registering a team to the season. Returning teams do not need to pay the \$150 bond again when registering to a new season, instead they will be given a unique team discount code when registering.

Game day team sheet payments are set at \$75 per game (or \$90 for Monday night premier competition)

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

Teams must pay prior to the game starting, the game will not start unless both teams have paid. If a team is yet to pay their game fee at the 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.

In addition, each player participating in a team is required to pay a registration fee for an Annual Participant License (per 365 days) with Basketball Victoria. This fee is \$48 for adults, \$34 for under 18 – payable by each player when they register to your team if they are not already currently registered with BV; the license lasts for 365 days and covers all competitions in Victoria. There is also a Basketball Australia Game Development levy of \$5.50 per competition player. CBA has no control over this amount.

5. TUESDAY NIGHT SENIOR WOMEN'S COMPETITION

Sponsored by Collingwood's, Girls and Women's Pathways (GWP) program, attained by the 'Play our Way,' grant from the federal government, pays will differ to that of past Senior Domestic Seasons. The following is only for participants registered to the Senior Women's Competition on Tuesday nights.

Team sheets are set at \$40 per game. All team sheet fees are to be collected via **Teampay ONLY**. No manual payments accepted. Teams must pay prior to the game starting, the game will not start unless both teams have paid. If a team is yet to pay their game fee at the 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.

Team registration for the Summer 26/27 season is **\$50 per team**. Early bird registration period is from the 7 August 2026 – 21st August 2026 and will provide teams with \$30 off their team registration.

On top of the team registration fee, teams must pay a **bond of \$150** when they enter the season. This fee is included in the PlayHQ team registration fee and the \$150 paid will be held until the team leaves the competition.

6. WALKOVERS

Walkovers are to be notified via the Teampay app, which will alert the opposition team as well as the relevant supervisors and competition coordinators.

In the event a team needs to give a walkover, they will pay a fee determined by the following factors:

- Walkover not notified - \$200
- Notified with less than 24 hours' notice until game time - \$160
- Notified with more than 24 hours' notice until game time - \$120

The team entry, team sheet fee, and the bond fee do not cover a walkover fee. If a team gives a walkover, a walkover fee of up to \$200 will be charged. This fee must be paid before the next game. If the walkover fee is not paid on time, the cost of the walkover will be taken out of the bond paid when the team entered the competition. If a team consistently fails to pay the walkover fee on time they may be excluded from the competition.

7. 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 or taped up

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.

Any incorrect uniform in a team is a 10-point penalty. Regardless of how many players have incorrect uniform. If one player only has incorrect uniform it is a 10-point penalty, if 5 players have incorrect uniform it is a 10-point penalty total.

Tuesday Night Women's competition uniform – please note that uniform rules may differ from what is outlined above. Uniform penalties may not apply. This is at the discretion of the Venue Supervisor and/or Competitions Coordinator. Please contact Bella Doherty for any questions or concerns via email: bella.doherty@collingwoodbasketball.com.au

8. GAME/TIMING RULES

As per standard FIBA official basketball 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

Scoring

Each team must supply a competent scorer throughout the game. Please ensure that scorers are familiar with the scoring rules and scoreboard/clock equipment. Failure to provide a scorer will result in a 5-point penalty. Both scorers should regularly check the electronic scoring device and scoreboard throughout the game to avoid any discrepancies. Once the game has been completed and finalised by the referees, scores cannot be altered.

Point Penalties

Incorrect uniform is 4 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 is 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

9. BEHAVIOUR TECHNICAL & UNSPORTSMANLIKE FOULS

Players who accumulate behavioural technical and/or unsportsmanlike fouls throughout the season will receive sanctions as follows:

- 1st and 2nd technical and/or unsportsmanlike foul – no suspension.
- 3rd technical and/or unsportsmanlike foul – 1 game suspension.
- 4th technical and/or unsportsmanlike foul – 2 game suspension.
- 5th technical and/or unsportsmanlike foul – 3 game suspension.

Each subsequent technical and/or unsportsmanlike foul – the suspension will increase by one additional game for each offence.

Any player who has been disqualified from the game due to behavioural technical and/or unsportsmanlike fouls must leave the stadium immediately. Failure to leave the stadium within two minutes will result in an immediate forfeit on the behalf of the disqualified players team.

Foul Record: All behavioural technical and unsportsmanlike fouls will remain on a player's disciplinary record for a period of 12 months from the date of the offence. Following 12 months, the relevant foul will be removed from the player's record and will no longer contribute towards the accumulation of fouls or subsequent sanctions.

Note: If a player is disqualified from a game due to behavioural technical and/or unsportsmanlike fouls, this will contribute two fouls to their total for the purposes of determining sanctions.

Behavioural technical and unsportsmanlike fouls cover any type of negative behaviour towards an official or another player.

Examples of fouls include:

- Technical fouls include, but are not limited to disputing decisions, swearing, baiting and taunting.
- Unsportsmanlike fouls include but are not limited to: intentional excessive contact with an opponent, striking, pushing, kicking and tripping.

All players will have the right to appeal any behavioural technical or unsportsmanlike foul they receive, in writing, following the game. Any appeal must be submitted in writing to the Competition Coordinator within 24 hours of the fixtured game.

Instances where such behaviour is exhibited may also be further dealt with at the discretion of Collingwood Basketball Association, where necessary, by 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.

Behaviour

It is unacceptable behaviour to:

- Abuse referees, officials, staff, or opposition players
- Use audible obscenities
- Persistently show dissent or dispute referee calls.

Collingwood does not tolerate any abuse. Any team players or supporters who are guilty of misbehaviour will be penalised. Penalties will include technical fouls and or ejection from the stadium. Any fighting or striking offences and threats of harm are regarded very seriously and will result in reports of players and exclusion of the team from the competition. Audible obscenities and persistent dissent with referees' calls can result in technical fouls.

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.

10. CONDUCT

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, the player 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, 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.

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.

11. 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

Finals - Qualification

To qualify for finals a player must have played in a minimum of 7 games, including grading matches. 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.

Please note that fill in eligibility for finals may differ for the Tuesday night women's senior domestic competition. This is up to the discretion of the Competition Coordinator.

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 score bench personal. 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 - \$230
- Notified with less than 48 hours' notice until game time - \$190
- Notified with more than 48 hours' notice until game time - \$160