



**SENIOR DOMESTIC COMPETITION  
Rules & Regulations**

**October 2010**

# TABLE OF CONTENTS

1.	Competition.....	3
2.	Grades.....	3
3.	Seasons .....	3
4.	Team Entry.....	3
5.	Registration of Players.....	3
6.	Player Transfers.....	3
7.	Conduct.....	4
8.	Incident Reports .....	4
9.	Incident Appeals.....	5
10.	Playing Times and Rules .....	6
11.	Finals.....	6
12.	Scoring.....	7
13.	Premiership Points.....	7
14.	Forfeits .....	8
15.	Finals.....	8
16.	Walkovers .....	9
17.	Grading .....	9
18.	Injury.....	10
19.	Special Rules for Mixed Competition .....	10
20.	Uniform.....	11
21.	Playing Uniform .....	11
22.	Care of Venues .....	13
23.	Alteration to the Rules .....	13
24.	General.....	13
25.	Rules for Midweek Ladies .....	13
26.	Annual General Meeting.....	13
27.	Team Delegate.....	13
28.	Domestic Wheelchair Basketball .....	14
29.	Schedule of Fees.....	16

**THE FOLLOWING RULES APPLY TO ALL SENIOR DOMESTIC COMPETITIONS HELD UNDER THE ADMINISTRATION OF KNOX BASKETBALL INC.**

**1. Competition**

- 1.1. Knox Basketball Inc Senior Domestic Competition is conducted on a TEAM basis with each night of competition conducted as a separate competition.

**2. Grades**

- 2.1. Grades of competition will be as advertised on the cover sheet of the Entry Form issued for each season.

**3. Seasons**

- 3.1. There will be two (2) seasons of competition each year. One (1) summer and one (1) winter.

**4. Team Entry**

- 4.1. Teams applying for the competition will enter a team by completing an online team submission and an online payment into the Jamware system or through the lodgement of a team entry form with payment at the Knox Basketball Incorporated office during business hours.

**5. Registration of Players**

In order to play in the competition ALL players

- 5.1. Participating in the Senior Competition must have turned fifteen (15) years of age prior to the Season's commencement date.
- 5.2. Playing with the Association for the first time must sign and complete a registration form before leaving the stadium after their first game
- 5.3. Who have not registered and then play in a subsequent game without completing the registration form at the stadium will be deemed to be an ineligible player and all of the games in which they have played will be awarded to the opposition.
- 5.4. Are permitted to register for only one team in each competition. Players are eligible to play in separate competitions on the same night.
- 5.5. VETERAN players must be 35 years of age for men and 35 for women prior to the season's commencement date.

**6. Player Transfers**

Transfers apply when players transfer from one team to another team within the same season and competition.

- 6.1. All applications for transfers must be made on the prescribed form and lodged with the Senior Competitions Registrar.
- 6.2. the transfer is not approved by the former team both team delegates will be directed to appear before the appropriate Committee where the former team's delegate will be allowed the opportunity to show why the transfer should not be granted.
- 6.3. Transfers can only be approved by the Senior Registrar and are not valid, and the player may not play, until the transfer is approved. This information is available from the Senior Committee.
- 6.4. Once the player plays his first game they will require a transfer to play with any other team in that competition.
- 6.5. A Transfer will only be approved if the Committee is satisfied that the Competition will not be disadvantaged by the Transfer.
- 6.6. No Transfers will be granted after the sixth (6) round of any particular competition (including byes) except where special circumstances apply.
- 6.7. In special circumstances a player may apply in writing to the Senior Competition Committee for special consideration for a transfer. The player may only play for the team after the transfer has been APPROVED by the Senior Competition Committee.

## **7. Conduct**

- 7.1. If, in the opinion of the Committee, any player, Team or Official conducts themselves in a manner that is considered detrimental to the Competition or KBI, such Player(s), teams or officials may be charged and sent to the BV tribunal.
- 7.2. Knox Basketball Incorporated has the right, where it sees fit, to refuse entry and or remove any team from the competition if the conduct of the team or officials is deemed to be outside of the Basketball Victoria code of conduct.
- 7.3. Players who are adversely affected by alcohol or drugs will not be permitted to play.

## **8. Incident Reports**

- 8.1. Each Knox Basketball Inc game venue holds an Incident Report Form that can be used to report significant matters felt to be of importance to the integrity of the Game of Basketball.
- 8.2. A 10-minute cooling off period is to be observed before completion of an incident report.

- 8.3. The complainant should seek, if possible, but not mandatory, to discuss the matter with the Referee's Supervisor or other appropriate Knox Basketball Inc Official before deciding to proceed with a formal complaint.
- 8.4. The complainant must complete the Incident Report in full. Upon completion the first copy is to be handed to the Doorkeeper and the second copy is the complainant's copy.
- 8.5. The Doorkeeper will send the first copy to the Knox Basketball Inc Office for processing on the next working day.

Office Procedures:

- 8.6. Record details into the Incident System;
- 8.7. Forward details in the form of a copy to the Senior Domestic Committee;
- 8.8. An acknowledgment in the form of a letter or email, of the receipt of an Incident Form are to be sent to the Complainant and/or team delegate
- 8.9. The original report is retained by the office.
- 8.10. The Committee will review the incident report and take whatever action deemed necessary to deal with the incident. The outcome will be advised in writing to the complainant and or team delegate.
- 8.11. The Office will be provided with copies of the final correspondence to the Complainant in order that the matter may be officially finalised.
- 8.12. The Office will follow up outstanding incidents with the relevant parties to ensure each incident is finalised.

## **9. Incident Appeals**

- 9.1. If the complainant is not satisfied with the outcome of the incident the complainant can appeal to the Senior Competition within seven days of notification of the outcome by writing to the Senior Domestic Committee or by lodgement at the KBI offices or via Email to KBI.
- 9.2. The Chairperson of the Senior Domestic Committee in conjunction with a Knox Basketball Inc. Executive Member will decide if the grounds for appeal are justified.
- 9.3. The Appeal Committee will consist of three members of the Committee and the President of the KBI Executive or his / her representative.
- 9.4. In all instances any members of the Committee directly involved in the incident are to be excluded from the inquiry.
- 9.5. The decision by the Appeals Committee, within its power, will be final.

## **10. Playing Times and Rules**

- 10.1. Playing times for the games will be two 18 minute halves.
- 10.2. The clock will stop for all whistles in the last 3 minutes of the second half
- 10.3. Referees are required to start the clock on scheduled commencement times, each minute players do not assemble on court for the commencement, the offending team will be penalised one (1) point per minute.
- 10.4. Time-outs are not permitted to commence or to run into the last minute of the first half. Time outs taken during the last two minutes of the first half will be shortened so that they do not extend into the last minute of the first half.
- 10.5. Each team is allowed two (2) time-outs per half.
- 10.6. Players shall be allowed to score and to sub into the game off the scorebench
- 10.7. The playing rules shall be those of Basketball Australia except as adopted by BV and as modified by KBI.
- 10.8. Should an injury occur, the clock will not stop. Should the next game be affected the clock will start on scheduled time and play will commence when injured player has been moved from the playing area. If the injury occurs within the last 3 minutes, and the player is unable to be moved, the clock will be restarted after 1 minute.
- 10.9. Should a whole game be affected the game will be awarded as a draw.
- 10.10. If due to unforeseen circumstances the game has not commenced before the scheduled half-time break, the game will be declared a bye and team sheet money will be refunded.

## **11. Finals**

- 11.1. In FINALS the games shall be of two 18 minute halves. Each team will be allowed two time outs in each half.
- 11.2. Finals are conducted over two weeks. In week one, teams placed first and fourth play each other and teams placed second and third play each other. The winners of these games play in the grand final in week two.
- 11.3. The clock will stop for all time-outs throughout the game and for all whistles in the last 3 minutes of the second half.
- 11.4. In the case of the game resulting in a tied score then an extra 5 minutes will be played.

- 11.5. Each team will be permitted one time-out in this extra period.
- 11.6. For the finals KBI will provide an official for each bench. In all instances the official shall control the clock. Each team will still be required to supply a scorer under the normal match rules.

## **12. Scoring**

- 12.1. The players must be included on the main section of the Jamware system so as to be credited with having played in the game. New players can be added on the night by entering a first name, surname and date of birth. A new player must complete a registration form before they next play or all games in which the player has played for this team will be deemed a forfeit and the points awarded to the opposition.
- 12.2. To be credited with the game towards finals eligibility, players must be entered into the playing section of Jamware.
- 12.3. If a player misses games due to injury/illness, a medical certificate will be required to be supplied to the senior committee in order for those games to count towards finals eligibility.
- 12.4. Scorers should check their opponents team and the name of any player not present is to be removed from the playing section of Jamware and placed in the tray. If there is a dispute the matter should be referred to the referee.
- 12.5. Players' names can be added into the active section of Jamware from the tray at any time during the game. No new player (not already in the tray) can be created / added after half time.
- 12.6. Each team must supply a COMPETENT scorer for any game in which they are engaged.
- 12.7. Players may choose to score if no non-playing scorer is available and subs may be made from the Score bench during the game. If a team has only five players and no scorer, then one player must be a scorer throughout the game unless the team elects to take a 10 point penalty. The penalty must be applied before the commencement of the second half. No penalty applies for subs from the score bench.
- 12.8. The team will forfeit the game for any player added to the active section of Jamware whose first name surname and date of birth are not entered into Jamware. Any reasonable attempt to enter the details will be accepted without penalty.

## **13. Premiership Points**

- 13.1. A team winning a non finals game shall be awarded three (3) premiership points and the losing team one (1) premiership point.

Where the game results in a tie each team will be awarded two (2) points.

#### **14. Forfeits**

- 14.1. A team forfeits a game when they fail to turn up (locally ten minutes after start time); the actions of the team prevent the game from being played; it refuses to play after being instructed to do so by the referee. Penalty, the game is awarded to opponents and the score will be 10 - 0; The forfeiting team receives no premiership points; winning team receives 3 premiership points.
- 14.2. A team loses by default when, during the game, the team has fewer than two players on the court able to play. If the winning team is ahead, the score stands. If the defaulting team was ahead the opponents then win 10-0. The defaulting team receives 1 premiership point; winning team 3 premiership points.
- 14.3. Players in a game where the team forfeits will not be credited with that game for finals eligibility.
- 14.4. Any team which is withdrawn from the competition at any time during the playing season will not receive a refund.
- 14.5. Where the decision to cancel the game occurs after the completion of the first half the scores at the time of cancellation will stand as the final score. Where it occurs prior to the completion of the first half, the game is not deemed to have been played and both Teams are awarded a bye. This applies to court conditions such as water on the court but does not apply to any players or team officials disqualified or through player injury (where the player cannot be moved) or fouling out

#### **15. Finals**

- 15.1. Except as provided by the Committee, the four (4) leading teams shall comprise the final four.
- 15.2. Ties for position will be decided on percentage of results for the overall season.
- 15.3. In order to be eligible to play in finals a player must have played in at least one third (1/3) of his/her team's allocated games, at least one (1) in each half of the season. Byes are neither allocated or qualifying games.
- 15.4. Players who have not played in the first half of the season due to injury, illness or pregnancy, or who have not played the required number of games, and were registered with the team when the team was entered, will be allowed to play in finals. The team must apply to the Senior

Competition Committee and provide a medical certificate that covers the required game/s.

- 15.5. In the case of injury, or any other reason deemed sufficient by the Committee, special consent may be given to allow a player who has played less than the required number of games to participate in finals. As above, the team must apply to the Senior Competition Committee and provide suitable documentation to support their request. No permission will be granted after seven (7) days prior to the last game of the season.
- 15.6. The Committee shall make decisions in regard to disputes arising from eligibility of players to participate in finals.
- 15.7. Finals times will be posted on Notice Boards and on the Knox Basketball Incorporated website..
- 15.8. Finals will be conducted in a two week format unless advised differently by the Senior Committee. The first week of the finals will see team 1 play team 4 and team 2 play team 3 with the winners to play off in the grand final.

## **16. Walkovers**

- 16.1. A fine of a factor of two times the cost of a team sheet will be imposed on any team giving a walkover with payment in full to be made to the Doorkeeper before playing the next allocated game.
- 16.2. Teams giving walkovers may, at the discretion of the Committee, be suspended and replaced in the competition immediately.
- 16.3. A team credited with a win due to a walkover will receive a refund of the teamsheet fee paid for that game from the doorkeeper before half time on the same night.
- 16.4. To be credited with a win due to a walkover, the team sheet must have been paid by the team receiving the walkover and claiming the win.
- 16.5. There will be no refunds for games forfeited due to teams not complying with the competition rules.
- 16.6. If a team is withdrawn or replaced and has accumulated outstanding fines, then the bond shall be marked "not to be returned".
- 16.7. Players will not receive credit for a game when the opposition gives a walkover but special consideration will be given if a player would have made final eligibility by playing in a walkover.

## **17. Grading**

- 17.1. At the end of the season, at the discretion of the Committee, teams may be promoted to a higher grade or relegated to a lower grade.
- 17.2. Teams can submit a request for a change of grade via email or by completing a form at the stadium – this must be done before 6pm on the Friday of round 3 of the grading season.
- 17.3. Teams will be graded prior to Round 4 and fixtures will be available online and the game played during round four.
- 17.4. The Committee reserves the right to transfer any side to any grade at any time, in order to balance the competition, according to the performance of the team.

## **18. Injury**

- 18.1. In the event of a player being injured during the game, the referee should enter the detail into the injury section of Jamware at the time of the injury. The game will not proceed until this is completed and the clock will not stop. It is the team's responsibility to ensure the referees update Jamware with the injury details.

## **19. Special Rules for Mixed Competition**

- 19.1. Normal KBI. competition rules will apply.
- 19.2. Teams will consist of players of both sexes. No more than 3 male or 3 female players are allowed on the court at any one time.
- 19.3. A walkover will occur in the event of a team only having players of one sex available to start the game.
- 19.4. Male players are allowed 3 personal fouls and female players are allowed five 5 personal fouls.
- 19.5. No player may score more than 10 points in any game until all players in that team have scored ten points. This does not apply to players who have fouled out.
- 19.6. If a player who is on 9 points shoots a field goal only one point will count.
- 19.7. If a player who has 10 points is fouled and is rewarded with free throws he or she may nominate another player to take the free throws.
- 19.8. In the event of ALL players having scored all their points, players may start a new 10 points.
- 19.9. Male players are not permitted to enter the restricted area of either key.

- 19.10. If a male player enters the restricted area unintentionally a violation will be called and the ball will be inbounded by the opposing team at the place closest to the infraction.
- 19.11. If a male player violates the key in the act of after a shooting and the score is successful then the score will be cancelled.
- 19.12. In the event of a male player deliberately entering the key area (in the opinion of the referee) then a technical foul will be awarded against the offending player.
- 19.13. 3 point shots will count as 3 points. All other field goals will only score 2 points.
- 19.14. Finals - When at the end of the normal playing period (end of second half) the game scores are equal and teams are required to play an extra period then normal mixed rules will apply.
- 19.15. If in the course of the game a team is left with players of only one gender the game will continue however a maximum of 3 players of the one gender still applies.

## **20. Uniform**

- 20.1. All teams must register uniform and trim on the application form online. Uniforms must consist of tops of the same colour, numbered back and front as prescribed by the rules, and uniformly coloured shorts. Trim, where present, must be the same throughout the team, regulation sandshoes or gym boots must be worn (non marking soles).
- 20.2. A team shall forfeit five points for every player who is not in correct uniform.
- 20.3. The Committee has the power to order any player or team to renew uniforms should they not be to the standard required. Uniforms which have faded or discoloured to such an extent that they cause confusion to the referees, will be referred to the referee's supervisor who will inform the Committee. The Committee will then set a time limit for the uniforms to be replaced, during which time there will be no penalty for the uniform in question.
- 20.4. Where competing teams have the same or similar colours teams will toss a coin, or come to their own arrangement, to determine which team will be required to organise alternative tops. The colour register should be consulted for this information. Teams are asked to try to organise their own alternate uniforms, however, sets of alternate uniforms may be hired from KBI. A hiring fee and a deposit must be paid for the use of these uniforms. The deposit will be refunded when ALL the uniforms are returned in good condition.

## **21. Playing Uniform**

- 21.1. Players in the KBI Senior Competition wearing apparel unsuitable for competition basketball have caused the Senior Competition Committee to define acceptable apparel.
- 21.2. A players uniform shall consist of-
- Tops
  - Numbers
  - Shorts
- 21.3. Approved playing tops numbered back and front as defined in the Rule Book. Such garments as warm-up tops, track suit tops, wind cheaters or street clothes are not acceptable.
- 21.4. Numbers must be within the following ranges 4 to 15, 20 to 25, 30 to 35, 40 to 45, and 50 to 55 and must be of the correct size and the same colour throughout the team. Different styles of number will not be penalised. Double zero (00) is not a legal number.
- 21.5. Shorts or sports briefs must be of acceptable standard and must be the same colour throughout the team. Different styles and manufacturers will not be penalised except where it is considered that the logo is too large to be acceptable eg VFL and Adidas, unless uniform throughout the team. Shorts or briefs shall be free of such encumbrances as zips, buttons, buckles, pockets, belts, cords etc. Such items may cause injury to other players and are therefore unacceptable. Such garments as cycle shorts, cut off tracksuit pants, board shorts, bathers, leotards and tracksuit pants and the like are not acceptable and shall be penalised. Boxer shorts and the like hanging below the shorts are not acceptable and will be penalised also. Trim on singlets and shorts must be of the same colour and about the same width throughout the team. Team or Club emblems, team or player names and sponsorship of any kind are all deemed to be trim and so must be registered on the Team Registration Form and must be uniform throughout the team.
- 21.6. T - shirts may be worn only if they are uniform throughout the team and comply with the rules e.g. T-shirts are not to be worn under singlets unless the WHOLE team do so with matching T-shirts.
- 21.7. Skins that protrude outside of the singlet or shorts can only be worn if approved by Senior Committee by presenting a medical certificate indicating that this is needed for medical reasons.
- 21.8. Suitable sports footwear with soles which will not mark or damage the playing surface must be worn.
- 21.9. Players shall not enter the court unless attired as above. Uniforms which have faded or discoloured to such an extent that they cause confusion to the referees, or which are damaged or badly torn, will be referred to the Referees Supervisor who will inform the Senior Competition Committee. The Committee will then set a time limit for the uniforms to

be replaced. During this time there will be no penalty for the uniform/s in question.

21.10. Scarves, gloves, wrist tapes and jewellery cannot be worn on court. Wedding rings, studs and rings that cannot be removed must be taped.

21.11. Fingernails should not protrude beyond the visible line of the finger. If so they must be taped. Soft Velcro sealed netball gloves may be worn over long fingernails.

## **22. Care of Venues**

22.1. Any club, team player, official or other person responsible for causing DAMAGE to a venue may be required to pay the reasonable cost of reinstatement or a contribution towards such cost, as determined by the Committee.

## **23. Alteration to the Rules**

23.1. A rule may be altered, added to, rescinded or inserted by resolutions of the Senior Domestic Committee. All amendments to these rules must be ratified by the KBI Executive.

## **24. General**

24.1. In any matter not specifically covered by these by-laws, the Senior Domestic Committee will make the necessary ruling. All players competing in the Senior Competition organised by KBI do so at their own risk. Knox Basketball Inc. accepts no claims for loss or damage to personal property.

## **25. Rules for Midweek Ladies**

25.1. Normal KBI competition rules will apply.

## **26. Annual General Meeting**

26.1. Each team is entitled to a vote at the Annual General Meeting of Knox Basketball Incorporated. Each team attending must have their delegate sign in on the appropriate sheets prior to the meeting.

## **27. Team Delegate**

27.1. It is the delegates responsibility to make sure that their contact number and email address is current. The delegate will be the person responsible for all matters related to team entry and team conduct and will be the person to whom all matters are directed. The delegate will be responsible for responding to any matter raised by the Senior Domestic Committee.

## **28. Domestic Wheelchair Basketball**

- 28.1. In addition to FIBA & IWSF rules, which govern the technical rules of wheelchair basketball, that Wheelchair Sports Victoria has developed by-laws that must be adhered to.
- 28.2. Domestic competition Open and all other grades will be played on one night (Tuesday) at the Knox Basketball Stadium, Park Crescent Boronia, Teams are given the first 4 weeks to arrange appropriate uniforms.
- 28.3. Team Entry fees, Score Sheet fees, Stadium Fees, Singlet Hire are available on request. All teams are encouraged to have coaches assisting teams in the competition.
- 28.4. Domestic competition games are governed by (three-two) rules in that where available, teams can only run 2 able-bods on the court at any one time.
- 28.5. Qualification for finals is half a season plus one game. Medical certificates will be accepted in order to meet the qualification.
- 28.6. Wheelchair Sports Victoria will provide one scorer for each game..
- 28.7. Uniform Legal uniforms are required to be worn. A four (4) game period at the start of each season is awarded to get their 'house in order' after that first four games penalties will be applied, except where exception is granted by WSV.
- 28.8. Out of uniform Five (5) points per person Includes- singlets, incorrect numbers, incorrect colours undergarments shall be of the predominant colour
- 28.9. Timing Rules B Grade Games -2 x 17 minute halves, 2 minutes half time, clock does not stop
- 28.10. Each player shall be numbered on the front of his/her shirt, have the number displayed prominently on the back of the wheelchair or on the back of his/her shirt, with plain numbers of a solid colour contrasting with the colour of the shirt.
- 28.11. The numbers shall be clearly visible and
- 28.12. Those on the back shall be at least 20cm high b) Those on the front shall be at least 10cm high c) The numbers shall be not less than 2cm wide d) Teams shall use numbers from 4-15, 20-25, 30-35, 40-45 e) Players on the same team shall not wear duplicate numbers.
- 28.13. If a player changes his/her number during the game, he/she shall report the change to the scorer and to the referee.
- 28.14. Particular attention must be paid to the wheelchair as it is part of the player. Contravention of the following rules will result in the chair being

banned from the game. All wheelchairs must meet the provisions as per IWBF regulations.

- 28.15. Roll bars fitted on the underside of the footrest for floor protection purposes and small anti-tip castors, attached to the kick bars at the back of the chair for safety purposes, are permitted. Now called mono rear wheel caster and are attached to the camber bar.
- 28.16. There must be one hand rim on each wheel.
- 28.17. The underside of the footrests must be designed to prevent the chair from damaging the playing surface.
- 28.18. No steering devices brakes or gears are permitted on the chair.
- 28.19. Black air tyres are not permitted.
- 28.20. Arm rests and other upper body supports, that are attached to the wheelchair, should not project beyond the line of the players legs or trunk in the natural sitting position. (No push handles permitted on the back of wheelchairs).
- 28.21. Referees are required to visually inspect wheelchairs before commencement of games.
- 28.22. The WSV Representative Supervisor will coordinate the referee program.
- 28.23. Referees are to wear predominantly black shoes when officiating and wear black & white stripe shirts with black pants.
- 28.24. Referees who don't turn up to rostered games, will not be eligible for State, National or International endorsement.
- 28.25. If referees are unable to attend a rostered game it is their responsibility to find a replacement not the coordinator.
- 28.26. All players and referees Must be members of Wheelchair Sports Victoria.

## 29. Schedule of Fees

<b>FEE TYPE</b>	<b>FEE AMOUNT</b>
Fidelity Bond	\$ 100
Team Entry fees	\$ 160
Score Sheet fee	\$ 35
Singlet Hire	\$20.00 per set – (\$10 will be refunded once the singlets have been returned)
Walkover fines – Not notified	Twice team sheet fees
Walkover fines - Notified 48 hours prior to the start of the game)	\$50
Team withdrawal fine.	Forfeit the bond