



SENIOR DOMESTIC COMPETITION

Rules & Regulations

August 2025

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**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 payment through the Knox Basketball Incorporated website or through the lodgement of a team entry form with payment at the Knox Basketball Incorporated office during business hours. Payments may be paid during competition hours with the venue supervisor or doorkeeper (cash only).

5. Registration of Players

In order to play in the competition ALL players

- 5.1. Participating in the Senior Competition must have turned fourteen (14) years of age prior to the Season's commencement date.
- 5.2. Playing with the Association for the first time a player must enter his or her details in the stadium scoring laptop to register with the association
- 5.3. Players are only allowed to play for one team in each competition (mens or womens or mixed, etc) on a single night but may play in different teams in different competitions in the one night (e.g. mens and mixed).

6. Player Transfers

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

- 6.1. Once a player plays 2 games or more they will require a transfer to play with any other team in that competition.
- 6.2. All applications for transfers must be made via an email to the competition administrator at dean.andrews@knoxbasketball.com.au.
- 6.3. If 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.
- 6.4. Transfers can only be approved by the Senior Domestic Competitions Committee and are not valid, and the player may not play, until the transfer is approved. This information is available from the Competitions Administrator (dean.andrews@knoxbasketball.com.au).
- 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 season except where special circumstances apply.
- 6.7. In special circumstances a player may apply in writing to the Senior Domestic Competitions Committee providing details of the special circumstances that the player believes would warrant the Operations Committee overturning the rule and granting the transfer.

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 or, if the game has commenced, they can be asked to leave the court if the referee believes their performance has been affected by alcohol or drugs.

- 7.4. Shall a team fail to complete the duration of the game (conclusion of the final period), the game referee's and Referee Supervisor shall use their discretion as to whether the team will be reported for their conduct.
- 7.5. Once disqualified, a Player and/or Spectator must leave the stadium and is not permitted to return or enter any other KBI venue for the remainder of that session (night).

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 and must be assisted with the consent of the team delegate.
- 8.3. The complainant should, where practical, discuss the matter with the Referee 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 Venue Supervisor and the second copy is the complainant's copy.
- 8.5. The incident report will be lodged in the 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 Competitions 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 Domestic Competition Committee within seven days of notification of the outcome by writing to the Senior Domestic Competition Committee or by lodgement at the KBI offices or via Email to. dean.andrews@knoxbasketball.com.au
- 9.2. The Chairperson of the Senior Domestic Competitions 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. Men 1 Competition Timing Rules:
Four 10-minute quarters
- 10.3. The clock will stop for all whistles in the last 2 minutes of the second half
- 10.4. Should teams not be ready at the scheduled start time of the game, referees will be permitted to start the clock. Each minute players do not assemble on court for the commencement, the offending team will be penalised one (1) point per minute.
- 10.5. No time-outs or substitutions are permitted in the last minute of the first half of a Grading or Premiership Season game. A substitution will only be permitted in the instance of a player injury or a player being fouled out or disqualified.
- 10.6. Each team is allowed two (2) time-outs per half.
- 10.7. Players shall be allowed to score and to sub into the game off the scorebench
- 10.8. The playing rules shall be those of Basketball Australia except as adopted by BV and as modified by KBI.
- 10.9. 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.

- 10.10. Should a whole game be affected the game will be awarded as a draw.
- 10.11. 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 Times and Rules

- 11.1. Except as provided by the Committee, the four (4) leading teams shall comprise the final four.
- 11.2. Ties for position will be decided on percentage of results for the overall season.
- 11.3. In order to be eligible to play in finals a player must have played in the number of games by the following formula. The amount of games in the season fixture divided in half and minus one (rounded down). For example if there are 20 rounds in the season a player must of played 9 to qualify for finals. Byes do not count for finals qualification.
- 11.4. Players who have not played the required number of games as a result of an injury can apply to the Senior Domestic Competitions Committee for special consideration by providing a medical certificate. Credit will then be given for any games that fall within the dates listed on the medical certificate.
- 11.5. The committee may also give credit where special circumstances apply. As above, the team must apply to the Senior Domestic Competitions Committee via email on dean.andrews@knoxbasketball.com.au and provide suitable documentation to support their request.
- 11.6. All players who are eligible for finals are required to produce a valid form of photo identification to the nominated staff member prior to being ticked off in the scoring iPad.
- 11.7. In Finals the games shall be of two 18 minute halves. Each team will be allowed two time outs in each half.
- 11.8. 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.
- 11.9. The clock will stop for all time-outs throughout the game and for all whistles in the last 2 minutes of the second half.
- 11.10. In the case of the game resulting in a tied score then an extra 5 minute Over Time period will be played until a result is reached.

- 11.11. Each team will be permitted one time-out in this extra period.
- 11.12. 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 ticked on the main section of the Stadium Scoring 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, date of birth, suburb and postcode.
- 12.2. If a player misses games due to injury/illness, a medical certificate will be required to be supplied to the Senior Domestic Competitions Committee in order for those games to count towards finals eligibility.
- 12.3. Scorers should check their opponent's team and the name of any player not present is to be removed from the playing section of the system on game day. If there is a dispute the matter should be referred to the referee.
- 12.4. Registered players' names can be ticked at any time during the game but a new player, those not already on the list, cannot be created / added after half time.
- 12.5. Each team must supply a COMPETENT scorer for any game in which they are engaged.
- 12.6. 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.
- 12.7. The team will forfeit the game if the player details entered into the system at a game are not accurate. Any reasonable attempt to correctly enter the details will be accepted without penalty.
- 12.8. Each Mens 1 game will be provided with a bench official to operate the shot clock only. Each team must still supply a competent scorer for the game.

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. A team is also awarded three (3) points for a Bye.

14. Forfeits

- 14.1. A team forfeits a game when they fail to turn up (locally ten minutes after start time) or the actions of the team prevent the game from being played or it refuses to play after being instructed to do so by the referee. Where this occurs the game will be awarded to the opponents and the score will be listed as 10 – 0. The forfeiting team will not receive any premiership points and the winning team will receive 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. 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. Walkovers

- 15.1. A fine will be imposed (refer last page of the rules for further details) on any team giving a walkover with payment in full to be made to the Venue Supervisor before playing the next allocated game.
- 15.2. Teams giving walkovers may, at the discretion of the Committee, be suspended and replaced in the competition immediately.
- 15.3. 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.
- 15.4. 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.
- 15.5. There will be no refunds for games forfeited due to teams not complying with the competition rules.
- 15.6. If a team is withdrawn or replaced and has accumulated outstanding fines, then the bond shall be marked "not to be returned".

- 15.7. Players will not receive credit for a game when the opposition gives a walkover but special consideration can be given if a player would have made finals eligibility by playing in a walkover.

16. Grading

- 16.1. At the end of the season (post finals) the top two teams in each grade will be promoted up one grade and the bottom two relegated. The committee may vary this where team numbers warrant a different approach.
- 16.2. The grading season will last 5 rounds. Teams may be moved prior to round 5 where the committee believes an immediate change is required.
- 16.3. The Committee reserves the right to transfer any side to any grade at any time, in order to ensure a more even competition.

17. Injury

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

18. Special Rules for Mixed Competition

- 18.1. Normal KBL competition rules will apply.
- 18.2. 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.
- 18.3. A walkover will occur in the event of a team only having players of one sex available to start the game.
- 18.4. Male and Female players are allowed 5 personal fouls.
- 18.5. No female player may score more than 15 points in any game until all eligible players in that team have scored their maximum allocation of points. No male player may score more than 15 points in any game until all eligible players in that team have scored their maximum allocation of points. This does not apply to players who have fouled out or disqualified.
- 18.6. If a player who is on 14 points shoots a field goal only one point will count.
- 18.7. If a player who has 15 points is fouled and is rewarded with free throws he or she may nominate another player to take the free throws.
- 18.8. In the event of ALL players having scored all their points, players may start a new 15 points.

- 18.9. Male players (first half) and female players (second half) shall alternate halves to allow access in the restricted key area at either end of the court.
- 18.10. If a player enters the restricted area (females first half and males second half) unintentionally a violation will be called and the ball will be inbounded by the opposing team at the place closest to the infraction.
- 18.11. If a player violates the key (females first half and males second half) in the act of after a shooting and the score is successful then the score will be cancelled.
- 18.12. In the event of a player (females first half and males second half) deliberately entering the key area (in the opinion of the referee) then a technical foul will be awarded against the offending player.
- 18.13. 3 point shots will count as 3 points. All other field goals will only score 2 points.
- 18.14. 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.
- 18.15. 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.

19. Playing rules for 86 Competition

- 19.1 The ring height will be set to 8 foot and 6 inches
- 19.2 A three second call will be made against any defensive player remaining in the key for more than three seconds. Where that is intentional a technical foul will be called (this rule is to prevent players from blocking the ring)
- 19.3 Player must play man to man defence, zones are not allowed as they congest the key area
- 19.4 Dunks are worth 3 points

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. Penalties for incorrect uniform will be relaxed in Round 1 & 2 of each season (Summer & Winter), and will not be applied until Round 3 onwards.
- 20.4. 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.
- 20.5. 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 valid photo ID must be paid for the use of these uniforms. The photo ID will be returned when ALL the uniforms are returned in good condition.
- 20.6. 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.
- 20.7. Numbers must be within the following ranges 1 to 99 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) and 69 are not legal numbers.
- 20.8. 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.

- 20.9. Deleted.
- 20.10. Any accessories can be worn, but all players in the team must have all their arm and leg compression sleeves, headgear, wristbands & headbands, and tapings of the same solid colour uniform throughout all players.
- 20.11. Suitable sports footwear with soles which will not mark or damage the playing surface must be worn.
- 20.12. 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.
- 20.13. Scarves, gloves, wrist tapes and jewellery cannot be worn on court. Wedding rings, studs and rings that cannot be removed must be taped.
- 20.14. 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.

21. Care of Venues

- 21.1. Any 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.

22. Alteration to the Rules

- 22.1. A rule may be altered, added to, rescinded or inserted by resolutions of the Senior Domestic Competitions Committee.
- 22.2. KBI will provide all basketballs for official competition games, privately owned basketballs are not permitted into any KBI venue during

competition hours. KBI staff have the right to refuse entry of any person who does not adhere to this rule.

23. General

- 23.1. In any matter not specifically covered by these by-laws, the Senior Domestic Competitions 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.

24. Rules for Midweek Ladies

- 24.1. Normal KBI competition rules will apply.

25. Annual General Meeting

- 25.1. 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.

26. Team Delegate

- 26.1. It is the delegate's 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 Competitions Committee.

27. Domestic Wheelchair Basketball

- 27.1. 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.
- 27.2. 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.
- 27.3. 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.
- 27.4. 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.
- 27.5. Qualification for finals is half a season plus one game. Medical certificates will be accepted in order to meet the qualification.

- 27.6. Wheelchair Sports Victoria will provide one scorer for each game..
- 27.7. 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.
- 27.8. Out of uniform Five (5) points per person Includes- singlets, incorrect numbers, incorrect colours undergarments shall be of the predominant colour
- 27.9. Timing Rules B Grade Games -2 x 18 minute halves, 2 minutes half time, clock does not stop
- 27.10. 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.
- 27.11. The numbers shall be clearly visible and
- 27.12. 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.
- 27.13. If a player changes his/her number during the game, he/she shall report the change to the scorer and to the referee.
- 27.14. 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.
- 27.15. 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.
- 27.16. There must be one hand rim on each wheel.
- 27.17. The underside of the footrests must be designed to prevent the chair from damaging the playing surface.
- 27.18. No steering devices brakes or gears are permitted on the chair.
- 27.19. Black air tyres are not permitted.
- 27.20. 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).

- 27.21. Referees are required to visually inspect wheelchairs before commencement of games.
- 27.22. The WSV Representative Supervisor will coordinate the referee program.
- 27.23. Referees are to wear predominantly black shoes when officiating and wear black & white stripe shirts with black pants.
- 27.24. Referees who don't turn up to rostered games, will not be eligible for State, National or International endorsement.
- 27.25. If referees are unable to attend a rostered game it is their responsibility to find a replacement not the coordinator.
- 27.26. All players and referees must be members of Wheelchair Sports Victoria.

28. Veteran Rules

- 28.1. In either a Mens or Ladies Veterans Competition the following age limits apply.
 - Teams maybe have players age from 30 and up. Only 2 players are permitted between the age of 30 & 32 and the rest of the team must be older than 32 years.
- 28.2. Normal KBI competition rules will apply.

29. Alterations to the Rules

FEE TYPE	FEE AMOUNT
Fidelity Bond – If your team (via the listed team delegate only) does not request the refund of the fidelity bond within 12 months of not re-entering your team, the bond will then be forfeited.	\$200.00
Team Entry Fees	\$92.00
Game Fees	\$61.00 (Sunday) \$87.00 (Monday to Thursday) \$90.00 (Monday to Thursday MEN 1/Premier League)
Singlet Hire	\$20 per set and hirer must provide one form of valid photo ID to be kept by staff and returned upon all singlets being successfully handed back at the completion of the game.
Walkover Fines – Not notified [MON – THURS] <i>(Notified through Teampay AFTER 5pm the business day before, or no notification)</i>	\$125.00
Walkover Fines - Notified [MON – THURS] <i>(Notified through Teampay by 5pm the business day before the fixtured game)</i>	\$85.00
Walkover Fines – No Notification [MON – THURS] (eg/ opposition team turns up to game)	\$150.00
Walkover Fines – Not notified [SUN] <i>(Notified through Teampay AFTER 5pm Friday, or no notification)</i>	\$85.00
Walkover Fines - Notified [SUN] <i>(Notified through Teampay by 5pm the Friday before the fixtured game)</i>	\$65.00
Walkover Fines – No Notification [SUN] (eg/ opposition team turns up to game)	\$100.00
Any team which withdraws from the competition at any time during the season once fixtures have been released	Will not receive a refund and will forfeit the team bond