



SENIOR DOMESTIC COMPETITION

Rules & Regulations

Playing Conditions

General Information

Fee Schedule

January 2007

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

1 Competition

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

2 Grades

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

3 Seasons

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

4 Team Entry

Teams applying for the competition shall:

- a) Lodge a team entry form
- b) Lodge the entry form and fee as directed

5 Registration of Players

In order to play in the competition ALL players must:

- 5.1 Be registered in teams with the appropriate Grade Secretary on the team registration form or endorse the back of the scoresheet of the game in which they first participated, with their full name, address, date of birth and signature (In the space allocated for NEW PLAYERS).
- 5.2 All Players playing with the Association for the first time must register with the Registrar by filling in full name, address, date of birth and signature on the registration form or the back of the score sheet of the game in which they first participate.
- 5.3 Players participating in the Senior Competition must have turned fifteen (15) years of age prior to the Season's commencement date.
- 5.4 Players are permitted to register for only one team for each night of competition except nights when veteran (Restricted Age) and mixed Grades are run. On these nights players may register with a restricted age team and mixed team as well as a team of normal competition for the night.
- 5.5 Any game in which an ineligible player participates will be awarded to the opposition.

5.6 Any player breaking this or any other competition rule can be reported to the Tribunal. KBI reserves the right to suspend or expel teams from the competitions where rules have been contravened. The Tribunal operates under the Basketball Victoria By-laws (Tribunal).

5.7 VETERAN players must be eligible to participate in the competition at the first scheduled date of competition. Veteran Men - 35 years of age. Veteran Women – 30 years of age.

6 Clearances and Transfers

Clearances apply when players transfer from one Team (Club) to another Team (Club).
Transfers apply to Teams within the same Club.

6.1.1. All applications for clearances/transfers must be made on the prescribed form and lodged with the Senior Competitions Registrar.

6.1.2. A Clearance/transfer by a player from one Club to another or a Transfer from one club team to another before the start of the season is effective by the lodgment of the completed form.

6.1.3. If the Clearance is not approved by the former Club both parties will be directed to appear before the appropriate Committee. The Club representative will be allowed the opportunity to show why the Clearance should not be granted.

6.2.1. Clearances/ Transfers can only be approved by the Senior Registrar or Secretary.

6.2.2. Clearances are not valid and the player may not play until the transfer is approved. This information is available from the Registrar or Secretary.

6.3. During the currency of the Season (After completed Team Registration Forms have been lodged) any Club with more than one (1) team playing in the night of competition will require a Clearance to transfer any player from one team to another, whether or not they are in the same grade.

6.4 During the currency of the Season, a Transfer will only be approved if the Committee is satisfied that the Competition will not be affected by the Clearance.

6.5 No Clearances will be granted after the sixth (6) round of any particular competition (including byes) except for special circumstances.

6.6 In special circumstances a player may apply in writing to the Senior Competition Committee for consideration of a Clearance after the Sixth (6) round. The player may only play for the team after the application in writing has been presented and APPROVED by the Senior Competition Committee.

6.7 Players not having registered with a Team/Club for three (3) consecutive seasons will not require a Clearance/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 Association, such Player(s), teams or officials may be required to appear before a meeting of the Committee. The Committee has the power to suspend any Player, Team or Official and/or impose a Fine or Bond.

7.2 Players who are intoxicated or otherwise unfit to play may not take the court.

8 Incident Reports

- 8.1 Each Knox Basketball Inc game venue holds a Incident Report Form that is to be used to report significant matters felt to be of importance to the integrity of the Game of Basketball.
- 8.1.2 The Committee will investigate all reported incidents where the Club Secretary or delegate endorses the report.
- 8.1.3 Any team wishing to protest or appeal in respect to any game should endorse the scoresheet in the presence of the officiating referee signifying the intention to protest.
- 8.1.4 If, in the opinion of the Committee, any Player, Official or Team conducts themselves in a manner contrary to the best interests of Senior Basketball, that Player, Official or Team may be required to attend and be heard at a meeting of the Committee which will decide what action, if any, is to be taken.
- 8.1.5 The Committee will decide if the complaint warrants a hearing and who will conduct such a hearing. The affected parties will be notified of the time and place of the hearing. Those entitled to attend will be in accordance with the Tribunal guidelines. A decision or penalty will be handed down by the Committee and will be effective immediately.

9 Incident Appeals

- 9.1 If no hearing is held the complainant can appeal to the Senior Competition within seven days of notification of no hearing.
- 9.2 The person and / or persons if found guilty, can appeal to the Executive Committee within forty-eight hours of the hearing.
The appeal must be based on one or more of the following grounds: -
- Significant new or additional information which was unavailable at the time of the original hearing; or
 - The hearing was conducted in a manner that was of significant detriment to the accused.
- 9.3 The Chairperson of the Committee in conjunction with Knox Basketball Inc. Executive Member will decide if the grounds for appeal are justified. The appeal must be held within seven (7) days of the receipt of the notification of the intention to appeal.
- 9.4 The Appeal Committee will consist of three members of the Committee and the President of the Executive or his / her representative.
- 9.5 In all instances any members of the Committee directly involved in the incident are to be excluded from the officials conducting the inquiry. Any member of the Committee connected with either Club involved in the dispute is excluded from being a member of the Appeal Committee.
- 9.6 The appeal must be lodged in writing within seven days to:
Knox Basketball Inc Senior Domestic Competition, P O Box 95, Boronia 3155, or
Submitted to the office at the Knox Stadium or sent via Fax or Email to the Senior Domestic Administrator.
- 9.7 No appeal will be deemed to be received until acknowledged by the Senior Domestic Administrator.
- 9.8 The decision by the Appeals Committee, within its power, will be final. An individual, Team or Club, has the right to further appeal through the Basketball Victoria Appeals Committee.

10 Incident Report Procedures

- 10.1 It is deemed appropriate that a 10-minute cooling off period be observed before completion of an incident report.
- 10.2 The complainant should seek, if possible, to discuss the matter with the Referee's Supervisor or other appropriate Knox Basketball Inc Official before deciding to proceed with a formal complaint.
- 10.3 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.
- 10.4 The Doorkeeper will send the first copy to the Knox Basketball Inc Office for processing on the next working day.
- 10.5 Office Procedures:
 - Record details into the Incident System;
 - Forward details in the form of a copy to the relevant Knox Basketball Inc Committee;
 - An acknowledgment in the form of letters, of the receipt of the Incident Form are to be sent to the Complainant and their Club; and
 - The original report is retained by the office.
- 10.6 The nominated Committee will review the incident report and take whatever action deemed necessary to deal with the incident. For Incident Reports related to the Junior Domestic program no formal action will take place, unless the complainant's Club follows up the matter with a supporting letter.
- 10.7 If the Club supports the complainant's Incident Report their written supporting letter must be sent to the Office within 14 days quoting the Incident Number located on the Incident Report and in the Acknowledgment Letter.
- 10.8 The appropriate Committee then, will formally address the Incident Report. The outcome will be advised in writing to both the complainant and the Club.
- 10.9 The Office will be provided with copies of the final correspondence to the Complainant in order that the matter may be officially finalised.
- 10.10 The Office will follow up outstanding incidents with the relevant parties to ensure each incident is finalised.
- 10.11 The Office will issue a copy of relevant Incident Reports to the Vice Chairperson in the form of a photocopy via the General Committee Box Upstairs at Knox Stadium

11 Officials

- 11.1 Officials controlling the game shall be from the Knox Branch of the VBRA.
- 11.2 At each game each Team shall provide a COMPETENT scorer in addition to the players in the game where possible.
- 11.3 These scorers shall be guided by the instructions of the officials in charge of the match.
- 11.4 Scorers must supply their own pens.

- 11.5 Players shall be allowed to score and to sub into the game off the scorebench
- 11.6 For the finals the Association will provide an official for each bench. In most instances the official shall control the clock. Each team will still be required to supply a scorer under the normal match rules.

12 Playing Times and Rules

- 12.1.1 Playing times for the games will be two (20) minute halves.
- 12.1.2 The clock will not stop
- 12.2.1 Time-outs are not permitted in the last three (3) minutes of the second half.
- 12.2.2 Each team is allowed two (2) time-outs each half.
- 12.3 The playing rules shall be those of Basketball Australia except as adopted by BV and as modified by KBI.
- 12.4.1 In FINALS the games shall be of two (2) twenty (20) minute halves.
- 12.4.2 Each team will be permitted two (2) time-outs in each half.
- 12.4.3 The clock will stop for time-outs throughout the game and for all whistles in the last three (3) minutes of the game (second half).
- 12.4.4 In the case of the game resulting in a tied score then an extra five (5) minutes will be played.
- 12.4.5 Each team will be permitted one time-out in this extra period.
- 12.4.6 The timing rules will be as listed for the game.
- 12.5 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..
- 12.5.1 Should a whole game be affected the game will be awarded as a draw.
- 12.5.2 If due to unforeseen circumstances the game has not commenced before the scheduled half-time break, the game will be declared a draw (2 points and 0-0 score) and team sheet money will be refunded.
- 12.5.3 In the event of a dispute regarding playing time/injury time any decision made by the Senior Domestic Committee will be abided by.

13 Tribunal Reports and Proceedings

- 13.1 KBI tribunal matters will operate under the rules of the Basketball Victoria Bylaws (Tribunal)

14 Scoresheets

- 14.1 The GRADE, DATE, TEAM NAME, COACH'S NAME AND EACH PLAYERS SURNAME, INITIAL AND NUMBER must be entered on the scoresheet.

- 14.2 In the event of players with the same surname and initial then the players surname and given name must be entered.
- 14.3 Team Captain must have "C" marked against his/her name.
- 14.4 TO BE CREDITED WITH THE GAME TOWARDS FINALS ELIGIBILITY, players who are not credited with a score or foul on the scoresheet of a game MUST sign their name and number on the back of the scoresheet for that game.
- 14.5 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.
- 14.6 The name of any player not present is to be crossed out at the end of the game.
- 14.7 Players names may not be added to the scoresheet after the Referee has ruled off the scoresheet at half time.
 - 14.7.1 A player who has participated in the first half of the game and whose name and number have accidentally been omitted may be added to the scoresheet at the referees discretion.
- 14.8.1 Each team must supply a COMPETENT, scorer for any game in which they are engaged.
- 14.8.2 Players may choose to score if no non-playing scorer is available and subs may be made from the Scorebench during the game. If a team has only five players and no scorer, then one player must be a scorer at all times throughout the game. No penalty applies for subs from the scorebench.
- 14.9 One Premiership Point will be deducted for an illegible scoresheet eg unable to read the names on the scoresheet.

15 Premiership Points

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 with a bye is awarded three (3) premiership points.

16 Forfeits

- 16.1 A team forfeits a game when they fail to turn up (locally ten minutes after start time - internationally fifteen minutes); 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 - game is awarded to opponents and the score will be 20 - 0; The forfeiting team receives no premiership points; winning team - 3 premiership points.

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 2-0. The defaulting team receives 1 premiership point; winning team 3 premiership points.

- 16.3 Teams entering the competition late shall be awarded one (1) premiership point per game for every game missed.
- 16.4 Players in a game where the team forfeits will not be credited with that game for finals eligibility.

- 16.5 Any team which is withdrawn from the competition at any time during the playing season will not receive a refund.

17 Finals

- 17.1 Except as provided by the Committee, the four (4) leading teams shall comprise the final four.
- 17.2 Ties for position will be decided on percentage of results for the overall season.
- 17.3 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.
- 17.4 Players who have not played in the first half of the season due to injury, illness or pregnancy, but who have played the required number of games AND were registered on the team registration form when the team was entered will be allowed to play in finals ON APPLICATION to the Senior Competition Committee. Proof of medical condition may be required.
- 17.5 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. Permission must be applied for in writing. No permission will be granted after seven (7) days prior to the last game of the season.
- 17.6 The Committee shall make decisions in regard to disputes arising from eligibility of players to participate in finals.
- 17.7 Finals times will be posted on Notice Boards. Any enquires regarding finals are to be directed to your grade secretary and NOT to the Stadium management.

18 Walkovers

- 18.1 A fine of a factor of two (2) times the cost of a team sheet will be imposed on any team giving walkovers.
- 18.2 Payment IN FULL must be made to the Doorkeeper before playing the next allocated game.
- 18.3 Teams giving walkovers may, at the discretion of the Committee, be suspended from and replaced in the competition immediately.
- 18.4 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.
- 18.4.1 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.
- 18.5 There will be no refunds for games forfeited due to teams not complying with the competition rules.
- 18.6 If a team is withdrawn or replaced and has accumulated outstanding fines, then the bond shall be marked "not to be returned".
- 18.7 All players in a team receiving a walkover must sign the back of the score sheet to be credited with the game for finals eligibility.

19 Grading

- 19.1 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.
- 19.2 The Committee reserves the right to transfer any side to any grade, in order to balance the competition, according to the performance of the team.

20 Injury

- 20.1 In the event of a player being injured during the game, the back of the scoresheet should be endorsed with the nature of the injury and this endorsement signed by the official of the game.
- 20.2 In the event of blood on a singlet it is the responsibility of each team to carry a spare singlet as a replacement. The singlet must be replaced and not turned inside out before the player can return to the court. If the replacement singlet is of a different colour the 5 point uniform penalty will apply. The spare singlet need not be numbered in this case only.

21 Special Rules for Mixed Competition

- 21.1 Normal KBI. competition rules will apply.
- 21.2 Teams will consist of players of both sexes. No more than three (3) male or three (3) female players are allowed on the court at any one time.
 - 21.2.1 A walkover will occur in the event of a team only having players of one sex available to start the game.
- 21.3 Male players are allowed three (3) personal fouls and female players are allowed five (5) personal fouls.
- 21.4 No player may score more than ten (10) points in any game.
 - 21.4.1 If a player who is on nine (9) points shoots a field goal only one point will count.
 - 21.4.2 If a player who has ten (10) points is intentionally fouled he/she may nominate another player to take the free throws.
 - 21.4.3 In the case of a player who has ten (10) points being fouled after the other team's seventh (7) foul the team may nominate a player to take the free throws.
 - 21.4.4 In the event of ALL players having scored all their points, players may start a new ten (10) points.
- 21.5 Male players are not permitted to enter the restricted area of either key.
 - 21.5.1 If a male player does so a violation will be called and the side ball will be awarded to the opposing team.
 - 21.5.2 If a male player violates the key as a shot is put up and the score is successful then the score will stand.
 - 21.5.3 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.
- 21.6 Three (3) point shots will count as (3) points. All other field goals will only score two (2) points.

- 21.7 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 all players are permitted to score without restriction ie. in the extra period rule 20.4 is void, however rule 20.7 shall still apply.

NOTE WELL - RULE 21.7 ONLY APPLIES IN FINALS WHEN THE GAME SCORE IS TIED AT THE END OF THE NORMAL PLAYING PERIOD AND EXTRA TIME IS REQUIRED TO BE PLAYED IN ORDER TO HAVE A RESULT.

- 21.8 Players may sub from the scorebench. A player with 3 fouls (men) or 5 fouls (women) may still score if no other person is available.

22 Uniform

- 22.1 All teams must register uniform and trim on the application form. 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).
- 22.2 A team shall forfeit five (5) points for every player who is not in correct uniform.
- 22.3 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.
- 22.4 Where competing teams have the same or similar colours, the team/club with the longer running participation in the KBI competition shall have priority. The newer team/club must wear an alternate uniform. 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 the KABA. 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.

Note: The alternate sets of singlets are only available for use in the case of a colour clash. They are not available to be used if uniforms are lost or forgotten.

- 22.4.1 If teams under different colours on the current priority lists are required to change uniforms by the game referees then a toss of the coin will be the method used to determine which team is to change uniforms. The game referee has the final decision as to whether the game will commence with similar colours on court.

ie Navy Blue/Black Burgumdy[Maroon] Gold/Yellow

- 22.5 Where two (2) teams of the same club meet it is the responsibility of the club to provide an alternate set of uniforms for one of the teams.
- 22.6 Should clubs change the colour of their uniform, they then lose priority for that colour and to all other clubs previously listed for the new colour.
- 22.7 In the case where a team with lower priority fails to take the court in an alternate uniform they will automatically forfeit the game.

23 PLAYING UNIFORM

- 23.1 Players in the KBI Senior Competition wearing apparel unsuitable for competition basketball have caused the Senior Competition Committee to define acceptable apparel.

A players uniform shall consist of-
TOPS
NUMBERS
SHORTS
TRIM

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.

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.

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.

May be worn only if they are uniform throughout the team and comply with the rules. If some players have T-shirts and some singlets this is deemed to be incorrect uniform. T-shirts are not to be worn under singlets unless the WHOLE team do so with matching T-shirts.

Sports socks. Suitable sports shoes/boots with soles which will not mark or damage the playing surface.

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.

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

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.

24 Care of Venues

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 be required to pay a charge towards such cost, as determined by the Committee. Any person/persons affected under this clause shall be

entitled to present their case in writing and to attend and be heard at a meeting of the Committee which determines the case.

25 Alteration to the Rules

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

26 Notification

Decisions of the Committee notified to the members/delegate of each team/club shall be deemed to be official notification. Whilst the Committee will accept documents received by mail from teams/clubs which are required to lodge such documents, it is impracticable to acknowledge such lodgement.

27 General

In any matter not specifically covered by these by-laws, the 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.

28 Rules for Midweek Ladies

28.1 Normal KBI competition rules will apply.

29 Annual General Meeting

Each team must have a delegate attend the Annual General Meeting each year. Failure to attend will mean a loss of 8 premiership points for the offending team. Each team must have their delegate sign in on the appropriate sheets prior to the meeting.

30 Team Delegate

It is the delegates responsibility to make sure that their contact number is current.

31 Domestic Wheelchair Basketball

In addition to FIBA & IWSF rules, which govern the technical rules of wheelchair basketball, the Victorian Amateur Wheelchair Basketball Association has developed by-laws that must be adhered to.

Rule 1 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.

Rule 2 **Team Entry fees :** As per Attached Schedule of fees
Score Sheet fee : As per attached Schedule of fees
Stadium Fee : As per attached Schedule of fees
Singlet Hire: As per attached Schedule of fees
Should any playing singlets not be returned at the end of the competition night they will be invoiced to the team at the rate of \$30.00 per singlet payable prior to the team taking the court for the next scheduled game.

Rule 3 All teams are encouraged to have coaches assisting teams in the competition.

Rule 4 Grades Each grade has been classified for certain players as follows;

Players who are currently on Australian men squads are restricted to one (1) player per team in Open and A grades.

Only one A grade player is allowed per team.

A Grade players are anyone who has played a season of A grade wheelchair basketball, plays or has played in the NWBL competition, has represented Victoria in A Grade.

The Senior Competition Committee reserves the right to look at individual players at the end of the season and re-grade if necessary. If the player disagrees with this decision they can appeal in writing to the Senior Competition Committee.

Rule 5 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.

B Grade To encourage teams to develop defensive skills where a team is winning by more than 20 points, teams can only play ½ court defence. Infringement of the above rule will result in a warning on the first instant and a bench technical foul for the 2nd occasion. Any tech fouls there after will result in the coach and then the offender to be disqualified.

Rule 6 Qualification for finals is half a season plus one game. Medical certificates will be accepted in order to meet the qualification.

Rule 7 Scorers Each team **MUST** provide a scorer for their games. Failure to do so will result in a five (5) point penalty.

Rule 8 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.

Out of uniform Five (5) points per person
Includes- shoes, shorts/pants, singlets, incorrect numbers, incorrect colours
undergarments shall be of the predominant colour

(2)

Rule 9 Timing Rules B Grade Games - 2 x 20 minute halves
2 minutes half time

Clock does not stop.

Rule 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.

The numbers shall be clearly visible and

- a) 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 4-14, 20-25, 30-35, 40-45
- e) Players on the same team shall not wear duplicate numbers

NOTE: If a player changes his/her number during the game, he/she shall report the change to the scorer and to the referee.

Rule 11 Wheelchairs 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.

- a) Only one (1) cushion is permitted on the seat of the chair. It must be the same dimensions as the seat of the chair, no more than 10cm thickness, except for 3.5, 4.0 & 4.5 point players, when it must not exceed 5cm. It must be of the same consistency and density throughout, sufficiently flexible to allow diagonal corners to tough when fouled by the referee and of uniform thickness. The cushion must be of even thickness and not wedged shaped. No board or rigid materials are permitted on the seat in addition to the cushion.
- b) Footrests must be no higher than 11cm from the ground at their highest and most forward point when the front castors are in their forward driving position.
- c) 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.

- d) The maximum height to the top of the side seat rails from the floor must not exceed 53cm when the front castors are in their forward driving positions.
- e) Wheelchairs shall have either 3 - 4 or 5 wheels. Large wheels not exceeding 66cm (26 inches). In the case of three (3) wheel chairs, the small wheel (or castor) must be located at the centre and inside the horizontal bar at the front of the chair.

This bar must surround the T shaped bar projecting down from the back to the front of the chair to prevent holding fouls. A second small wheel (or castor) may be added to the single small wheel at the front of the wheelchair.

T Bar Wheelchairs are not permitted in A Grade. T Bar wheelchairs are permitted in B Grade however, if a player uses the T Bar to hold or cause damage an insportsman like foul will be called on the player.

- f) There must be one hand rim on each wheel.
- g) The underside of the footrests must be designed to prevent the chair from damaging the playing surface.
- h) No steering devices brakes or gears are permitted on the chair.
- i) Black air tyres are not permitted.
- j) 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).

Rule 12 *Referees and Officiating*

- a) Referees are required to measure wheelchairs before commencement of games.
- b) 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.
- c) The Referee Supervisor will coordinate the referee program.
- d) Referees are to wear predominantly black shoes when officiating and wear black & white stripe shirts with black pants. Officials have the choice of wearing ABF tracksuit tops or K.A.B.A jumpers on court.
- e) Referees who don't turn up to rostered games, will not be eligible for State, National or International endorsement.
- f) If referees are unable to attend a rostered game it is their responsibility to find a replacement not the coordinator.

Rule 13

All players Must be members of Wheelchair Sports Victoria.