

Competitive Basketball

Summer

F.I.B.A rules shall be applied whenever possible, unless otherwise indicated.

Revised July 2019

General Intramural Sports Regulations:

- There is no warm up equipment provided.
- Games that start late will finish on time. Halves will be shortened to accommodate the scheduled end time. There will be no extra time added.
- Team rosters are to be submitted and completed online by the team captain (individual who registered the team) prior to the players meeting. To complete your roster you will need to know each players UCID number and associated email address. All players who do not have a UCID number must contact Client Services at 403-220-7749 to request a UCID number.
 - Input your roster online at <http://www.ucalgary.ca/activeliving/> (Click on your name, drop down to 'My Teams', add email).
- All players must be added to the roster by the Captain's meeting. Players may be added after at the Coordinator's discretion.
- All players must complete an online waiver before they are allowed to play. Instructions on how to sign online waivers can be found at <http://www.ucalgary.ca/activeliving/how-to-register> (Click on shopping cart next to name, waivers).
- If waivers are not signed before league play, those players are taken off of the roster.
- All players must be prepared to check in with the supervisor for every game with a piece of photo identification.
- In Competitive Leagues, to be eligible for playoffs a player must have played in at least one regular season game and be on the team roster with an online waiver signed. Teams must meet the Fair Play requirements (3.5 average).
- **Suspended players may not be present during scheduled games, if so, the entire team shall be suspended indefinitely.**
- Any games that end after 30 minutes of scheduled play time will be considered a completed game and will not be rescheduled.
- Current Intercollegiate are not permitted to play during their season in the same or similar sport.
- Former professional athletes are not permitted to play.
- Intramural Sports has a **Zero-Tolerance policy for fighting and abuse of staff and other intramural participants**. This will be strictly enforced.

For a complete list of policies, see <http://www.ucalgary.ca/activeliving/intramurals/policies-regulations> .

Defaults:

- A default will occur when a team fails to appear or fails to have the minimum number of players necessary to start the game. Teams will have ten (10) minutes after the scheduled start time to field the minimum number of players needed to start the game, failing to do so will result in a default.
- All defaults will result in a Fairplay rating of zero (0) and -3pts from the standings.
- Defaults will result in the loss of the \$60 Default Bond. A second default may result in removal from the league.

- Teams that give Intramural Sports a minimum of forty-eight (48) hours' notice that they will not be able to field a team will not be charged with a default, the game will be declared a forfeit.

Playing Rules:

- Teams may play with **4** players. However, if either team does not have four players at least ten minutes after the scheduled start time, a default shall be declared. As soon as four players are presented the game shall begin immediately (there will be no waiting for the fifth player to show). If a game begins late, the playing time will be adjusted to ensure that the game ends at the proper time.
- Defaults will be recorded as a 20-0 loss for the defaulting team.
- Players must be on the roster to play. Players may only be on one team roster per division/day.
- If a team is short players, they may **NOT** pick up players from another team. A forfeit will be declared if a team has used an ineligible player. This may also involve removal from the league, as outlined in the Intramural Sports policies and procedures.
- All players must sign in on the score/game sheet 5 minutes prior to game start time.
- Captains are responsible for signing the score sheet at the end of each game to verify final score.
- The game shall consist of four 10 minute, stop time quarters
- Each team is allowed 2 (60 second) time outs in the first half and 2 (60 second) time outs in the second half.
- Unused timeouts cannot be carried over to the second half of the game. Referees reserve the right to call additional time-outs at their discretion in order to control play.
- The half time break will be 5 minutes long, or at the discretion of the officials.
- There will be no overtime in regular season games. If a playoff game is tied at the end of regulation play an additional 5 minute period will be played. One 60 second timeout (per team) will be permitted during playoff overtime.
- Referees may remove a player from the game for excessive fouling. Any action receiving a technical foul will be reviewed by the league coordinator and may result in a further sanction or suspension. A player who receives two technical fouls in a game will be removed from that game and face an automatic next game suspension.
- The following fouls are considered unsportsmanlike:
 - A player is making no effort to play the ball and contact occurs
 - A player, in an effort to play the ball, causes excessive contact
 - A defensive player causes contact with an opponent from behind or laterally in an attempt to stop a fast break and there is no opponent between the offensive player and the opponent's basket.
 - A player uses foul language against the referee or another player (including players on the bench)
 - A player abuses a referee, scorekeeper, supervisor, player, or Intramural Sports staff
 - A player commits an unsportsmanlike foul; free throw(s) shall be awarded to the player who was fouled and a throw in at center. The player who committed the foul may be removed from the game and face further suspension
- Any player who receives an official warning will be subject to disciplinary review by the Intramural Sports Council
- We reserve the right to invoke the 'Mercy Rule' in the last five (5) minutes of play if there is a difference of thirty (30) or more points between both teams.
- There are bonuses after the 6th foul