

# Competitive Summer Basketball

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

Revised May 2024

## General Intramural Sports Regulations:

- There is no warmup 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 player email address that is associated with their Active Living profiles. All players who do not have a profile must contact Client Services at 403-220-7749 to request one. Students your UCID is your profile.
  - Input your roster online at <http://www.ucalgary.ca/activeliving/> (Click on your name, drop down to 'My Teams', add players email).
- All players must be added to the roster no later than 24hrs before league play commences. Players may be added after at the coordinator's discretion.
- Captains are expected to:
  - a. Function as the exclusive point of contact for all communication between IMS and players
  - b. Appoint an alternate captain, who will function as a second contact if the captain is unavailable.
  - c. Contact Active Living Client Services with any playing preferences or requests prior to the registration deadline of their sport. Requests will not be accepted after the registration deadline, or during the season.
  - d. Share the League PPT documents with your team.
    - i. If there is no captain's meeting provided, captains must review all documents, resources, and policies in relation to their sport in detail.
  - e. Ensure that all teammates are aware of all IMS policies and rules relating to their sport.
  - f. Ensure that all teammates are registered and have their online waivers signed.
  - g. Maintain control of your team and spectator behavior in terms of conduct, safety, and sportsmanship before, during, and after all matches.
  - h. Ensure that any player(s) or spectator(s) exit the vicinity if they are ejected or otherwise asked to leave.
- **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).**
- All players who have not signed their waivers prior to league play will be removed from their rosters.
- All players must provide photo identification to the supervisor before they may begin their matches.
- In Competitive Leagues, to be eligible for playoffs, a player must:
  - Be in the team roster.
  - Sign the online waiver.
  - Compete in at least (1) regular season match.
- Teams must meet the Fair Play requirements (3.5 average) to be eligible to compete in playoffs.
- **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 or 1 half of play of scheduled playing time will be considered a completed game and will not be rescheduled.
- **Intramural Sports has a Zero-Tolerance policy for fighting and abuse of staff and other intramural participants. This will be strictly enforced.**
- Ineligible players include but are not limited to:
  - Current intercollegiate varsity athletes while in season (in the same or similar sport)
  - Current professional athletes (in the same or similar sport)
  - Current national team/Olympic athletes (in the same or similar sport)
  - Individuals under the age of 18 and not currently enrolled at the University of Calgary
  - Suspended and or delinquent participants.

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 Fair play rating of zero (0) and -3pts from the standings.
- Defaults will result in the loss of the \$60 Default Bond and a second \$120 bond will be due before the next match. A second default will result in the loss of this second bond. A third default may result in removal from the league.
- **Defaults will be recorded as a 30-0 loss, result in 0 Fair play Points, and are -3 points in the standings.**
- Teams that give Intramural Sports a minimum of twenty-four (24) 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.
- Forfeits will be recorded as a 30-0 loss, with the forfeiting team being given Fair play points at the discretion of the league coordinators.

### **Playing Rules:**

- Each team is to dress a maximum of 10 players at any given match – no limit to players on the roster.
- Games will be played with four (4), ten (10) minute stopped time quarters.
- Teams may play with four (**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.
- Captains from both teams may come to a mutual agreement with the referee(s) and on-site supervisor regarding team starting numbers, which will be considered final decisions as well as official matches.
- Players must be on the roster to play. Players may only be on one team roster per division (i.e., Men's, Women's, Open or Mixed). 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 individually sign in on the game **AND** roster sheet 5 minutes prior to game start time. Captains may not other players in.
- Captains are responsible for signing the score sheet at the end of each game to verify final score.

- Each team is allowed 1 (60 second) time out per 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 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. If the game remains tied at the end of overtime, a jump ball will occur at half and the next point will win.
- 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, to play the ball, causes excessive contact.
  - A defensive player causes contact with an opponent from behind or laterally to stop a fast break and there is no opponent between the offensive player and the opponent's basket.
  - 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.
  - 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.
- 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. No Mercy Rule in the playoffs.
- Teams cannot win by a difference of more than 30 points (i.e.. If the final score is 75-20, it will be recorded as 50-20).
- Full Court Press is allowed, however if the leading team is up by 20 points or more, they are no longer allowed.
- There are bonuses on the 6<sup>th</sup> foul.
- Substitutions must be approved by the referees before they go on the court. At the ref's discretion, subs can be done on the fly.
- The Second half will commence with possession.