

Competitive Summer Basketball

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

Revised June 2025

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 league start date. 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 no later than 24hrs before the league play commences. Players may be added after at the Coordinator's discretion.
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- 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 their sports registration deadline. Requests will not be accepted after the registration deadline.
 - d) Share the League Introduction email and all relevant documents with your team.
 - e) Review all documents, resources, and policies related to their sport in detail.
 - f) Complete the captains quiz (found in the league introduction email) 24h prior to the league start date.
 - g) Ensure that all teammates are aware of all IMS policies and rules relating to their sport.
 - h) Ensure that all teammates are registered and have their online waivers signed.
 - i) Maintain control of your team and spectator behavior in terms of conduct, safety, and sportsmanship before, during, and after all matches.
 - j) 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 on 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, see [Intramurals policies and procedures](#)

Defaults:

- A default will occur when a team fails to appear or fails to have a minimum of **four (4)** players (1 of the opposite gender in mixed) on the field within ten (10) minutes of the start of the game time. Failing to do so will result in a default.
- 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 and may result in removal from the league.
- Defaults will be recorded as a **20-0 loss**, resulting in 0 Fair play Points, and are -1 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 also be recorded as a **20-0 loss**; fair play rating will be awarded at the coordinator's discretion.
- If a team falls below the minimum number of players (due to penalties, injuries, etc.) throughout the game, it will be canceled. Games that are cancelled after 30 minutes or 1 half of play of scheduled playing will be considered a completed game and the score will be upheld. If the game is cancelled before the 30 minutes or 1 half of play of scheduled playing, it will be considered a forfeit.
- Players must be on the roster to play. Players may only be on one team roster per division (ie. Men's, Women's 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.

Playing Rules:

- 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 halves
- 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 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. 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, 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 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 (ie. 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 6th foul
- Substitutions must be approved by the referees before they go on the court. At the refs discretion, subs can be done on the fly.
- The Second half will commence with possession
- Each team must always meet the following two requirements during the game:
 - Minimum seven (4) players on the field
 - Maximum eleven (5) players on the field
 - Maximum sixteen (10) players dressed

Mixed Rules:

- In the mixed division, at least two (2) players of the opposite gender shall be on the floor at all times. These spots on the floor must remain empty if there are less than two players of opposite gender available. Default policies are still in place if less than four (4) players are available to play.