

2009 / 2010 BAY STREET HOOPS BASKETBALL LEAGUE (BSHBL) – RULES AND REGULATIONS

******It is the responsibility of each player to have read and understand BSHBL's League Rules and Regulations. There will be no exceptions to this rule and the responsibility falls upon the individual. ******

Failure to follow any or all of the rules may result in immediate suspension/expulsion from the league without refund.

PLEASE NOTE - We reserve the right to change any rules in the middle of the season if required

REVISIONS

- BSHBL reserves the right to add, remove, change or modify this information and/or the league rules/regulations at any time without advance notice. It is the responsibility of each team or individual to be aware of this information (which is available online at www.bwt.ca and www.baystreethoops.com and no guarantees can be made that this information will not change. These changes will be made available and posted online at our earliest convenience.

CAPTAIN'S RULE

- BSHBL will be utilizing the Captain's Rule for all games. This rule states that only the captain be the main point of contact to speak **professionally** and to **respectfully** ask the officials about calls/disputes/challenges/feedback of calls **at the right time** (i.e. a stop in the play, a timeout etc.).

CAPTAIN'S MEETING - AT THE START OF THE GAME

- The referees of every BSHBL have been asked to hold a Captain's Meeting (with one representative from each team) at 3 minutes before the start of each game. If the captain is not there a representative will attend and be nominated the captain for that game
- At that meeting, the referees will ask that only the captain be the main point of contact to speak professionally and to **respectfully** ask the officials about calls/disputes/challenges/feedback of calls **at the right time** (i.e. a stop in the play, a timeout etc.).
- Referees have been asked to professionally remind all other players of this rule "that they must speak through their captain".
- This rule is intended to stop chirping (unprofessional, untimely questioning of calls), not to cut off all interactions and communication with the referees.
- Questions about the game "May I run the endline?" or "Was the foul on me?" are obviously allowed.
- Any information / rules / regulations etc missed due to an absence at the Captain's meeting is the responsibility of the captain / player / team / coach to find out in advance of the first game played. No allowance / compensation / corrections or consideration will be given to this captain / player / team / coach.

REGISTRATION FORM AND WAIVER

- A clear and concise completed registration form and waiver form must be submitted by each player to the league organizer in advance of the **first game** played. Otherwise they are ineligible to play. There is no exception to this rule.
- It is the responsibility of each player to provide the clear, concise and the most accurate and up to date information on these forms. Anyone who has not completely filled out this information or refuses to do so in advance of the game will not be allowed to play in that game or any future game and could result in being suspended from the league without refund.
- It is the individual's responsibility to provide the proper e-mail (Primary) and phone number (Secondary) to BSHBL so that BSHBL can contact the individual with any required information or changes. No compensation / makeup's etc. will be provided for any player, team, captain or coach who provides incorrect, unclear or incorrect information which causes a player, team, captain or coach to miss out on some component of a BSHBL program.

WARM-UP & START TIME

- Please arrive 10-15 minutes early so that you can get the proper warm up and ensure your game starts on time.
- The warm up time will begin at 5 minutes prior to game time. The league conveyor/scorekeeper will do their best to allow for a full warm up time. However, the warm-up time may be shortened in order to maximize the game time available.
- Games will be started as long as there is at least 1 referee present and each team has a minimum of 5 players (with their proper current season BSHBL team shirt). **A team CANNOT start a game with less than 5 players (but they can finish with less than 5).**
- A team is comprised of five (5) players and a maximum roster of 10 players (unless other players have been added and approved by BSHBL prior to the game).
- Please **DO NOT BOUNCE BALLS OR MAKE BASKETBALL MOVES** on the sideline during a game as this is a safety issue for players/referees on the court as well as spectators.

- Players/spectators who fail to follow this request will be asked to leave the gym immediately and may not return until the following week.

DELAYED GAME DUE TO LATE TEAMS

- Any delayed game, because of a team not having enough players, will have its game time adjusted to ensure it ends at the scheduled time.
- The team that caused the late start will be assessed the following technical fouls/team fouls.

LATE PENALTY 1 – Less than 5 minutes late

Assumption is that 1 team has 5 players and is ready to start the game. The other team does not have 5 players to start the game. Once 5 players have shown up to the gym and are on the floor ready to play within 5 minutes of start time (or before 18:00 minutes on the game clock), 2 free throws, the ball and 1 technical foul/team foul will be awarded to the opponent. The game time will then run from the score clock time at which both teams have 5 players on the floor and are ready to play.

LATE PENALTY 2 – More than 5 minutes, less than 10 minutes late

Assumption is that 1 team has 5 players and is ready to start the game. The other team does not have 5 players to start the game. Once 5 players have shown up and are on the floor ready to play (later than 5 minutes but not more than 10 minutes of start time (or before 13:00 minutes on the game clock), 4 free throws, the ball and 2 technical fouls/team fouls will be awarded to the opponent. The game time will run from the score clock time at which both teams have 5 players on the floor and are ready to play.

LATE PENALTY 3 – Both teams are late less than 5 minutes, but show up

Both teams do not have 5 players ready to start the game. Both teams will have that time allotted to get there players in and ready to start the game. Should this be the case, no penalty will be award to either team, but the game time / score clock will continue to run and no additional time will be added.

LATE PENALTY 4 – Both teams are late more than 5 minutes and less than 10 minutes, but show up

Both teams do not have 5 players ready to start the game. At 18:00 minutes on the score clock, neither team still has 5 players ready to start the game. Between 18:00 minutes and 13:00 minutes, players show up for both teams and the game can be started. No penalty will be award to either team, but the game time / score clock will continue to run and no additional time will be added.

DEFAULT TIME

- If 5 players are not present at the start of the game time for each team, the scorekeeper will start the game clock at the scheduled start time. If after 10 minutes (when the score clock reads 13:00 left in the first half), 5 players are not present, the game shall be defaulted and cannot be played **as the referees cannot referee a defaulted game as per Insurance Requirements.**
- If both teams have 5 players before the default 10 minutes, the remaining time on the clock will be played. No additional time will be added. In addition, if needed, the half time may be shortened, to maximize the game time by the league convenor /scorekeeper.
- Before a game has been qualified a default, and assuming BSHBL and the 2 referees (on-site) agree to play the game (should one team not have 5 players by the required default time but then before leaving the gym, the player(s) show up) the opponent can choose to ask BSHBL, and the referees to allow the game to be played. This rule is dependent on the approval by BSHBL and the referees.
- Once the opponent chooses to allow the game, it will be counted in the standings and no protests will be allowed.

*****PLEASE NOTE: Referees cannot officiate a defaulted game due to liability issues*****

DEFAULTED GAME PENALTY

1st DEFAULT

- The first time that a team defaults a game, the team will be given a warning by the league commissioner. With the goal of playing all scheduled games, the league commissioner will ask the Team Captain and Secondary contact to **confirm their team's attendance with BSHBL 1 business day before the next scheduled game** to avoid any future consequences.

2nd DEFAULT

- The second time that the same team defaults a game, the team will be penalized with **4 Free Throws awarded to the opponent of the team's next game.** With the goal of playing all games, the league commissioner will ask the Team Captain and Secondary contact to **confirm their team's attendance with BSHBL 1 business day before the next scheduled game** to avoid any future consequences.

3rd DEFAULT

- The third time that the same team defaults a game, the team will be **disqualified from playing in the BSHBL Playoffs for that season. No refund or compensation in any form will be given.** It is the expectation that the Captain and Secondary contact will do everything possible to avoid this situation. It is the goal of the league for all scheduled games to be played.

BSHBL LEAGUE RULES

- **FIBA Rules**
 - BSHBL Men's League will follow the FIBA rules, with some exceptions. FIBA – rules are available at www.fiba.com or www.basketball.on.ca. All standard basketball infractions will be enforced by the referees (e.g. reaching-in, body contact of any kind, charging, etc). For a list of any exceptions to the FIBA league rules, please see the attached list.
- **Game times**
 - Each game is comprised of 2 x 20 minute halves. The first half is runtime with the last 10 seconds as stop time. During the last 2 minutes of the 2nd half, if the score differential is 12 points or less, it will be stop time.
- **Team T-shirts (Jerseys)**
 - **Current season BSHBL's team t-shirt's must be worn by all players during all games** (including regular season, playoffs and/or championship games). Every player without their proper **current season BSHBL Team T-shirt** will be assessed a technical foul for each and every game they participate in. However, in order to play in the game, the player must be wearing the same colour shirt to the team's colours and the shirt must have a visible number (approx 4" in size) on the front and visible number (approx. 8" in size) on the back (for official's to use).
 - **No numbers may be TAPED ON USING TAPE OR ANY OTHER ADHESIVE MATERIAL THAT COULD FALL OFF**
 - It will be up to the discretion of the league commissioner as to whether or not a player will be allowed to play. If the BSHBL does not feel that this substitute shirt meets the requirements, the player (and possibly) the team may be disqualified. It is up to the discretion of the league convenor.
 - Undershirts – A player may wear an undershirt that is **the similar colour of the main colour of the jersey only**. No contrasting colour undershirts can be worn as this is a distraction to players and the referees.
 - No two jerseys can have the same number in any one game.
 - If a player switches a jersey with another teammate, the scorekeeper(s) must be notified in advance of gaining access to the court.
 - No player may wear jean shorts, capri's or pants (cargo or regular) to play in any regular season or playoff, conference finals and/or championship games. Players must wear sport shorts to play in any game.
 - No player may be allowed to wear tights or spandex shorts under their playing shorts unless a written medical note is provided. Please note the medical written note must be provided to BSHBL 1 day in advance of the game in order to make arrangements for this allowance.
 - All **shirts / jerseys should be tucked** in at the beginning of the game. If they come out after, that is fine.
 - Jersey numbers are assigned to a player for each game and thus the jersey number is non-transferable during that game.
 - It is the responsibility of the player to maintain his/her jersey in a suitable condition as determined by BSHBL. Any player whose jersey is deemed to be unacceptable by BSHBL will be asked to replace the jersey at the individual's cost. If the player refuses to do so, they will forfeit all future games that are able to play in until the replacement jersey is received. For washing instructions on the jersey please check out the website – www.bwt.ca.
 - BSHBL reserves the right to ask any player wearing our competitor's brand to remove the article of clothing while playing at BSHBL's premises.
 - Replacement Uniforms
 - If a player loses or misplaces or has a shirt/jersey stolen etc , the player / team must purchase a replacement jersey at cost of \$35 per shirt (to be paid in advance) before the player will be allowed to play any more games. In the interim timeframe, BSHBL will provide an alternate jersey to use (at BSHBL's discretion) until the new jersey is received. If the player does not purchase the replacement jersey the player will not be allowed to play for the rest of the season.
 - Please note replacement jerseys take a minimum of 2 weeks to manufacture from receipt of payment for the jersey
 - Clearly communicate to all players, captains, and coaches that wearing of organizational competitive attire is prohibited during play and will result in removal during the game.

- **Accessories**
 - All watches, bracelets (rubber or cloth), necklaces, rings, earrings, etc. are not allowed to be worn during games (earrings and other piercings are not permitted regardless of how old or new they are and **cannot be taped over**) due to liability issues. Players who do not do this may be asked to remove the item by the convenor/scorekeeper/referee.
 - It is up to the discretion of the referee (and with the goal of safety for all players involved).
- **Braces**
 - All playing braces or playing equipment must be covered with a soft fabric to ensure the safety of all players. It is up to the sole discretion of the TABO Referees and BSHBL with regards to each incident. Any player who fails to comply with this rule will be asked to leave the court and will not be allowed to play until this is resolved.
- **Time outs**
 - 1st Half – 1 x 30 second time-out, 2nd Half – 2 x 30 second time out
 - Time will be stopped during time-outs
 - Unused time-outs do not carry over to the next half or over into additional overtime periods
 - The modified time out rule will be used in FIBA. The timeout is called by the **player/coach at the table ONLY and is awarded at the next DEAD-BALL opportunity (whistle, foul or violation called)**
 - In addition, one additional opportunity occurs when a team is scored upon. The timer immediately stops the clock and signals to award the time out to the team just scored upon. If the coach/player runs to the table and requests a time out after one of his players has secured the ball to begin a throw-in, then it is too late.
 - BSHBL's scorekeeper's will do their best to accommodate all requests, but NO team will harass a scorekeeper for not getting the time-out requested fast enough.
 - here will be NO room for any type of disrespectful behavior towards BSHBL's staff.
 - No time-outs will be allowed between free throws.
- **Foul shots**
 - Live "**off the release**", not "off the rim"
- **Block**
 - Players do not get the block. In addition, no players will be allowed in the spaces located below the block (for safety reasons)
- **Half-time**
 - 1 – 1:30 minutes long (whenever possible). However, should the games be running late due to overtime games etc, the halftime may be reduced to ensure that game ends on time. Please be prepared to start the second half quickly.
- **Team Standings**
 - Will be available online at www.bwt.ca or www.baystreethoops.com or www.leaguelineup.com/bshbl and will be used as the main source for looking at playoff seedings etc. If this information is incorrect, it is the team's responsibility to file a written dispute 7 days in advance of the end of the regular season about the game in question. BSHBL will review the dispute and then make adjustments or clarifications if needed. All decisions by BSHBL will be final and cannot be disputed.
 - Please note that the website cannot account for seedings based on defaulted games and future criteria for tie breaks. Please contact BWT for this information.
- **Scoresheet and Player Listing**
 - BSHBL will provide a game sheet to each game listing the player's names and numbers. However, it is the responsibility of each team captain (or designated team captain) to ensure that the proper players name and number are listed on that game's scoresheet. If there are substitute players, it is the responsibility of the player/team captain/team designated captain to ensure that this information is correct and the names/numbers match the players actually playing in the game.
 - It is the responsibility of the team/player/team captain to ensure this information is correct and no disputes will be allowed.
- **Substitutions**
 - Players may only substitute on dead balls after reporting to the scorekeeper's table. **Players who do not come to the table will not be allowed into the game.**
 - Substitutions will only be made **BEFORE the 1st free throw has been made (and before the shooter has the ball in his hands) or AFTER the LAST free throw.** The player must be at the scorer's table in order for this substitution to be allowed.
 - Players who enter the game illegally will be assessed technical fouls based on the sole discretion of the referee / convenor.
 - Substitutions are permitted during any stoppage of play. Subs are permitted prior to free throw activity or after last free throw activity if last free throw was successful or followed by throw-in.

- During last two minutes of the 2nd half and the last two minutes of an extra period, subs are also permitted for the team scored upon.
- **Ineligible Players**
 - All team members playing in that game must be listed on the game sheet. If a player is playing in the game but is not listed on the game sheet, a technical foul will be assessed at the sole discretion of the referee / league convenor, and cannot be disputed.
- **Borrowing of Players**
 - Borrowing of players from another team (within the same division) is not allowed
 - Use of non-registered players is not allowed, regardless of any situation.
 - Any new player who is playing for a team must have completed the entire registration form, signed the waiver and must be wearing that team's current BSHBL season shirt to participate.
 - You register for one team and one team only. No player can change from one team to another team within the same division or within the season of the league.
- **Eligibility of Players**
 - It is the responsibility of each team player (and/or team captain) to ensure that they are listed as an active player for each game on the game scoresheet. Failure to do so may result in a player being treated as not-at-that-game and thus they may not qualify for any or all playoff games. BSHBL **will not be responsible** for any mistakes whereby a player is not listed on the scoresheet but was at the game.
 - Any disputed absence by a player on a game scoresheet (prior) to the last game of the regular season, must be addressed (prior to the start of the next schedule game). If clarification is required, please contact BSHBL.
- **Players on the Team Bench**
 - In the safety and concern of players, family, friends, staff etc. **ONLY players (and designated coaches)** will be allowed to sit on the team bench prior to, during or after the game.
 - If a team would like to designate an individual as their coach for the entire season, they may do so in writing to BSHBL in advance of the start of the season or before the next game. This person must be recognized by the league as a "coach" and is responsible for behaving as a "coach". No spectators or Assistant Coaches may stand on or near the players' bench.
 - Only 1 player may be standing up on the bench at any one time.
 - All non-participants are to enjoy watching games from seating areas away from the players' benches and scorers table. If a non-player refuses to leave the bench area, the BSHBL staff will ask the captain to remove the individual. If the non-player refuses to leave the bench area, the game could be defaulted with a loss to the responsible team.
- **Spectators / Fans**
 - We ask that all spectators and fans act in a professional manner at all times. Any inappropriate behavior or vulgar language will not be tolerated. If a spectator / fan refuses to control their behavior/language, BSHBL will ask the responsible player/captain of the responsible team to remove the spectator / fan from the premises. If the player/captain refuses to do this, the team will forfeit that game and all future games until a discussion has been had with the league convenor.
- **Replacement /Substitute Players**
 - If a team cannot produce 5 players at a game, they may recruit a/some replacement players to fill the need for that game. The replacement players cannot play on any other team in that division.
 - In order to play in the game, the replacement player must fill out in complete and sign a BSHBL Registration Form and Waiver in its entirety as well as the player must borrow / use the absent players current BSHBL shirt.
 - Replacement players must hand in his completed registration form and inform the scorekeeper of their full name and jersey number before playing in the game. The replacement player will be allowed to play in that game only and if additional players show up at a later time and then this player leaves the playing area (and becomes a spectator/fan again) the player cannot become a player again (if the team needs extra players at a later point in the game).
- **Bonus**
 - A team will be in a "double bonus" situation (two automatic foul shots, regardless of the type of foul), when their opponents have 10 fouls or more in one half.
 - The bonus of 1-and-1 will no longer apply.
- **Hack a Shaq rule** – in the last 2 minutes of a game (assuming the teams are within 12 points or less) and if a team has 7 or less team fouls – on the 2nd team foul in the last 2 minutes, it will result in an automatic 2 shot penalty shooting Situation
- **Dunking**
 - **DUNKING IS ONLY ALLOWED IN THE GAME.** - Any player dunking in the warm-ups / during any time out or half time ON ANY RIM IN THE GYM will be assessed an immediate technical foul. No exceptions.
 - Grabbing onto the rim (during the game), except to prevent injury, warrants a technical foul.

- Dunking either after a game or when your team is not directly responsible for a bench area (i.e. after someone else's game) will result in the following:
 - i) the player(s) accused of dunking the basketball will be automatically ejected from the next league game with NO appeal.
- **Regular Season Overtime**
 - During regular season play, if a game is tied at the end of regulation time, we will play a 1 minute stop time period. 1 Minute Overtimes, will continue until a winner is declared. No breaks in between
 - At the start of each 1 minute stop time overtime play, each team will be awarded 1 additional time out. Time-outs from the regular game time (& from the 1st 1 minute overtime period) do not carry over.
 - Overtime will begin with alternating possession and the teams will not change baskets.
- **First Aid / Emergencies**
 - First Aid is the responsibility of the team captain. The league convenor will be happy to assist in any way they can. However we are not responsible for providing any specific type of first aid. A first aid kit may be available on-site, but each team should be prepared and responsible for any situation.
 - **ALL ACCIDENTS, DAMAGED EQUIPMENT AND SAFETY CONCERNS SHOULD BE BROUGHT TO THE ATTENTION OF BSHBL LEAGUE ORGANIZERS IMMEDIATELY!**
- **Blood / Injured Player**
 - Any player who begins to bleed during a game must leave the playing area immediately. This player cannot return to the game **until the bleeding has stopped and the wound has been sufficiently covered.**
 - In addition, **no player can return with blood on his/her jersey.** The player may wash the blood out, but cannot return to the floor without a cleaning his BSHBL jersey. Alternatively, a player can use any alternate shirt for the remainder of that game ONLY as a replacement for their bloodied shirt with the goal of safety of all players.
 - Any player injured and clock is stopped. Player must come out of the game for 1 play.
- **Alcohol / Illegal Substances**
 - Any player in possession of or use of illegal substances, or the use of alcohol before, during or after a BSHBL game and on the premises, will be indefinitely suspended without appeal.
 - Any player deemed to be under the influence of alcohol or drugs will not be permitted to play. Any player found to be in violation of this rule a second time during the season will be suspended for the duration of the season. The sole discretion regarding this rule lies with the game officials and any BSHBL representative.

REFEREE

- **ORDERLY CONDUCT AND RESPECT FOR THE OFFICIAL'S RULING IS REQUIRED AT ALL TIMES.**
- During every basketball game, a referee could make calls that players do not understand, agree with or not be sure of what the call was. **However, at ALL times, a player must act and speak professionally with the referee.**
- A player has the right to ask the referee (at the appropriate time) about the call and is entitled to a response at an appropriate time, but please note that the game time will not be stopped. Should that question/response not be given at an appropriate time, the discussion may be held at a stop in play, time out or half time. If a response is not given, a player may ask his team captain/designated team captain to speak with the referee about the call in question. At no times will a player be allowed to act unprofessionally towards either referee.
- **THE DECISIONS OF THE REFEREES ARE FINAL, AND ARE NOT TO BE DISPUTED.** Players who disrespect the referees will be subjected to possible immediate technical foul, possible ejection, suspension and/or expulsion from the leagues for a period of time or indefinitely at the sole discretion of BSHBL.

SCOREKEEPERS

- **There will be no disputing with the scorekeeper or convenor about information (score, stats etc) while the game is in play.** Discussions with the convenor may be had at the next appropriate time (stop of play) as determined by the referees and convenor and in the proper environment.

TRASH-TALKING-INTIMIDATION / THREATS / CHATTER ETC.

- It is understood that players get emotional or heated during play. However, it is unacceptable for any player to do the following...
- **Trash-Talk or Intimidation** – no player will be allowed to intimidate the opponent by trash-talking or through verbal or physical or mental intimidation. An immediate technical foul will be issued based on the sole discretion of the referees and will not be tolerated. Any continuance of this may result in a second technical foul, ejection from the game and possible suspension/expulsion from the league (at the sole discretion of the referees and BSHBL)
- **Threats** – no player will be allowed to threaten another player, referee, BSHBL staff member, family, friend or spectator or verbally indicate their intention to threaten anyone related to the player before, during or after the game. If the game is still on-going, an immediate technical foul will be issued based on the sole discretion of the referees and will not be tolerated. Any continuance of this may result in a second technical foul, ejection from the game and possible suspension from the league (at the sole discretion of the referees and BSHBL). Should the game have ended, BSHBL will ask the

team's captain to remove the player from the premises immediately. Should the player not comply, BSHBL reserves the right to suspend or expel the player/team at BSHBL's discretion without any refund.

- **Chatter** – it is understood that the game of basketball will involve players speaking back and forth to each other and to referees. Once a referee has asked the player to stop the chatter (with regards to a play or amongst players etc), excessive chatter which does not stop may warrant an immediate technical foul as it will be seen as disrespect or disputing the referees command. Any continuance of this may result in a second technical foul, ejection from the game and possible suspension from the league (at the sole discretion of the referees and BSHBL)
- **Rough Play** - It is recognized that incidental contact between players is inevitable, however, all players should not intend to injure or hurt another player or create an unsafe playing environment/condition. **This rule supersedes all others.**
- **Swinging of Elbows** - A player shall not excessively swing his / her arm(s) or elbow(s) even without contacting an opponent. Any excessive swinging of the arm(s) or elbow(s) will result in a technical foul as assigned by the game referees
- **Swearing** - it is understood that a player may get frustrated during a game and may say something inappropriate. Swearing will not be tolerated during a game should the swearing be made towards himself/herself, towards one's teammate or the opposing team, towards a referee, towards BSHBL staff or towards a spectator, fan, coach or friend. This rule will be up to the sole discretion of the referee and will not be disputed. **It is the expectation that all players will act in a professional, sportsmanlike manner at all times.** Any BSHBL player who (under the discretion of the referee) is heard swearing will be immediately assessed an unsportsmanlike foul and the opposing team is awarded 1 free throw.

FOULS AND TECHNICAL FOULS

- A player will be disqualified from playing in the game once he/she has received his/her 5th foul
- All technical fouls including hard fouls, flagrant fouls, intentional fouls, unsportsmanlike fouls will count as personal fouls and count towards team fouls
- All technical fouls are counted as personal fouls. Bench fouls will be assessed to the team captain as a personal foul (if the official did not assess the technical to a specific player on the bench).
- **TECHNICAL'S CUMULATE.** Once you accumulate **a 3RD technical foul you will be served a 1 game suspension automatically.**

EJECTIONS / SUSPENSION / EXPULSION

- **IT IS THE EXPECTATION OF THE LEAGUE THAT NO PLAYER WILL BEHAVE IN A MANNER RESULTING IN THEIR EXPULSION FROM A GAME.**
- **Being ejected from any game (for two technical fouls or a flagrant foul) will result in an immediate and automatic minimum 1 game (max. 2 game) suspension as well as a \$25 fine (which must be paid by the player/team captain or team – before the next game will be played). The suspension will be served during the next 1-2 consecutive games immediately following the game where the player was ejected.** It is up to the sole discretion of the league convenor.
- **Please note** – if the fees are not paid by the player, team captain or team before the next game, the team will forfeit the next game and all future games until the fees are paid and could include forfeiting the entire season. The bond fee rule will apply.
- Any player who receives **two technical fouls** (and thus ejected from the game) **MUST LEAVE THE GYM IMMEDIATELY BEFORE THE GAME WILL CONTINUE. THE GAME CLOCK WILL CONTINUE TO RUN.**
- If for any reason, the player who is asked to leave the gym immediately (as a result of the ejection) by a referee/BSHBL and **does not do so, the player will receive an additional two game suspension** (in addition to the **ejection suspension** of 1-2 games) for a total of 3-4 games and could face possible further sanctions as decided by BSHBL. BSHBL will ask the team captain and other players to remove the player otherwise the team will be disqualified and the game will be counted as a loss.
- This could include not being allowed to play in **ANY** BSHBL league or other leagues using certified TABO certified officials in Ontario.
- If a player has a **total of 2 game ejections** during the same season, the player will receive a minimum ½ season suspension and a disciplinary meeting with the BSHBL convenor (& TABO Disciplinary Committee) to discuss suspension / expulsion from the league, or other disciplinary actions (including suspension from playing in other leagues and possibly throughout the city and province). That player may be suspended / expelled for the remainder of the season, including the playoffs and/or championships.
- Game ejections / suspensions may also be issued, at the referee's or convenor's discretion (whether a technical foul is assessed or not), for behavior that is deemed not conducive with the spirit of the league or its standards.
- Technical's cumulate. Once you accumulate **a 3RD technical foul you will be served a 1 game suspension automatically.**

HARD FOULS

- Being **ejected from a game for a "hard foul"** will result in an automatic minimum 1 game (max. 2 game) suspension as well as a \$25 fine (to be paid by the team / player / captain – prior to the start of the next game. The suspension will be served in the one to two next scheduled games immediately following the incident
- A **second ejection as a result of a "hard foul"** in another game will result in a minimum ½ season suspension and a disciplinary meeting with the convenor (& TABO Disciplinary Committee) to discuss suspension / expulsion from the league, or other disciplinary actions (including suspension from playing in other leagues and possibly throughout the city and province).

FLAGRANT / UNSPORTSMANLIKE FOUL

- A flagrant foul is a disqualifying foul of a violent or savage nature (such as striking, kicking and kneeling or non-contact at any time which is extreme or persistent, vulgar or abusive in conduct) and displays unacceptable conduct or behaviour. It may or may not be intentional.
- Fighting is a flagrant act.
- Players **receiving a flagrant / unsportsmanlike foul** will result in an immediate and automatic minimum 1 game (max. 2 game) suspension as well as a \$25 fine (which must be paid by the player/team captain or team – before the next game will be played). The suspension will be served during the next 1 game (max. 2) consecutive games immediately following the game where the incident happened. It is up to the sole discretion of the league convenor.
- A player shall be disqualified (removed) from that game when he/she is charged with two (2) unsportsmanlike fouls.

FIGHTING AND ABUSE

- Fighting is not allowed in the league, in any game (before, during or after).
- Any player attempting to fight, striking another player, coach, team captain, referee, BSHBL staff or another person before, during or after a BSHBL program will be immediately expelled from all present and future BSHBL programs indefinitely. In addition, this individual may be prosecuted under the Ontario Provincial Law.
- Fighting is defined as "a punch thrown" or an attempt to do such.
- Racial slurs and/or verbal abuse of players/officials/BSHBL staff members will not be tolerated. Any player who does this will be expelled from all present and future BSHBL programs indefinitely.
- This will result in immediate flagrant technical foul assessed to the team, immediate suspension from the game for that individual, immediate expulsion from the league and may result in lifetime league expulsion for the player (and or team if required). This is solely up to BSHBL.

****NOTE: the minimum penalty for fighting (whether contact or no contact is made) is a two-year suspension from BSHBL.**

INTENTIONAL FOULS

- An intentional foul is contact away from the ball or when not making a legitimate attempt to play the ball, specifically designed to stop or keep the clock from starting. This shall be considered intentional
- A foul shall be ruled intentional if while playing the ball a player causes excessive contact with an opponent.

PLAYOFF GAMES

- BSHBL will publish the playoff schedule at the end of the regular season.
- **PLEASE NOTE** – The website www.bwt.ca cannot account for all BSHBL Playoff Seeding Criteria. Thus, the following criteria will be the official BSHBL League method to calculate the playoff rankings and thus matchups.
- Playoff seeding is based on the regular season records. **Ties** are decided by;
 - 1st – The team with the fewest defaults.
 - 2nd – Head to Head Results and Score Differential
 - 3rd – Net value of the entire regular season points (scored for and against)
 - 4th – Team with the fewest entire regular season points against
 - 5th – Team that scored the most entire regular season points
- All teams must be in good standing will qualify for the playoffs
- Defaulted games will cause teams to have unbalanced point spreads. Thus the average points per game will be used for and against to calculate the above rankings for Playoffs.
- Each team is guaranteed a minimum of 1 playoff game.
- **Players must play in at least 50% of their team's regular scheduled league games to be eligible for the Play-offs / Conference Finals / League Championship.** At the end of the season, it is the team's, team captain's or individual's responsibility to ensure that they qualify for the playoffs. This information is available on the statistics page at www.bwt.ca. Before your first playoff game, please check the website to ensure that all players on your team can qualify for the playoffs. It is the responsibility of the player, team captain and or team to ensure that players have the number of

games required to be eligible for the playoffs. The league will make available the team eligibility lists at the first playoff game.

- **Playoff Injury/Absentee Report** – should a team have a player who has a **legitimate injury/extended absenteeism** and will not be able to play in 50% of the regular season games, but the player is able to play in the playoffs / conference finals / league championship game and the team would like the player to be on the playoff roster, a team captain can submit in writing to the league convenor for a special player exception. **The formal playoff injury/absentee request must be made (in writing, in advance) before the next game played to ensure that the player's game missed is counted towards their eligibility requirements.** For any further clarification, please contact BSHBL **in advance of the start of the next** game to be considered. It is the responsibility of the player, team captain and or team to ensure that players have the number of games required to be eligible for the playoffs.
- The same default rules and regulations apply for the playoffs and penalties will be assigned as the defaulted game(s) come(s) up.

LEAGUE CHAMPIONSHIP GAME (Air Canada Centre – Main Court)

- All teams playing in BSHBL's League Championship Game will be required to confirm their **ability in writing or by phone to field a team for the League Championship Game within 24 hours of winning the Conference Finals.**
- Should the Conference Champions (winning team from the previous game – Conference Finals) not confirm their availability, they will forfeit their spot and will be replaced by an alternate.
- Any team that confirms availability but defaults the League Championship will be charged a penalty of \$250 before the start of the next season for the default.
- The same default rules and regulations apply for the conference finals and championship game and penalties will be assigned as the defaulted game comes up.

GAME CANCELLATIONS

- Unless there is a closure of one of BSHBL's venues, games will proceed as scheduled.
- It is the responsibility of the team/team captain or player to inquire about a game. No exceptions will be made and no makeup games will be offered.
- Should a game be cancelled BSHBL will make this information available online and try to contact you ASAP if the venue is closed and that the game is cancelled. The team captain will be informed of the cancellation and it will be up to that individual to contact each of his/her teams' players. Players on the individual team will be contacted directly by BSHBL. No guarantees can be made as to the time of notice.

INCIDENTS WHICH RESULT IN LOSS OF PERMIT

- Any individual involved with any incident that results in the loss of a permit or which causes harm to the relationship between the league and the venue may be expelled from the league without refund immediately. Incidents can include, but are not limited to, the consumption of alcohol and/or drugs at or on facility property, damages or vandalism at or on facility property (not directly resulting from the nature of sports), and abusive behavior towards facility staff and/or league staff.
- Possessing alcoholic beverages, drugs, weapons of any kind (either concealed or exposed) at the venue by players or spectators are strictly forbidden. Offenders will be asked to leave immediately and without refund.
- Facility property includes but is not limited to parking lots, sidewalks, doors, washrooms, bleachers, glass windows or hallways.

SOLICITATION

- Any player, coach, referee or individual who is found to be soliciting BSHBL's players, fans, spectators, coaches, referees, staff members or any other individuals at BSHBL or on BSHBL's premises will be asked to leave the premises immediately and will be asked not to return. No refunds will be given for any individuals who have paid for BSHBL's programs but have been suspended as a result of the above solicitation.

PAYMENTS (TEAMS AND INDIVIDUALS)

- All teams/individuals must pay in full by the deadlines and/or allotted payment plan deadlines (provided each season). Any team that fails to pay the full amount by the dates or the allotted payment plan dates will be charged an additional \$50 and will be required to pay the **full team fee** 10 days before the next game or the team/individual will forfeit the game and all future games until full payment is received.
- Any team/individual who pays by cheque and the cheque is determined to be NSF will be charged a \$35.00 NSF Fee by BSHBL and must pay the full amount as well as the \$35.00 NSF fee 10 days before the next game or the team/individual will forfeit the game and all future games until full payment is received.

REFUNDS / REGISTRATION

- Teams can reserve a spot within the league for a season once a non-refundable deposit of \$500 has been submitted and received by BSHBL once registration has opened up. The team's spot will only continue to be held once full payment has been received by the League Registration Deadline (see dates available online).
- **No refunds** will be made on ANY non-refundable deposits or Registration fees (after the league deadline date).
- **No refunds** will be made due to defaulted, cancelled or rescheduled games/times or due to injuries to a player or a team's inability to play for other reasons.

Team Registration

- Please note that when applications for any division exceed the available time/space for a specific division, BSHBL will use a lottery method to select teams to fill the remaining spots in each division. If a division is full, BSHBL will notify the team that they will need to be moved to a different division (and possible play at different locations/times/days of play). However, no guarantees of specific times, locations, days of play can be made. BSHBL reserves the right to make changes as needed to any teams division, game time, day of play and location if needed. If a team cannot play in the division they were moved into, they may indicate that to BSHBL **1 week in advance of the start of the season/league play**, the team will be subject to a \$50 processing fee and the money paid will be refunded minus any costs to BSHBL (i.e. team t-shirts etc).
- Failure by any team/player to pay in full by the payment deadline may result in the loss of the teams default money and/or any money paid in its entirety and loses their reserved spot in the league.
- Refunds or credits cannot be given for missed games that are for reasons beyond the control of the league (i.e. players being called out of town for personal reasons or due to injury).

CONTACT INFORMATION

- League member's information, statistics and pictures in the league website and forum is provided as reference or in the event that they need to communicate regarding league issues. Contact information may also be posted by the league on its website. Groups or individuals who take or use this information for any other purpose than communicating about league activity will be ejected without appeal or refund and prosecuted to the maximum extent of the law.

LEAGUE DETAILS, SCHEDULE, STATS, ROSTERS AND PLAYOFFS

- Information is available online at www.baystreethoops.com, www.leaguelineup.com/bshbl or www.bwt.ca

VIDEOS

- BSHBL tapes some of its leagues games. If you are interested in purchasing your game tapes please contact BSHBL ASAP. The cost is \$10 per DVD and each DVD will have 3-4 games recorded. For more information, please speak to Mike. Some BSHBL videos are available online. Check out the website www.bwt.ca for links to some of the seasons videos.

PICTURES

- BWT will use pictures of its players for promotional purposes as well as to post online. Check out the website www.bwt.ca for links to all of the seasons pictures.

TABO and BSHBL Discussion Points – Modified FIBA Rules

1. A player can always recover his/her fumbled ball; a fumble is not a dribble, and any steps taken during recovery are not traveling, regardless of progress made and/or advantage gained! (Running while fumbling is not traveling!)
2. A “kicked” ball must be intentional, and contact must be at the knee or below.
3. A "moving screen" isn't a violation unless there is contact. (If contact occurs, it's a “BLOCK”, which is a foul.)
4. The post defender must remove his elbow or forearm from the offensive player once he gains possession of the ball

RULE	EXPLANATION
Starting Each Half	<ul style="list-style-type: none"> • Jump Ball only to start the game. Alternating possession for the rest.
Throw-ins	<ul style="list-style-type: none"> • Front court throw-in – cannot throw the ball into the back court once the front court has been designated. Exceptions – half-time, overtime, technical foul
Substitution	<ul style="list-style-type: none"> • Free throws situations - Prior to first shot and before ball at disposal of thrower-in and/or following last shot if successful, or followed by throw-in at mid-court • During the last 2 minutes of 2nd half only, subs are permitted for team scored upon.
Free Throws	<ul style="list-style-type: none"> • Maximum 5 players (3 defense, 2 offense) in designated lane spaces. The two spaces below the block will remain open • Restrictions apply : for players in marked lane spaces, until ball is released. For all other players and free throw shooter - until ball touches ring
Airborne Shooter	<ul style="list-style-type: none"> • Considered in act of shooting until both feet return to the floor. If a player is called for a charge (after release of ball), count basket if successful and player charged with offensive foul. If the ball is still in the hands of the player, then the player is simply called for an offensive foul.
Blocked Shot	<ul style="list-style-type: none"> • Player returning to floor without losing control of ball = Travel
Falling	<ul style="list-style-type: none"> • Player with ball permitted to fall.

VIOLATIONS	EXPLANATION
Closely Guarded	<ul style="list-style-type: none"> • 5 second count on a player holding the ball or dribbling, anywhere on the court. (No Shot Clock)
8 seconds	<ul style="list-style-type: none"> • 8 seconds to advance into front court • Ball out of bounds and returns to same team, time left in count
Back court / Over and Back	<ul style="list-style-type: none"> • During dribble, front court status once 3 points (ball +both feet) cross division line.
Basket Interference	<ul style="list-style-type: none"> • Offense and defense may touch ball once it contacts rim.

For a complete copy of F.I.B.A. Rules – please check out www.fiba.com or www.basketball.on.ca.

