



Fall Basketball League

OFFICIAL RULES

The following rules are intended to ensure fair play for all participants. Game On Camps promotes sportsmanship as a crucial aspect of the league. Observance of the rules, along with sportsmanship and respect for opposing team members, officials and tournament organizers helps ensure a safe and enjoyable experience for everyone.

SPORTSMANSHIP

Good sportsmanship is expected from all participants and spectators. Team captains are responsible to aid in controlling the conduct of teammates, and the Team Manager is responsible for addressing issues with the team's fans. Poor sportsmanship could result in the assessing of penalties against a team or removal from the league.

NUMBER OF PLAYERS

Teams may consist of either 4-6 players and up to 2 alternates, all of whom must be registered by the league entry deadline of Tuesday, Aug 11, 2020. The players listed on the team entry form are the only ones eligible to play on that team. Player change requests will be accepted or rejected at the sole discretion of the league organizers. Under no circumstances will player/roster substitutions be allowed after the league begins without the approval of tournament organizers. All games must start with no less than 4 players on the court and no more than 6 players on each team. Any number of players (1, 2, or 3) may complete a game if necessary. Alternates may attend the games as attendees but are not allowed to compete once a game has started unless there is an injury and a player has to exit the court. The injured player will not be allowed to return to the game or any subsequent game that may be held on the same night. Players may appear on only one team for the duration of the Fall league unless otherwise approved by tournament organizers.

PLAYER ELIGIBILITY

All players must be in Grade 7-12.

AUTHORIZED EQUIPMENT & APPAREL

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous piece of equipment on his/her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster, or metal, even if the equipment is covered with soft padding. Soft braces, sleeves, and wraps will be allowed unless they pose a danger to other players. Game On Camps' officials retains the right to disallow any equipment or apparel that they deem to be dangerous or inappropriate. All players with long hair must have it tied back. **Make-up and jewelry of any kind is NOT allowed.**

APPAREL

Jerseys will be provided for teams. In the case the jerseys are delayed with shipping, each team must wear pennies or shirts of matching colors to aid in identifying each team for fouls and scoring. Shirts must have no derogatory or foul imagery or language.

BASKETBALL SIZE

All boys teams will compete with a 29.5" basketball. All girls teams will compete with a 28.5" ball. Co-ed teams will use the 29.5" ball.

KEEPING SCORE

A basket is worth 2 points. There are no three-pointers. The Team Managers from each team will take turns with the scoring flip cards. One manager will do it for the first half, the other manager will do it for the second half.

KEEPING TIME

Officials will keep time.

FOULS

On a shooting foul, one point will be automatically awarded to the offensive team, and the shooter will be awarded one free-throw for an additional point. All non-shooting fouls will result in loss of possession. Limit on player fouls will be at the discretion of the referee in accordance with sportsmanship policies. A flagrant foul is a act of a violent or aggressive nature, or an act which displays unacceptable conduct. Players committing a flagrant foul will be suspended from play for the remainder of the game

and any subsequent game that night. Multiple incidents will result in their removal from the Fall league.

GAME DURATION

All games, excluding the championship game, will be 40 minutes composed of two 20-minute halves with running clock and a two-minute half-time. Upon completion of each game, the Team Captain from the winning team will report the final score sheet to the Convener.

TIME OUTS

Teams get two one-minute time-outs per game.

WARM UP TIME

Both teams will have warm-up time prior to the game at their assigned court. Warm-up time is dependent upon the weather and adherence to the game schedule, and may be anywhere from 5-10 minutes.

WHO CAN BE ON THE COURT?

Only the assigned players and teams are allowed to occupy the court at any time during a game, with a maximum of 24 players on the double court at Sayre park and 12 players at smaller courts. Team Managers and Coaches are NOT allowed on the court. Team Managers MUST attend the game. Coaches are invited to attend but not required.

PLAYER SUBSTITUTIONS

Player substitution is allowed during a time out or any dead-ball situation. If a player is injured and has to leave the game, an alternate player who is in attendance and on the roster may join the team. The injured player is not allowed to return to the team for the rest of the night.

GAME TIMES

Brackets will be assigned at the beginning of the league. Following the tournament's first game, teams may be required to travel to a different court. Weather and non-playable situations may result in the modification or cancellation of the evening's games. Under these unlikely circumstances, games will be automatically rescheduled for the following Saturday if permits are available. If weather and permits do not permit rescheduling, **team entry fees for that game will not be refunded.**

CHAMPIONSHIP TOURNAMENT

The championship tournament will be held on Saturday, Oct 10 at the newly renovated Sayre Park courts (construction schedule permitting). There will be no losers bracket, so one loss will remove a team from the final tournament.

FALSE INFORMATION

If a player(s) information is falsely listed on the entry application, the player(s) will be disqualified from the tournament. Discovery at any time during the tournament of falsified team information will result in the disqualification of the entire team. In all cases, the entry fee is non-refundable.

THE FINE PRINT

Game On Camps' officials and organizers shall have the power to make decisions on any points not specifically covered in these League Rules, and shall also have the complete authorization to interpret the intent and purpose of these rules.11