NEWMARKET BASKETBALL CLUB MENS LEAGUE

LEAGUE RULES

- Miss more than ½ the league games, you may have to miss the playoffs and be put on the waiting list for future seasons.
- Trading deadline after first round robin at start of season. League Executive will entertain trade requests from Team Captains and make final decisions in the interests of competitive balance.
- During the regular season if a team has less than 5 PLAYERS it may pick up one player from another team. Game will count as a regular league game. Otherwise it is a forfeit. If a player from that team shows up late, picked up player leaves. Playoffs: Must have at least 5 or forfeit 1-0 (TBD if both teams have less than 5).
- If a team has more than 5 PLAYERS at any game, EACH PLAYER must leave the floor at least once per half - TAKE A FAIR BREAK! Failure to do so will result in team FORFEITING that game.
- Scorekeeping: To be done by student volunteers. In the event students are unavailable, Captains will be asked to supply scorekeepers from their teams.
- TEAM TECHNICAL FOUL (2 shots) for each player not wearing official league shirt. Shots to be taken at end of regulation time, if necessary – meaning if making one or two free throws can tie or win the game, the shots are taken. Rule also applies in Playoffs. An unofficial shirt must at least be close to the same colour as your team and should have a number or the referees may not allow it.
- Any player who receives 2 Technical Fouls in a game will be ejected from that game, must leave the gym, and will be suspended for the next game.
- Any player who gets ejected for a flagrant foul must leave the gym and will be suspended for the next 2 games. Any player written-up by a referee for discreditable conduct may face further sanctions.
- FIBA in the back court: ref does not have to handle the ball on turnovers, opponent cannot sub. Play rectangular key. Free throws enter key on the release.
- DOUBLE BONUS on 8th team foul. No single bonuses.
- Each HALF will be 28 minutes running time.
  Two 1-minute time outs per game.
  Last 1 minute of game is stop time on whistle.
  PLAYOFFS: 33 minutes running time. Last 2 minutes of game is stop time on whistle.

  Regular season and Playoffs: Clock stops for timeouts, injury where the player cannot leave the floor quickly under his own power, or general confusion.
- TIES: If score is tied at end of regulation, play OVERTIME
  3 MINUTES running clock.
  Stop time on whistle in last 1 minute only.
  1 timeout per team in overtime (no carryover timeouts from regulation time).
  If tied after 3 minutes the game ends in a tie.

  PLAYOFFS: If tied at the end of 3 minutes, repeat until a winner is determined.
  1 timeout per team in each overtime.

- **Playoff Format:**

Week 1: Byes for teams seeded 1 and 2 at end of regular season based on total points.
Early game will be seeds 4 vs 5. Late game will be seeds 3 vs 6.
Losers' season ends. Winners move on.

Week 2: Early game is seed 1 vs winner of previous week's 4/5 game.
Late game is seed 2 vs winner of previous week's 3/6 game.
Winners move on.

Week 3: Final with winners from Week 2.

<u>Seeding tiebreakers</u>:

1. Total points in standings. 2. Total Wins. 3. Head to Head wins. 4. Head to Head most point scored in regular season. 5. Executive Committee emergency meeting.

NOTE: League Executive will have final say in all rules/rulings and may waive or extend suspensions or penalties.