



## **RULES & REGULATIONS**

**[www.roundball.ca](http://www.roundball.ca)**

### **GAME TIME**

Each game will consist of two 20 minute halves. The clock will only be stopped during time outs, injuries and free throws.

If a team does not have at least 5 players present on the floor at the scheduled game time a five-minute grace period from the scheduled tip off time will be given. If the player does not arrive by this point the opposing team will have one of the following options:

- A) Take an automatic win by default and scrimmage for the remainder of the time.
- B) Proceed at the scheduled time playing against the insufficient amount of players.

### **GAME CLOCK**

Every game consists of two 20 minute halves. Any additional overtime period is 2 minutes in length with no break time between the second half and any existing overtime periods. The foul count will carry on from the second half into the overtime. Full stoppage time exists in the final three minutes of play. We do not stop play at any given time if a team is winning by over 20 points in the final five minutes of play.

### **POSSESSION**

The team that loses the jump ball gets the next possession with the arrow then going back and forth for the remainder of the game. A jump ball takes place in every overtime period.

### **TIMEOUTS**

During the regular season and playoffs, a team is given 2 timeouts per game. A team is given an additional timeout for each overtime period played. In the final three minutes of the second half all inbounders after the timeout are automatically advanced to half court.

A team can only call timeout on a dead ball. The timeout is given once the referee acknowledges the call from a player on the team. Timeouts are 30 seconds in length. Timeouts can also be called by the non-scoring team after a basket is made. Timeouts cannot be called during live game play.

## **FOULS**

A player is fouled out on his 5th foul and a team is in the bonus on their 8th foul. If a team has only 5 players present and one of the players fouls out, the game must continue with a 5 on 4 format. If any additional players foul out resulting in the team having less than four players active on the floor, then the team forfeits their game. During overtime the foul count from the 2nd half carries over to any existing overtime periods.

For safety reasons and the community focused mission of our program, we operate on a very strict foul policy system. Flagrant and Technical fouls are given based upon the judgement of the referee. These fouls account for one personal foul added to the player foul sheet and one to the team foul count. A technical foul results in one free throw and possession of the ball. If a player receives 3 Technical fouls over the season they must sit out the very next game. Secondly, a flagrant also known as Unsportsmanlike foul results in two free throws and possession of the ball. Please refer to the athlete code of conduct to understand what is not tolerable.

## **SHOT CLOCK**

The Roundball shot clock is 24 seconds. If a game is within fifteen points, the shot clock will be called in the last minute of the first half and the last 5 minutes of the second half. Officials also have the authority to call a shot clock based on their discretion. If a team with possession is fouled with the shot clock under 14 seconds, the shot clock will be reset to 14 seconds.

## **SUBSTITUTIONS**

Players must report to mid court and notify the scorer's table before substituting into the game.

## **GAME ENDING SHOTS**

In the chance of an end of game shot to win, the referee controls the decision regarding if the basket counted before the buzzer rang. The referee does hold the right to check in with the scorer's table and Roundball staff to review his decision before he makes the final game ending call.

## **TEAM ROSTERS & DROP IN PLAYERS**

A drop in player is allowed to participate only once during the regular season for a cost of five dollars. Drop in players are required to sign a waiver form and pay their fee with the scorer's table prior to playing and will not be permitted to sub into the game without doing so. Drop in players are not permitted to play in the playoffs. The roster add player deadline will be Week 6 of play. Rosters will be locked at the beginning of week six games.

## **TEAM EXPECTATIONS**

Teams must be ready to play on time with all players on the court wearing the same colour and numbered uniforms. Players will not be allowed on the court without proper uniforms when competing in their games. For safety purpose no jewelry of any kind can be worn during game play. Players must have their athlete code of conduct signed and submitted with fees paid before competing in the program.

## **PROFESSIONALISM**

Every team begins the season with the same amount of professionalism points. A team loses 0.5 professionalism points if they are late, causing the game to be started late. A team loses 1 professionalism point if they forfeit a game. Professionalism points can play a significant role towards your teams ranking at the end of the season.

## **POINTS**

## **RANKING**

End of season identical team records will be determined by head to head regular season match up victories. If this does not settle the deadlock the professionalism point system will determine the deadlock followed by the Point Differential System. This process will determine all seeding outcomes.