

GENERAL INFORMATION

Divisions:

- 5 vs. 5
- 17+ Open Division

Teams Must Contain: 7 players minimum (12 max)

League Start Date: TBD

Game times: TBD

7 Games Minimum – DEPEDED ON TEAMS

Fees: \$100.00 per player

Location: TBD.

GAME CONDUCT

- I. There will be zero tolerance for swearing.
- II. No arguing or discussion with officials during or after the game. Coaches and players/captains will be charged technical fouls without warnings. The penalty of a technical foul is one shot and possession for the other team. Threatening an official can result in the suspension for the player and the team. Teams are responsible for the conduct of their coaches, players and fans!

FACILITY PROTOCOLS

- I. **OUTDOOR SHOES** – Please note that outdoor shoes and high heels of players and fans must be taken off by before entering the court. Please inform your teammates and fans!
- II. **RESPECT THE STAFF** – If you have concerns, notify the league and we will deal with it. There is zero tolerance for abuse towards staff. Teams are responsible for the conduct of their coaches, players and fans.
- III. If you are not feeling well, have the flu, a cold, fever or showing signs of COVID-19 you will not be allowed to participate in any activities booked within the facility. We ask that you stay home until you are showing no signs (symptom free).
- IV. Masks must be worn indoors by all attendees when in the common spaces of the facility. These spaces include the entrance, facility hallways, storage rooms and washrooms. Coaches, instructors, training staff, etc. must wear a mask at all times even in their activity space unless they are actively participating in the activity.
- V. Social distancing will be requested while within the facility.
- VI. Change rooms will not for use until further notice. All participants are asked to arrive dressed in their gym clothes required for their activity.
- VII. Arrive at the facility no earlier than 15 minutes prior to your booked gym time. Please do not enter the facility more than 10 minutes before your booking and go directly to your activity space.

- VIII. After your gym booking time is finished, you will have 10 minutes to leave the activity space & facility.
- IX. Please follow directional signage as posted within the facility. Traffic patterns are designed to aid with social distancing when patrons are in common areas and to help avoid congestion.
- X. General public spectators are not allowed. Spectators may be allowed for certain pre-approved groups but this must be arranged in advance so that the facility can plan for the appropriate cleaning protocols after each booking (with & without spectators). Spectators will only be allowed in certain areas and must follow the directions as provided for spectator traffic flow.
- XI. Water Fountains – Not for use until further notice.
- XII. Each team is to bring all of their own basketballs for warm-ups. Please be aware, the league is not responsible for any lost items.** Each player must be responsible for their own equipment and items.

We appreciate that these rules are new to us all and we all need to do our part to be safe and follow these COVID guidelines for return to play. If these rules are not followed, the potential risk of another full facility closure could occur. Thank you in advance for your cooperation.

GAME FORMAT

- I. FIBA Rules and Regulations with the following modifications;
- II. Five (5) minute warm-up before ALL games.
- III. 20-minute halves running time, 3-minute halftime.
- IV. Each team is allotted two (2) time-outs per half and one (1) for each overtime period (no carry-over). A time-out shall last one (1) minute. A time-out opportunity begins when: For both teams, the ball becomes dead, the game clock is stopped, and the official has ended his communication with the scorer's table; For both teams, the ball becomes dead following a successful last or only free throw; or for the non-scoring team, a field goal is scored.
- V. **Home team will start with possession with a throw-in at centre court** (across from the score table). Alternating possession (AP) will be used for the remainder of the game.
- VI. Officials will not handle the ball. Players will be responsible to fetch the ball. Officials will instruct players when they can inbound a ball or shoot a free throw. In the backcourt, the ball does not have to be touched by an official - the ball must be taken out of bounds and inbound from the sideline.
- VII. After every made basket, the defensive team must inbound behind the baseline to begin offensive possession.
- VIII. Shot clock will automatically begin when the ball is inbounded, not when the ball makes contact with the player. However, in the last 2 minutes of the game the shot clock will only continue when it makes contact with the player.
- IX. Only the captain/coach of the team is permitted to speak to the referee.
- X. **NO GAME SHOULD END IN A TIE - must have a winner. Overtime shall run 3 minutes (stop time).**
Each team will only have one (1) time out.

SUBSTITUTIONS

- I. Only the team with possession in the backcourt can call for a substitution.
- II. If the team with possession in the backcourt calls for a substitution, the opposing team then may also sub.

ROSTERS/ELIGIBILITY

- I. Players must be on a roster and registered with the league to play.
- II. Each team must have a captain or coach.
- III. Any changes or additions to roster must be approved by league convenor, email: **Amar Brar**
- IV. Players must play a minimum of 2 regular season games to be eligible for playoffs
- V. Players must pay in full at the time of registration to be eligible to play on the team.
- VI. Free Agent players must pay \$20 to pay each game and must play minimum of 5 games to be eligible to play in the playoffs with one team.

FREE AGENT ROSTER

- I. Players register as free agents and can play a single game with a team. This must be approved by the team captain and informed 3 business days prior to League coordinator.
- II. Free Agent players must pay \$20 to play each game, and must play minimum of 5 games to be eligible to play in the playoffs with one team.
- III. Free Agent players wanting to register with a team for remainder of the season must pay the remaining fee prior to join the team.

MINIMUM PLAYERS

- I. A team must contain 7 players minimum and 2 players maximum.
- II. Teams must have at least 4 players to start the game.
- III. A team is permitted to play with 4 players for the entirety of the game. The opposing team may match their 4 (4v4) or choose to play with 5 (5v4).
- IV. If a team is short players, they must select a player from the registered free agent list to play the game.
- V. Players must be registered with the league to play for another team.

JERSEYS

- I. Order matching uniforms. Numbers are required either on FRONT or BACK of the jersey. We recommend your team have reversible jerseys in case you play a team with a similar colored uniform. You must have them by your first game
- II. The home team on the schedule will wear white, the away team can wear any dark color. Please bring your reversible jerseys every week.

REGULAR SEASON -SHOOTING FOULS

- I. A shooting foul on a 2-pt field goal MISS will be rewarded with 1 free throw worth 2 points
- II. A shooting foul on a 2-pt field goal MAKE will be rewarded with 2 points plus 1 free throw worth 1 point
- III. A shooting foul on a 3-pt field goal MISS will be rewarded with 2 free throws - the first free throw is worth 2 points, the second is worth 1 point
- IV. A shooting foul on a 3-pt field goal MAKE will be rewarded with 3 points plus 1 free throw worth 1 point

PLAYOFFS -SHOOTING FOULS

- I. A shooting foul on a 2-pt field goal MISS will be rewarded with 2 free throws each worth 1 point.
- II. A shooting foul on a 2-pt field goal MAKE will be rewarded with 2 points plus 1 free throw worth 1 point
- III. A shooting foul on a 3-pt field goal MISS will be rewarded with 3 free throws - each worth 1 point.
- IV. A shooting foul on a 3-pt field goal MAKE will be rewarded with 3 points plus 1 free throw worth 1 point

FOULS

- I. 6 fouls by one player will result in ejection from the game
- II. Bonus starts at 7 team fouls per half

TECHNICAL FOULS

- I. Technical fouls are non-contact fouls and result in 1 free throw worth 1 point
- II. Unsportsmanlike fouls are contact fouls and result in 1 free throw worth 2 points
- III. Two technical fouls = player ejection
- IV. Two unsportsmanlike fouls = player ejection
- V. One technical foul and 1 unsportsmanlike foul = player ejection
- VI. Two ejections = 1 game suspension

EJECTION FORMAT

- I. 2 T's in a game will be reviewed by league (suspension will determine the act if needed).
- II. Over the course of a season, a 3rd, 4th and 5th Technical Foul result in a 1-game suspension.
- III. Over the course of a season, a 6th and 7th Technical Foul result in a 2-game suspension.
- IV. Over the course of a season, an 8th Technical Foul suspends the player for the remainder of the season.
- V. All technical and suspension are viewed before decisions are made.
- VI. 3 accumulated unsportsmanlike fouls result in a 1-game suspension.
- VII. A 4th accumulated unsportsmanlike foul results in a 2-game suspension.
- VIII. A 5th accumulated unsportsmanlike foul suspends the player for the remainder of the season.
- IX. During playoffs, all suspensions will be up to the discretion of the executive.
- X. Physical abuse of a referee will result in a life time suspension
- XI. **Teams are responsible for the conduct of their coaches, players and fans. The EBA's Board of Directors reserve the right to suspend teams indefinitely if their behavior is undesirable.**

TIME OUTS

- I. Each team will have two (2) time out per half, unused time outs will not carry over into the second half.
- II. Each team will have one (1) time out in overtime.

OVERTIME

- I. If score is tied at the end of regulation, there will be a 3:00 minute overtime.
- II. There will not be an additional timeout added in overtime
- III. Timeouts not used in the second half may be used in overtime

I. GAME CANCELLATION GUIDELINES

- II. 3 business days' notice is required.
- III. Teams cancelling the game will receive an automatic loss. the win will go to the team who did not request the change.

MISSION BASKETBALL

Player Checklist

General Requirements

- ☐ Sport Cohorts of a maximum of 50 individuals per cohort identified; includes players, referees, coaches, managers, and/or trainers who cannot physically distance.
- ☐ Social distancing measures of a minimum 2 metres between individuals not in the same household or Sport cohort implemented.
- ☐ Personal Hygiene measures are in place for all activities (training and administration).
 - ☐ Frequent hand washing / sanitization.
 - ☐ Cough / Sneeze etiquette.
 - ☐ Do not attend if feeling any COVID-19 symptoms.
- ☐ Adhere to municipal by-laws and facility guidelines as it pertains to wearing face masks, masks must be worn if dealing with an injured player.
- ☐ Process for Contact Tracing has been implemented and secure storage/retention of information is in place.
- ☐ Rapid Response plans are in place and communicated.

Operational Activity Requirements

- ☐ Designated spectator area with physical distancing measures in place; safe drop-off / pick-up procedures implemented.
- ☐ Register your attendance for contact tracing and submit your completed and signed Daily Attestation/Health Questionnaire Form.
- ☐ Adhere to municipal by-laws and facility guidelines as it pertains to wearing face masks, masks must be worn if dealing with an injured player.

Session / Game Requirements

- ☐ All activities are in alignment with cohort rules, physical distancing and equipment sharing requirements.
- ☐ Participants are informed of physical distancing and equipment sharing rules prior to every session.
- ☐ Safe use of equipment measures in place, including:
 - ☐ Sanitize all shared equipment between sessions (balls, cones, etc.). Game balls must be wiped with sanitizing wipes at court and re-sanitized after use.
 - ☐ Each team should provide at least one game ball to the score table prior to start time. Game balls must not be used during the warm-up. Game balls must be re-sanitized at each halftime, as a minimum. (Best practice is to sanitize the ball at each stoppage of play including time outs and between quarters.)
 - ☐ Teams are responsible for supplying their own sanitizing equipment.

MISSION BASKETBALL

Player Checklist

Use this checklist to help your players prepare for on court play safely.

Before You Leave Home

- ☐ DO NOT leave home if you are feeling unwell or showing signs of COVID-19 Symptoms (Fever, Cough, Shortness of Breath, Sore Throat or Runny Nose).
- ☐ Eat before you come – food is discouraged and may not be available on the premises.
- ☐ Thoroughly wash your hands with soap and warm water.
- ☐ Thoroughly wash water bottles with soap and warm water.
- ☐ Bring thoroughly washed equipment (uniform, basketball).
- ☐ Bring hand sanitizer (just in case).
- ☐ Use the washroom.
- ☐ Register your attendance for contact tracing.

Arrival at Court/Facility

- ☐ Enter through established entrances. Wear mask prior to entering the Saville Centre!
- ☐ Respect physical distancing guidelines.
- ☐ Register temperature/active symptom screening.
- ☐ Wash at provided handwashing stations.
- ☐ Do not share water bottles.
- ☐ Follow traffic flow signs to your location.

During Activity at Court/Facility

- ☐ Practice respiratory etiquette (sneeze/cough into arm, no spitting, no clearing nasal passages).
- ☐ Refrain from group celebrations, shaking hands, fist bumps, or high fives.
- ☐ Practice physical distancing when not actively playing on court.
- ☐ Refrain from touching face, eyes, nose, mouth with hands; wash/sanitize hands regularly.

After Activity is Complete

- ☐ No loitering.
- ☐ Exit through established exits. Put mask back on before exiting your court/gym!
- ☐ Wash at provided handwashing stations.
- ☐ Follow traffic flow signs out of your location.
- ☐ Respect physical distancing guidelines.
- ☐ Thoroughly wash water bottles with soap and warm water.
- ☐ Thoroughly wash equipment - uniform and basketball(s)