



EDMONTON BASKETBALL ASSOCIATION LEAGUE RULES & GENERAL INFO

NOTICES

- 1) Your team will be contacted if you are affected by the change of a game time or cancellation.
- 2) Schedules, meeting dates and other information will be posted on the website. Please visit the website at www.edmontonbasketball.org regularly for updates
- 3) If you have any questions, call (780) 438-0890 or email edmontonbasketball2016@gmail.com
- 4) It is your responsibility to update the league with email or phone number changes. If your team switches representatives / contacts (i.e. – the main rep is on vacation), the league needs to know who else to contact.
- 5) Attendance is mandatory at the EBA's Annual General Meeting in January. At least one member from your team must attend. Your team will be fined if no representative for your team attends.

Elections, rule changes and important updates are done at this time and quorum in needed.

SAVILLE COMMUNITY SPORTS CENTRE COURTESY

- 1) **OUTDOOR SHOES** – Please note that outdoor shoes and high heels of players and fans must be taken off by before entering the court. Please stay on the grey mats if wearing outdoor shoes. Please inform your teammates and fans!
- 2) **RESPECT THE SAVILLE CENTRE 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.**

GAME CONDUCT

- 1) There will be zero tolerance for swearing.
- 2) No arguing or discussion with officials during or after the game. Coaches and players 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!**
- 3) The EBA Code of Conduct will be signed by each player when they register online. A copy can be found on our website: www.edmontonbasketball.org

PERSONAL EQUIPMENT

- 1) Players shall not wear equipment (objects) that may cause injury to other players.
- 2) The following are not permitted: Finger, hand, wrist, elbow or forearm guards, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding. (See #3)
- 3) All knee braces must be wrapped. No Exceptions.
- 4) Objects that could cut or cause abrasions (fingernails must be closely cut).
- 5) Also, not permitted: Headgear, hair accessories and jewellery (including jewellery that cannot be removed). If the player cannot remove the jewelry, the player cannot play. This rule will be strictly enforced. No Exceptions.

PLAYER ELIGIBILITY

- 1) Anyone can play during the seeding round.
- 2) To play in the regular season, a player must be on the team's player roster, registered in RAMP, signed the waiver form (both forms must be submitted by the end of the seeding round) and the player has to play in at least one (1) seeding round game.
- 3) To play in the playoffs, a player must be on the team's player roster, registered in RAMP, signed the waiver and the player must play in at least one (1) seeding round game plus two (2) regular season games.
- 4) **All players need to carry photo identification in case another team challenges his/her eligibility.**

GAME FORMAT

The league will be using FIBA rules with the following modifications:

- 1) 10-minute quarters stop time, 5-minute halftime. (Officials cannot shorten game clock or have run time).
- 2) Each team is allotted two (2) time-outs per half and one (1) for overtime (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.
- 3) Home team supplies: GAME BALL (size 7 for both men & women), SCORE SHEET and SCORE KEEPER.
- 4) Visiting team supplies: someone to run the scoreboard (KEEP TIME)
- 5) **NO GAME SHOULD END IN A TIE - must have a winner. Overtime shall run 5 minutes (stop time). Each team will only have one (1) time out.**
- 6) Ten (10) minute warm-up before ALL games.
- 7) Start Times:

If the Scheduled Game Time is: 7:00 / 7:30 / any other time, then the *Tip Off time will be: 7:10 / 7:40 / etc., And the **Default time shall be: 7:15 / 7:45 / etc.

*Refs will arrive at scheduled game time and set the warm-up clock for 10 minutes. All teams are expected to have the score sheet ready and players ready by tip-off time!

**Teams have 15 minutes past scheduled game time to have 5 players ready to play. Otherwise the game will be considered a forfeit. This time shall not be extended.

***If the first game ends early then the next game starts at the posted start time unless the officials and BOTH teams agree to start early.

- 8) **If a score sheet is not ready by tip-off, the game will be counted as a default!**

PLAYOFFS (TIE BREAKER PROCEDURES)

TWO-WAY TIE

- 1) If tied in points, Win/Loss record of regular season league play used to rank teams.
- 2) If still tied, Win/Loss record of teams tied. (Defaults disqualify).
- 3) If teams split 1 win and 1 loss, go to plus/minus against each other.
- 4) If still tied, plus/minus of TOTAL points for and against in regular season play. (Defaults will count +20 in your favour or -50 against you.)

THREE-WAY TIE

- 1) If tied in points, Win/Loss record of regular season league play used to rank teams.
- 2) If still tied, Win/Loss record of teams tied. (Defaults disqualify).
- 3) If tied in points between three teams, the Win/Loss record between the three teams is used. For example:

Team A	Team B	Team C
Win vs B	Win vs A	Loss vs A
Loss vs B	Win vs A	Win vs A
Win vs C	Loss vs C	Loss vs B
Loss vs C	Win vs C	Loss vs B

OR

Team A	Team B	Team C
Win vs B	Win vs A	Win vs A
Loss vs B	Loss vs A	Loss vs A
Win vs C	Win vs C	Win vs B
Loss vs C	Loss vs C	Loss vs B

OR

Team A	Team B	Team C
Win vs B	Win vs A	Loss vs A
Win vs B	Loss vs A	Loss vs A
Win vs C	Loss vs C	Win vs B
Win vs C	Loss vs C	Loss vs B

2W/2L 3W/1L 1W/3L

2W/2L 2W/2L 2W/2L

4W/0L 1W/3L 1W/3L

- i) In the first situation, Team B will finish 1ST, Team A will be 2ND, and team C will be 3RD.
 - ii) In the second situation, since all three teams are tied, then ranking will be based on points for/against each other. If still tied (either with all 3 teams or 2), rankings are determined by points for/against for ALL regular season games.
 - iii) In the third situation, Team A finishes in 1ST; Then points for/against each other between Team B and Team C; If still tied, then points for/against for all regular season league games
- 4) If still tied, plus/minus of TOTAL points for and against in regular season play. (Defaults will count +20 in your favour or -50 against you.)