

## Kwantlen Polytechnic University 5v5 Basketball Rules & Regulations

### General Rules

Review the following rules and regulations before the Basketball season begins to avoid any confusion. The rules are available below, and will be posted online at <https://www.kpu.ca/sportrec/intramurals/basketball>

### KPU Drop In/Intramural Policies

All participants are expected to follow the KPU code of conduct and respect the Coordinator, Officials, Sport and Opposition. KPU encourages sportspersonship and fun. When participating in sports and recreation there is a tendency to get competitive, this is encouraged but aggressive behavior and disrespectful language is not. If this is an issue you and whoever is associated with you, (friends/spectators coming to watch) will be asked to leave the facilities. Depending on the severity, you may be asked to permanently leave from the sport drop-in/league for the rest of the semester.

All participants must have their valid **KPU STUDENT/STAFF/ALUMNI ID** with them when registering for the league. Each sport day they must present their KPU ID at the Front Desk to enter the KPU facility.

### Authority

If any individual has questions or concerns regarding Basketball, please contact [sportrec@kpu.ca](mailto:sportrec@kpu.ca) or the Sport and Recreation Programs Coordinator, [chris.delahson@kpu.ca](mailto:chris.delahson@kpu.ca).

### Sportspersonship

Please play safely in a respectful manner and with good spirit at all times with opposing players and KPU Sport & Rec staff. Derogatory language, fighting, hate speech or any such verbal or physical abuse will **not be tolerated**. Any player not abiding by the rules and regulations will be removed from the league.

## **Sportspersonship Program**

After each game, Intramurals Staff will assess and rank the fair play of each team on a scale of 0-5 by answering the following: “Did the team significantly contribute to the enjoyment of this game in spirit and sportspersonship?”.

If a team is given a score equal to or less than 3, the captain will be notified by the Sports and Recreation Programs Coordinator and possibly required to make corrective action prior to the next game.

At the end of the season, teams will be disqualified from playoffs if their sportspersonship average is below 4. Teams will be provided with a written rationale for this decision. Team Captains may provide a written appeal within 3 business days of receiving a disqualification statement. The final decision will be made by the Sports and Recreation Programs Coordinator and Intramurals Staff.

### **Scaling:**

0 – Poor Sportspersonship (fight, player ejection, etc.) or Default without 2 days’ notice

1 –

2 –

3 –

4 –

5 – Good sportspersonship

### **Scheduling:**

Teams will play 1 match each week. Games are scheduled Tuesday’s in-between 5:50 – 8:30pm and each team will play 1 game each week over a 7-week period; followed by a 3-week playoffs period. Games will be played full court.

- 1) Refer to the game schedule to check who is playing and be at the court 10 minutes prior to the start of the game. Games consist of 2 x 15-minute halves with a 5-minute halftime break.

#### **a) Players: Forfeit Rule**

- i. If a team has an insufficient number of players to begin, the game clock will begin and there will be a **5-minute** grace period to the start of the game.
  1. A team can wait the 5-minute grace period until minimum 4 members of the team arrive;

- ii. Should a team still have too few players following the delay, the opposition team will receive an automatic forfeit win. Forfeit win score being 1-0 Pts, 15-0 PF.
- iii. If there is a forfeit; the schedule can continue to the next game.
- iv. Teams may avoid forfeiting in regular season by playing with a minimum 4 players on their roster.

### Uniforms:

1. Teams must wear KPU black/white reversible jersey supplied at the beginning of the season, No Exceptions!
2. You must wear a jersey if you wish to play. No alternative jersey will be allowed.
3. It is a non-transferrable jersey and the jersey number is to be exchanged for student ID and signed off on the sign-in sheet each week.

### Eligibility:

**Each individual is responsible** for the verification of their eligibility. **Team captains must** also accept the responsibility for the eligibility status of any participant representing their respective teams. Questions regarding participant eligibility should be brought to the attention of the Intramural Leader staff or Sport and Recreation Programs Coordinator.

All students, faculty/staff, and alumni are eligible to participate in an intramural league and/or tournament as long as the following are met and completed at the Sport and Recreation front desk:

1. Personal information entered onto **Team Registration form**.
2. In possession of and show **valid KPU ID** to front desk staff
3. **Waiver** form signed to allow use of Sport and Recreation Facilities
4. **Team Sportspersonship Pledge** form understood and signed
5. **Registration fee** paid in full prior to commencement of first game

Any student, faculty/staff or alumni are ineligible to participate in intramurals if they have not met and do not complete the above requirements.

The 'Free Agency' initiative has been put into place to increase the accessibility of intramurals for individual students, staff/faculty, and alumni who do not have a team and hope to have the opportunity to participate; providing an inclusive space for all to participate.

In order to register as a Free Agent, individuals must go in-person to the Sport and Recreation front desk and seek assistance by the Front Desk staff. They will be required to present their valid KPU ID and sign a waiver form. However, until they have joined a team, they will not yet be required to pay the registration fee or sign the 'Team Sportspersonship Pledge' form due to no guarantee a spot on a team.

### **Playoff eligibility:**

Players must play in at least **half of the league games** to be eligible for playoffs. It is the team captain's responsibility to ensure all players sign in prior to every match with Intramural staff to ensure players become eligible for playoffs. The Sport and Recreation Programs Coordinator will refer to what is recorded on the sign-in sheet if a player's playoff eligibility is in question.

In the event that a player cannot make a game(s) for a variety of reasons, the player **must** communicate this via email ASAP prior to the next game to the Sport and Recreation Programs Coordinator, and their team captain must also be CC'd. This process must take place to allow the player to remain eligible to play in the playoffs; though this will be determined on a case-by-case basis by the Sport and Recreation Programs Coordinator.

### **Player Roster:**

Max team size: 8, 5 vs 5 on court (Max of 8 teams), no spares for games will be permitted outside of each team's roster.

### **Player Transfers and Additions:**

No new players can be added to a team after the second week. Any new player to a team must still play half of the regular league games to be eligible for playoffs. No player on a team may play for any other team during the league's regular or playoffs season. Special considerations may be given to players requesting a transfer via the approval of their team's captain in an overcrowded team, or a forfeited team, by the approval of the Sport and Recreation Programs Coordinator.

### **Sign in:**

Sign in procedures – KPU ID required to sign-in for the league with team captains ensuring all players sign in.

### **In Game Rules**

All games are self-refereed unless communicated by the Sport and Recreation Programs Coordinator. Should a game-related conflict arise that cannot be resolved by the games' Team

Captains, the Intramural Leader staff will make final call; the Sport and Recreation Programs Coordinator will make a final call decision if required.

First team of minimum 4 players ready (i.e., sign-in sheet complete, pinnies on and KPU ID provided) for game will have first possession. If both teams are ready by game time the winner of paper, scissors, rock game will have first possession.

### **Game Time/Play:**

- 1) **Length:** Game length consists of 2x 15-minute halves.
  - a. 2-minute warm up;
  - b. 5-minute halftime break.
- 2) **Timeouts:** Each team is permitted 1-minute timeout per half.
  - a. Timeouts can be asked for only on dead balls;
  - b. If a team requests a time out and they do not have a time out remaining, they will be charged with a technical foul (2 shot each worth 1 point and possession);
- 3) The time clock will only stop on:
  - a. Free Throws
  - b. Out of bounds
  - c. Time-outs
  - d. Injury
  - e. Staff's discretion
- 4) The game may be shortened due to time constraints or cancelled at the discretion of the Sport and Recreation Programs Coordinator.
- 5) The ball is dead if ball goes behind backboard or touches backboard wires or supports. The ball remains in play if it touches side of backboard.
- 6) Teams have 10 seconds to dribble ball across half-court, otherwise opponents will regain possession.
- 7) Over-and-back violation occurs when a team travels over half-court and back into their offensive side; this will result in a loss of possession.
- 8) A defensive 3-second violation will occur when an offensive player is positioned in the lane/paint for more than 3 seconds without actively guarding an offensive player. 1 free throw will be awarded and offensive team regains possession.
- 9) An offensive 3 seconds violation will be assessed when an offensive player stays in the lane for more than 3 seconds without the ball, or with the ball and does not make a move towards the basket. Possession will be awarded to the defensive team.

**Substitutions:**

Player may substitute on a break of play, aka dead ball. Game clock will continue during substitutions. The substitutes from the bench must approach the scorer's table and/or sit on the bleacher's bench, put their hand up as an indicator that they want to enter the game and wait for the official to call them into the game when appropriate.

**Fouls:**

At the start of each game, players will be assigned a number bases on their pinnie. When a player commits a foul, their number will be used to record their personal fouls by the scorekeeper. Players are allowed 5 personal fouls before they are fouled out of the game. Team Fouls, 7 per half. Game clock will continue during foul calls.

A personal foul is any illegal physical contact by a player, including but not limited to holding, pushing, charging, blocking, or hitting an opponent.

Common examples:

- Blocking – stepping into the path of a moving player without establishing position.
- Charging – running into a stationary defender who has established a legal guarding position.
- Holding – grabbing or restricting an opponent's movement with your hand or arm.
- Pushing – using force to displace an opponent from their position.
- Reaching in – attempting to steal the ball but making contact with the opponent's arm or body.

A player shall not hold, push, charge, trip, nor impede the progress of an opponent by extending an arm, shoulder, hip, knee, or by bending the body into other than normal positions, nor use any rough tactics. Scorekeepers will be counting personal fouls.

- If a player refuses to give their name to the staff after they have been given an infraction, the game will be forfeited to the opposing team.
- If a player gives the staff a false name after they have been given an infraction, the game will be forfeited to the opposing team.

All fouls in the act of shooting will be shot (1, 2 or 3 shots will be taken depending on the type of foul).

Bonus rules apply for team fouls - On the 7th team foul, the opposing team is in **Double Bonus**.

### **Foul Shots:**

When a player is in possession of the ball and shooting when a foul is committed the players will line up. On a made basket – shoot 1 shot for 1 point.

- After a successful shot the non-scoring team will regain possession and resume play from the end line.
- After a non-successful shot:
  - a) If the scoring team take possession they may continue to attempt to score, if a basket is made it will be worth 1 point.
  - b) If the non-scoring team take possession, they may resume play with possession.

### **Intentional Fouls – Or Unsportsmanlike Conduct:**

2 foul shots (each shot worth 1 point) and possession is given to team being committed the foul.

### **Technical Fouls**

1. In the event of a technical foul, the opposing team will be awarded 2 free throws. After both shots are taken, the ball is put back into play at the point of interruption (POI). The team that had possession of the ball prior to the foul retains possession. Technical fouls count as personal fouls.
2. If a player is to receive 2 Technical fouls they will be removed from the game, and suspended for the following game.
3. A team receiving 3 technical fouls in a game will forfeit the contest, regardless of the score.
4. All flagrant fouls will be treated as technical fouls.
5. Recreation sports has a no tolerance rule for foul language. Teams will be warned once, then given a technical foul, regardless of whom the language is directed towards.
6. All trash talking is prohibited and a technical foul will be called for any such behavior.
7. Hanging on the rim is not permitted at any time (including during the warm-up) and will result in a technical foul. Dunking can occur as long as the player does not hang on the rim.
8. Teams are responsible for their bench players.

9. All ejected players must leave the gymnasium before the game will continue; failure to do so will result in a forfeit by that team regardless of score

**Scoring:**

- Every shot inside the 3pt line is worth 2 point
- Every shot behind the 3pt line is worth 3 points
- Every successful free throw is worth 1 point
- When a team scores, the opposition takes next possession.

\*A player is considered behind the 3pt line when their feet are behind and not touching the 3pt line.

**Stalling:**

Stalling is a play violation. If a player of is deemed to be stalling (failing to attempt to score or set up play) after 10 seconds with possession, the opposition team captain may call “stalling”, the player with possession will have 5 seconds to make a play otherwise the ball will be turned over to the opposition.

**Playoffs:**

Playoffs are determined by end of regular season standings. 3 weeks designated for playoffs.

1. 3<sup>rd</sup> to last week – Quarter Finals (4 games or 2 games with 2 byes)
2. 2<sup>nd</sup> to last week – Semi Finals (2 games)
3. Last week – 3<sup>rd</sup> Place & Final (2 games)