



## Kwantlen Polytechnic University Basketball Rules & Regulations

### General Rules

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

### 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. Every Wednesday they must present their KPU ID at the Front Desk to enter the KPU facility.

### Authority

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

**Scheduling:** Teams will play 1 match each week. Games are scheduled Thursday's in-between 6-10pm and each team will play each other over a 7 week season plus 3 weeks designated for playoffs.

- 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 – 15 minute halves with a 2 minute halftime break.

**a) Players: Forfeit Rule**

- i. If a team has an insufficient number of players to begin there will be a 5 minute delay to the start of the game.
  1. A team can wait the 5 minute grace period until 5 members of the team arrive;
- ii. Should a team still have too few players following the delay, the team will receive an automatic forfeit. Forfeit score being 30-0.
- 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 of that roster.

**Uniforms:**

1. Teams must wear KPU black/white reversible jersey supplied at the beginning of the season, No Exceptions!
2. You must have your jersey if you wish to play. No alternative jersey will be allowed.
3. It is a non-transferrable jersey and the jersey number purchased at the beginning of the season is your number for the rest of the season.

**Eligibility:** To be eligible to play in the league all players must have registered online <https://www.kpu.ca/sportrec/league/basketball> and must pay the \$35 registration fee.

**Playoffs:** Players must play in at least half of the league games to be eligible for playoffs.

**Roster:** Max team size: 10, 5 vs 5 on court (Max of 8 teams), no spares for games will be permitted outside of each team's roster. No new players can be added to a team after the first 2 weeks.

## In Game Rules

**F.I.B.A** - <http://www.fiba.basketball/OBR2017/Final.pdf>; apply, exceptions are as follows:

### Game Time:

- 1) **Length:** Games are 2 – 15 minute halves run time; last 2 minutes of the final half – stop time if within 10 points.
  - a. 2 minute warm up
  - b. 2 minute halftime;
  - c. And 5 minute overtime (run time, last minute stop time if within 10 points).
- 2) **Shot clock:** shot clock will be implemented on ref discretion.
  - a. There is 10 second back court;
  - b. Over and back rule is in effect.
- 3) **Timeouts:** Each team is permitted 2 timeout 1<sup>st</sup> half, and 3 timeouts 2<sup>nd</sup> 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).

**Substitutions:** Player substitutions on a whistle.

**Fouls:** Fouls are determined by a referee; players are allowed 6 personal fouls before they are fouled out of the game. Team Fouls, 8 per half.

**Intentional Fouls – Or Unsportsmanlike Conduct:** 2 foul shots (each shot worth 1 point) and possession is given to team committing the foul.

If a player is to receive 2 Technical fouls they will be removed from the game, and suspended for the following game.

**Foul Shots:** When a player is in possession of the ball and shooting when a foul is committed the players will line up. The fouled player will shoot 1 shot for 2 points. On a made basket – shoot 1 shot for 1 point.

**Playoffs:** Playoffs determined by season standings.

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

**Sign in:** Sign in procedures – KPU ID required on sign-in for the league

1. Players that do not sign in every week could potentially miss playoffs