



Basketball

Rules and Regulations

General Rules

- Online Team Roster Form: Each player on a team must be represented on the team roster form.
- Verbal or physical abuse will not be tolerated. Do not taunt or bait opponents and refrain from using foul or abusive language.
- VIOLATIONS WILL RESULT IN YOUR AUTOMATIC REMOVAL FROM THE GAME AND POSSIBLE REMOVAL FROM THE LEAGUE
- All games will be officiated by York Region Basketball Officials.
- Verbal or physical abuse of officials will not be tolerated under any circumstances and will result in your removal from the league.
- The referee has the final decision in all matters.
- League Rules

Game format

- All teams will play one 40-minute game per week with 2 Minute Half-Time.
- Games will consist of 2, 20 minute running time halves. The final minute of regulation will be considered stop-time if the score is 6 points or less at, or below the 2 minute mark.
- If the game is tied at the end of regulation, one 2-minute overtime period will be allocated to determine a winner. The overtime will be considered stop-time if the score is 6 points or less.
- If the game is tied after triple overtime period, teams will alternate free throws (different shooter each time) until one-team makes and one-team misses.
- Teams are allowed two 30 second timeouts per game. Teams competing in overtime games will be granted 1 timeout each. Regulation game time outs will not carry over.
- Time outs must be called by a player on the court or on the bench.
- Final weeks will be used for Championship and Consolation Playoffs.

Game Rules

- Foul shots will be 1+ BONUS at the 6th team foul. Foul Shots will be DOUBLE BONUS at the 8th team foul.
- Offensive fouls do not equate to shots if the team is in penalty.
- All players must complete the team waiver process the day before the game prior to participation. Players who have not are ineligible. Games players with ineligible players will result in a forfeit.
- All players on a teams' roster must play a minimum 50% of regular season games in order to be eligible to play in the playoffs. Exceptions to the rule may be permitted for valid medical reasons submitted to the program supervisor for review.
- New players may be added up until the 50% mark of the regular season games.
- Injured players may be replaced at the League Supervisor's discretion but must be removed from the team's roster to add the new player. Injuries must be reported to the league Facilitator Immediately.
- Players must have a clear number on the back of their jersey. Taped on numbers are not permitted.
- Players must be wearing a team jersey by the 4th game of the season. A team technical foul will be assessed, if brought to the referees before the start of the game.
- Teams must start the game with a minimum of 5 players.
- The game clock will start at the scheduled game time and a 10-minute grace period will commence.
- 1 point per minute missed until the 10-minute mark, which will result in an immediate forfeit. There will be no exceptions if the team is unable to field 5 players prior to the commencement of the grace period.

- If the 5th player arrives, the opposing team will begin the game with first possession, a delay of game warning will be enforced on the late team; meaning the next delay of game warning is another technical foul.
- Teams may only substitute at stoppages of play.
- Players will Foul Out on their 5th Personal Foul.
- Players receiving 3 personal technical fouls in any Markham Sport League will receive a minimum 1 game suspension.

Playoffs

- Standings: Tiebreakers will be determined using the following criteria
- Head-to-Head
- Plus – Minus point differential
- Game Rules for Playoffs
- Technical fouls from the season do not carry over into the playoffs II.
- Both teams will be granted 1 overtime time-out.
- Games will consist of two 20-minute running time halves. The final two minutes of regulation will be considered stop-time if the score is 6 points or less at, or below the 2-minute mark.
- If the game is tied at the end of regulation, a 2-minute overtime period will be
- allocated to determine a winner. The overtime will be considered stop-time if the score is 6 points or less. Overtime periods will continue until a winner is decided.

Player Misconduct

- Suspensions are applicable to the sport played. Players will not be permitted to participate in any other City of Markham League. See below chart for more information.

Section	#	Description of Misconduct	First Offence	Second Offence	Third Offence
Dismissals	1.1	Receiving two technical in the same game for which neither of the warnings was directed at the game official(s)	Removal from game	1–game suspension	3–game suspension
	1.2	Receiving two technical in the same game where at least one of the warnings was directed at the game official(s)	Removal from game	4–game suspension	8–game suspension
	1.3	Using offensive, insulting or abusive language and/or gestures directed at anyone other than the game official	1–game suspension	3–game suspension	
	1.4	Using offensive, insulting or abusive language and/or gestures directed at the game official	3–game suspension	6–game suspension	

	1.5	Continuing to use offensive, insulting or abusive language and/or gestures directed at the game official after having been dismissed for such action in the area of play	6-8 game suspension	8-11 game suspension	
	1.6	Serious Foul Play	1-game suspension	4-game suspension	
	1.7	Serious Foul Play or Violent Conduct with the intent to injure or demonstrating complete disregard for safety of opponent	4 to 8-game suspension	8 to 11-game suspension	1-year suspension
	1.8	Spitting at opponent or any other person	4-game suspension	8-game suspension	
	1.9	Receiving three dismissals in one season	Suspension until a discipline hearing is conducted by the Community Program Supervisor		
	1.10	Participating in activity while suspended	6 to 11-month suspension	1 to 3-year suspension	1 to 5-year suspension
	1.11	Knowingly playing as an ineligible player	1-game suspension	4-game suspension	Season suspension
Game Official Assault	2.1	Game Official Assault			
	2.1A	Type A: Deliberate physical contact (pushing, charging, etc.) or attempted physical contact or threatening	6 to 12-month suspension	2-year suspension	Banned from league