

MARKHAM MEN'S BASKETBALL LEAGUE RULES

- 1) All games are governed by Basic Federation (High School) Basketball Rules. However, free throws will be played off the release-with 3 players in the lane allowed on each side of the key.
- 2) All players must wear a league issued jersey during all games. Any player starting the game or entering the game without a league jersey will be assessed a technical foul. **The technical foul will count as one of the player's personal fouls - also see Rule 7 for additional technical fouls.** Two points & the ball will be awarded to the opposing team. No free throws are taken.
** There is no grace period for jerseys once the league starts **
- 3) 21 is the minimum age requirement for league participation.
35 is the minimum age requirement for play in the Master's Division
- 4) No player may play for more than one team (regardless of Division).

Player Conduct

- 5) **Fighting or intimidating behaviour of any kind will result in immediate suspension of all league privileges.** This includes expulsion from the league and forfeiting all use of High Schools and Markham Men's Basketball League privileges. Fighting is defined as "a punch or flagrant elbow thrown". The minimum suspension for fighting is the rest of the season in which the action took place plus the next full season. No appeal is permitted. There will be no refund of League fees.
- 6) **Abuse of Scorers and timers will not be tolerated.** All questions relating to time, score, timeouts, etc. must be directed to the referees. The team captain is responsible for the action of his players. If an incident of abuse is brought to the attention of the League Executive, a minimum 1 game suspension will be handed out to the player involved. The League Executive to determine if further action is needed. Repeated cases of abuse will result in further

disciplinary action by the League Executive, including possible permanent expulsion from the League.

7) Game Ejections & Accumulated Game Ejections

7.1) If a player receives **2 technicals in one game and/or is ejected** from a game they will automatically receive a 1 game suspension. The suspension will be served the following game, including playoffs if applicable.

7.2) If a player receives **2 technicals in one game and/or is ejected** from a second game during the season, they will automatically receive a 3 game suspension. The suspension will be served the following three games, including playoffs if applicable.

7.3) A third technical ejection from a game will result in suspension for that player for the balance of the year, including playoffs. The League's Operating Committee (League Executive & Captains) will review the status of the player and vote on whether he will be allowed to return the following season.

**A quorum is 2 League Executives plus 50% of the team captains.

7.4) If a player receives more than 2 technical fouls in one game, there is a minimum 3 game suspension for the next 3 games. And if this player receives **2 technicals in one game and/or is ejected** in any additional games in that same season, the player is suspended for the balance of the year, including playoffs. The League's Operating Committee (League Executive & Captains) will review the status of the player and vote on whether he will be permitted to return the following season.

**A quorum is 2 League Executives plus 50% of the team captains.

** Suspensions will be related to the season in progress.

**The League reserves the right to review and discipline any player at any time for unacceptable behaviour and/or accumulated technical fouls.

**The League also reserves the right remove a player from league play, for unacceptable behaviour and/or accumulated technical fouls. Even if that player has not been previously suspended.

** The League reserves the right to review any and all violations that result in technical fouls or ejections.

**There will be no appeals.

**There will be no refunds.

- 8) Alcohol & Fan behaviour in the MMBL any player deemed to be under the influence of alcohol or drugs, before or during a game will not be permitted to play in that game. A warning will be given, along with an immediate 5 game suspension to be served consecutively for the games following the infraction (this includes the playoffs). Any player deemed to be in violation of this rule a second time during the season will be suspended for the duration of the season including playoffs.

The use of alcohol anywhere on school property by a League player will warrant immediate and permanent suspension from the League.

Fans, friends and hangers-on of League players **are not** exempt from this rule. If it is determined that fans or hangers-on are under the influence of alcohol, are drinking on school property or generally disruptive to League play. They will not be permitted to return to any games. When it is determined who the fans are associated with, the league player(s) or captain will receive an immediate 5 game suspension. If the fan returns to the view subsequent games in the MMBL the player(s) or captain will receive an additional 10 game suspension. This may carry over to the next season.

The sole discretion regarding these rules lies with the game officials and any League Executive member.

- 9) No Dunking will be allowed during warm-ups, however it will be allowed during the game (grabbing onto the rim, except to prevent injury, warrants a technical foul) Dunking during the warm-up warrants a technical foul

- a. Dunking either after a game or when your team is not directly responsible for a bench area (i.e.- after someone else's game) will result in the following

- i. The player(s) accused of dunking the basketball will be automatically ejected from the league with NO appeal

- 10) All league games will start as scheduled. There will be a 10-minute "grace" default time. Less than 5 players dressed and prepared to start a game will result in default of the game. Any team not ready to play at the schedule time, but ready before default time will be assessed a technical foul (two shots). After the technical has been shot the game will be started with possession at half court by the team not assessed the technical foul. All defaulted games will result in the loss of two (2) points from the defaulting team(s) league standings total. Games that follow a delayed game, will not be time shortened.
- 11) If a team does not have enough players to start a game, after the grace period has expired, the team with enough players will be awarded a 2 - 0 win. The 2 points will be put under the captains point total on the game score sheet. Captains notify the referee that a default has taken place. If there are enough players from both teams to floor two teams of minimum 5 players, a game will be played. A refereed defaulted game will consist of 2 x 20 min halves straight time no time outs. The scorekeeper will only keep a running score on the clock. No written player stats other than fouls are recorded.
- 12) Regulation games will consist of two (2) 25 minutes running time halves except the last 2 minutes in each half will be stop time. One (1) overtime period will be played consisting of 3 minutes running time with stop time in the last minute of play. One timeout will be granted. One (1) point will be awarded for a tie game. During the playoffs overtime will be played until a winner is declared.
- 13) Each team is granted two (2) timeouts per half and unused timeouts may not be carried over to the next half or overtime period.
- 14) Technical fouls constitute 2 penalty shots (with the exception of jersey infractions-where 2 points and the ball are awarded). All technical fouls are counted as personal fouls. Bench fouls will be

assessed to the team captain as a personal foul (if the official did not assess the technical to a specific player on the bench).

- 15) Open wounds - Any player who takes the court with an open wound or suffers any injury resulting in an open wound is required to leave the floor immediately. This player may not return to the floor until the wound has been properly treated and properly covered. Return is at the discretion of the referee.
- 16) Protests - all referees decisions are final. No protests are permitted.
- 17) Rosters - League Executive may alter teams in an attempt to maintain league parity. If injuries deplete a teams roster additions may be made solely by the League Executive with the consultation of team captains.
- 18) Registration Rules - no player may play in pick up or a league game until they have signed the Registration and Waiver forms and paid for their registration in full. If a player plays a league game without properly registering and paying, the team he plays for will forfeit all game (s) the player played in.
- 19) No headgear (head ties, dew rags, etc) are permitted to be worn during league play. Headbands will be permitted.
- 20) No spectators may stand on or near the player's bench. All non-participants are to enjoy watching the games from seating areas away from the player's bench and score tables. Disruption to League games from spectators will result in permanent removal of the spectator in question, from attending future league games.
- 21) Draft Night & Year End Banquet are events reserved for league players only. Friends & hangers on will not be permitted to attend these events.
- 22) The League runs a 21 game schedule, an All Star Game & Playoffs. Games may be cancelled or rescheduled with short notice due to school

functions, maintenance or bad weather. Every effort will be made to make up missed games. There will be no refund of league fees for a shortened schedule.

23) Masters Division Only - To be eligible for post season play. A player must play in at least 10 regular season games. Injuries that do not allow a player to participate in a minimum of 10 games will be reviewed by the League Executive.