



MEGACITY Basketball Game Rules and Regulations - A Division

League Rules and Regulations

1. **Zero Tolerance for FIGHTING:** Any fighting, harassment, racial slurs and verbal abuse against players, staff, referees and spectators will not be tolerated and will result in an automatic ban from MEGACITY Basketball with no refund. This individual may be prosecuted under the Ontario Provincial Law. MEGACITY Basketball reserves the right to suspend players and/ or teams for fighting.
2. **Referees:** All decisions made by the referees are FINAL and will not be disputed.
3. Referees have the authority to issue technical/ flagrant fouls and eject players from the game. Any ejected player will be issued a \$20.00 fine and will not be permitted to play another game until the fine is paid off in full.
4. **Uniforms:** The MEGACITY BASKETBALL jersey top is MANDATORY and players without their top will not be permitted to play. PERIOD. Also players cannot “share” jerseys during the game or use any sort of alternate jersey. If your uniform is misplaced or lost, please contact us immediately so we can place an order for you. We don’t want to prevent anybody from playing, but we need to look professional at all times.
5. **Team Size:** Teams can have a maximum of 15 players on their roster. 5 dressed players are needed to avoid a forfeit.
6. **FORFEITS:** If a team fails to put 5 players on the court within 10 minutes of the start time that team will be forced to forfeit the game
 - a. The game clock will start running as scheduled and a technical foul will be given to the offending team to start the game if the offending team is ready to play within the first 4:59 or less.
 - b. Two technical fouls will be given to the offending team if they are unable to dress 5 players from 5 minutes to 10 minutes after the scheduled start time.
 - c. After 10 minutes have lapsed and the offending team is unable to dress 5 players then the game will be forfeited.
 - d. If your team forfeits a match during the season, the following rules apply:
 - i. First Offense: game recorded as loss, warning issued and team is issued a \$25 fine.
 - ii. Second Offense: game recorded as loss and MEGACITY basketball staff reserves the right to remove team from league and playoffs with no refund for games not played and team is issued a \$50 fine.



- iii. **Third Offense:** Removal from the league and playoffs with no refund for games not played.

Note: If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule your opponent a game however this does not mean that your team will not receive the loss as a forfeit.

7. **Player Eligibility:** All players must be registered with MEGACITY Basketball. For insurance and liability reasons, players cannot play unless registered with the league. Any team caught using players that are not registered during games will automatically be forfeited for that game and any game that the player had played.
8. **Playoff Eligibility:** In order to be eligible for the playoffs, the player must have dressed for a minimum of 3 games of the regular season.
 - a. In the event that the player was injured for the season but available for the playoffs, the player must show-up/ sit on the team bench for a minimum of 4 games.
9. **Bench rules:** Only registered players and designated coach's may sit on the bench. Non-registered players, non-registered coach's and fans are not permitted to sit on the bench.
10. **Coaches:** Each team must designate their coach on or before week 1.
11. **Tie Breakers** for getting into the playoffs: Tie breakers will be based on head to head records, if both teams are still tied then point differential will be used. If still tied after point differential then the team who scored more points will advance.

Game Rules

MEGACITY Basketball will follow FEDERATION (college) rules with the exception of the following:

1. **Time:** The games will consist of two 23 minute running time halves. Halftime will consist of a 1 minute break. Last two minutes of the game will be stop time if score within 10 minutes.
2. **Timeouts:** Each team will be given 3 (three) 45 second timeouts per half. Timeouts cannot be carried over.
3. **Bonus:** Bonus begins on the 7th foul. Double bonus begins on the 10th foul (per half).
4. **Substitutions:** Players may only substitute on dead balls with uniform tucked in and **MUST** check-in at the scorekeepers table.



5. Technical Fouls/ Flagerant Fouls: Technical Fouls and/ or Flagrant Fouls will be handed out at the discretion of the games referee. Any call by the games referee is final and will stand.
 - a. player is automatically ejected from the game if they receive two technical fouls, or a Technical and Flagrant 1, or one Flagrant 2 foul.
 - b. Any ejected player will be issued a \$20.00 fine and will not be permitted to play until the fine is paid in full.
 - c. MEGACITY Basketball reserves the right to suspend and/or ban any player(s) who is/are ejected from a game for unsportsmanlike conduct, or any actions that may be detrimental to the league and/or its players.

6. Jump Ball: After the initial jump ball, any jump ball / tie-up situation will be determined by a possession arrow.

7. Overtime: If the game is tied at the end of regulation, a two-minute overtime period will be played.
 - a. Foul counts are extended from the second half and one additional timeout is given to each team.
 - b. The clock only stops in the last minute of overtime and only if the score differential is single-digits. (additional overtimes will be played until a winner is determined).