

2008-09 MEN'S SUPERLEAGUE RULES

Check www.slydog.ca/super for rules, schedule, standings, and other goofy stuff.

League Rules

1. Code of Conduct:
 - This is a competitive yet friendly men's basketball league. All players, at all times, are expected to respect their teammates, opposing players, referees, and scorers. As such, rules against verbal abuse and violence will be strictly adhered to.
 - Verbal threats or acts of violence against referees, players, or scorekeepers will result in a permanent ban from the league.
 - Fighting will result in an automatic season suspension (any closed fist contact).
 - Any player found responsible for damage to school property will be banned from the league and be held responsible for the cost of repairs.

2. Technical fouls.
 - Technical fouls will be penalized as follows:

<u>2 T's in 1 game</u>	<u>Penalty</u>
1 st occurrence	1 game
2 nd occurrence	2 games
3 rd occurrence	out for season
 - Any ejection from a game is the equivalent of receiving 2 T's.
 - Obscenities audible from the sidelines will not be tolerated and are subject to technical fouls.
 - Players are allowed 6 personal fouls per game. Technical fouls count as personal fouls
 - All players (including substitute players) are subject to the above rules

3. Uniforms.
 - All teams are expected to have at least one set of matching uniforms complete with numbers (if someone forgets their uniform, a same colour shirt with any sort of number (taped on if need be) is acceptable). If a player does not have a matching uniform with a number, they will NOT be eligible to play.

4. Other
 - Teams must have 5 players to start a game. They are allowed a 10 minute grace period after which time if they don't have 5 players they default the game.
 - A team with 5 or less players can pick-up players from another team with agreement from both captains. If a team picks up players, they can have no more than 6 players in total.
 - In order to qualify for playoffs, a player must have played in at least **4** regular season games, unless there is an extenuating circumstance (i.e. player paid their fee, played a few games, got injured and wasn't ready to come back until the end of the year). Please be sure all players are clearly identified on score sheets.
 - Games are 2-30 minute halves straight time. Stop time will occur under 2 minutes if the game is within 10 points. If a team gets up over 10 points the clock will continue to run. Overtime, if needed, will be 2 minutes stop time with NO time-out for each team (no carryover).

- There are 2 timeouts per game. If a timeout is used under 2 minutes and a team is shooting free throws, the clock does not start until all free throws are completed and the ball is put into play, regardless of the score.
 - High school rules apply other than on foul shots. For foul shots, 6 players total are allowed in the lane (2 defensive and 1 offensive on each side of the key). Lane players can go in the key on the release of the shot. The shooter (and those outside the key) can release when the ball hits the rim.
 - Seeding for the playoff will be done by the win / loss record for the season. Ties are broken by the following head to head records, then head to head plus / minus, then overall plus / minus, and finally a coin toss.
5. Exceptions to the above rules will only be made if the head of officiating, league convener, and captains of both teams involved agree to the exception.