



BALLER MEN'S LEAGUE

November 2009 – April 2010 Season





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Welcome to the Baller Men's League (BML) 2009-2010 season. As this is the first season of the BML, we would appreciate as much feedback as possible from the team coaches, managers, and players. With your assistance and suggestions we can improve the quality and ensure the growth of the BML. BML is a division of Baller Sports Club Inc. and is a member of the Ontario Basketball Association and Canada Basketball. The BML Official Rules & Regulations were created as an operational guideline for teams and players playing in the BML. All Official Rules & Regulations promote Zero Tolerance and will be reviewed at the end of the season by the League Committee. The BML family wishes your team good luck during this season, play hard and see you on the court.

BML Official Rules & Regulations

Rules

- All games will be played under the BML Official Rules and Regulation Guide (2009-2010) with the exception of rules noted in the "OFFICIAL RULES AND REGULATIONS".

Player Eligibility / Team Rosters

- Age group is open men's.
- All players must be registered with the BML and can register at; <http://www.baller.ca/PlayerRegistration.aspx>.
- Each player must submit a "Player Waiver" form. The "Player Waiver" form must be submitted before the team's first league game. Players who do not submit their "Player Waiver" form will not be eligible to play until their player waiver form is submitted to the BML coordinator.
- New and existing players can be added and removed from any team's roster until the last day of the regular season. To be eligible for the Playoffs a player must have played at least 10 (10) regular season games. Final Playoff rosters must be submitted five (5) days before first Playoff game.
- Players must wear an official team jersey or uniform. Player(s) without the official team jersey or uniform will not be allowed to participate in games.
- Recruiting of players from another team and use of non-registered players is not allowed, regardless of any situation.
- Teams must designate at least one player as captain to represent the team during games

Players on the Bench

- For the safety and concern of players, family, friends, staff etc. ONLY players, designated Coaches and/or team managers will be allowed to sit on the team bench prior to, during or after the game.
- An individual is designated as the team Coach, Assistant Coach, or Manager for the entire season. The designated individual must appear on the official online roster submitted to the BML in advance of the start of the season or before the teams next scheduled game. This individual must be recognized by the league as the "Coach, Assistant Coach or Manager" and is responsible for behaving as the "Coach, Assistant Coach or Manager". No spectators may stand on or near the players' bench.
- All spectators and non-participants can watch the games from stands / seating areas away from the scorers table and players' benches. If a spectator or non-player refuses to leave the bench area, the BML staff will ask the captain(s) to remove the individual. If the non-player refuses to leave the bench area, the game could be defaulted with a loss to the responsible team.

Home Team / Visiting Team

- Home team – Left side of bracket and choice of bench. (Home/White uniform or Team colour)
- Visiting team – Right side of bracket and choice of bench. (Away/Dark uniform or Team colour)



Local House Rules

- Any team not ready to play ten (10) minutes after their scheduled time forfeits the game. A team must have at least five (5) eligible players to start the game.
- The Point-Differential Rule or Mercy Rule will not apply in any game.
- The entire game will be played under “stop time” rules; however, if there is more than a 15 point differential with 5 minutes to play running time will be implemented.
- Each team must supply the official scorekeeper with the names and jersey numbers of team members no later than ten (10) minutes prior to the game.
- The three-point rule will be in effect / The 24second Shot Clock rule will be in effect / The 8 second back court rule will be in effect
- Referees will not handle ball in the backcourt except for putting the ball in play after a foul or time-out.
- Ball is to be put into play at the spot closest to a violation (traveling/double dribble) or where ball went out of bounds.
- Referees will handle the ball on all foul shots.
- Zero tolerance on verbal abuse directed at referees and/or score keeper. Verbal abuse may result in ejection from the game and a team fine of \$50.00.
- Any abuse of players on other teams will not be tolerated. A technical for unsportsmanlike conduct will be awarded to offending team.
- Flagrant technical foul may result in an automatic one game suspension and is left to the discretion of the referee and BML review. If a player(s), coach(s), manager(s) is suspended from a game the team will be fined \$50.00.
- A league appointed scorekeeper and timekeeper will be designated as the official scorekeeper and timekeeper, respectively, for each game.
- Each team is responsible for its own insurance. Any and all injuries suffered by any player(s), and/or spectators are not the responsibility of the BML or Baller Sports Club Inc. *See “Player Waiver”. Any and all medical expenses of a player(s), and/or spectators injured during the BML are the responsibility of the team they represent.
- While on-site at any BML facility any damages and/or defacing of facility property will be charged to the player(s) and the team associated with the event. Police and local authorities will be immediately notified at the discretion of the BML.

Game Time

- The game will consist of two twenty (20) minute halves of play. Each half will be stop time.
- The game clock will start at the scheduled starting time. The 10 minute grace period will still be allowed and any portion of that time will be deducted off the game time. The defaulting team is responsible for paying one officials.
- Half time will be five (5) minutes and the second half will start in the direction of the possession arrow.
- The throw-in shall be from the out-of-bounds at the division line in the backcourt opposite the scorer and timer’s table.
- FIBA Rules ie: 24 second shot clock, 8 second back court rule, and ball is in play above the rim. See the OABO website, <http://www.oabo.org/>, for more info. To download the Official FIBA Rule Book you can also click here >http://www.tabo.ca/documents/rules_and_mechanics/fiba%202008/rules.pdf

Time Outs

- Two (2) twenty (20) second time outs in the first half and three (3) twenty (20) second time outs in the second half.
- Regular game time outs do not carry over to overtime.
- Time outs are 20 seconds long.

Overtime

- Each overtime period including “sudden death” will begin with a jump ball.
- One new time out per overtime period; team and personal fouls will carry over from regulation play.
- Regular game time outs do not carry over to overtime.
- First overtime period will be 3 minutes, stop time during time outs only.
- Second overtime period will be 2 minutes, stop time during time outs only.
- Third overtime period will be “sudden death” (first point wins).

Protests

- Protest of any game must be made to the BML Coordinator within five (5) minutes after the conclusion of the game in question.
- All protests will be handled by the League Committee. Its decision is final.
- Protest of referee judgment calls will not be allowed or tolerated.



RULES AND REGULATIONS (continued)

Team Uniforms

- Teams must have identical uniforms with numbers on front and back and of same identical color.
- Short sleeve, long sleeve, and cut off undershirts must be of the same color as uniform top. Players must adhere to these uniform rules or they will not be allowed to play.

Coaches, Assistant Coaches and Team Managers

In the event of a team having a Head Coaches, Assistant Coaches and/or Team Managers:

- All head coaches, assistant coaches and team managers (bench personnel) participating in BML sanctioned events must be signed to a BML team roster and are required to become members of BML using the online membership registration system.
- Coaches, assistant Coaches and team members can register online at: <http://www.baller.ca/MemberRegistration.aspx>

Player Substitutions

If the team in possession of ball in back court makes a substitution the opposing team may make a substitution. Should the team in possession of ball in back court not make a substitution the opposing team may not make a substitution. Either team may make a substitution in the front court.

Defaulted Games (Regular Season and Playoffs)

- Unless there is a closure of one of BML's facility, games will proceed as scheduled.
- Defaulted games will not be replayed and is considered a loss. Two (2) points will be automatically reworded to the other team.
- It is the responsibility of the team and/or the team captain to inquire about a game. No exceptions and no makeup games.
- The defaulting team is responsible for paying one official. The BML team fee covers the cost of two officials per game; the team in default will pay the BML a reimbursement fee equal to the cost of one official. Fee will be collected by the on-site BML Co-ordinator.
- Should a game be cancelled, the BML will post the cancellation time on our website, www.baller.ca and will attempt to contact the team captain or the designated team contact. The team captain or the designated team contact will be informed of the cancellation and it will be the sole responsibility of that individual to contact each of his/her teams' players. The BML will post all cancellation dates and times with 1-2 days notice.

24-Second Shot Clock Rule

- A) Standard FIBA rules apply minus the shot clock when participating in games where a shot clock is not available.
- B) Please refer to Article 29, Page 32 of the FIBA Manual for the full 24-second rules and procedures (Whenever a player gains control of a live ball on the court, his/her team must attempt a field goal within twenty-four (24) seconds).
- C) To constitute a shot for a field goal within 24 seconds:
- The ball must leave the player's hand(s) before the 24 second device signal sounds, and after the ball has left the player's hand(s), the ball must touch the ring or enter the basket.
- D) When a shot for a field goal is attempted near the end of the 24-second period and the signal sounds while the ball is in the air:
- If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
 - If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
 - If the ball hits the backboard (not the ring) or misses the ring, a violation has occurred unless the opponents have gained immediate and clear control of the ball, in which case the signal shall be disregarded and the game shall continue.

24-Second Shot-Clock Procedure

- If the game is stopped by an official for any valid reason not connected with either team (24 second device reset in error, etc.) or connected with the opponents of the team in control of the ball, possession of the ball shall be awarded to the team that previously had control of the ball with a new 24-second.
 - However, if in the judgment of the officials, the opponents would be placed at a disadvantage, the 24-second device shall continue from the time it was interrupted.
- If the 24-second device sounds in error while a team has control of the ball or neither team has control of the ball, the signal shall be disregarded and the game shall continue.
 - However, if in the judgment of the officials, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the 24 second device shall be corrected and the ball shall be awarded to that team.

24-Second Shot-Clock Penalty

- The ball shall be awarded to the opponents for a throw-in at the place nearest to where the game was stopped by the official, except when directly behind the backboard.



Un-Sportsmanlike Conduct and Fighting (This includes the time directly before games, between games or after games).

- A player displaying un-sportsmanlike behavior (such as TRASH TALKING OR PLAYER TAUNTING) will be given a technical foul without warning and will be required to sit out the following four (4) minutes of the game. Any player or coach assessed two technical fouls in a game is automatically ejected from the game and is ineligible to participate in, or attend, the next scheduled game.
- If a player or coach is ejected from a game the team will be fined \$50.00. The fine must be paid before or on the teams next scheduled game and the team will not be allowed to play any games until the fine is paid.
- Any player or coach involved in a fight during a game will be assessed two (2) technical fouls and is automatically ejected from the game and is banned from further play and attendance at all league games and activities for the remaining of the season including the Play Offs.
- Any player or coach disqualified from a game for technical fouls or fighting must leave the gym premises immediately and remain 100 feet from the gym and the facility in which the game is being played. The game will not continue until the disqualified person leaves the premises. A five-minute delay due to the failure of the disqualified person to leave will result in forfeiture of the game.
- Un-Sportsmanlike behavior by anyone, including spectators, at any time during the league can result in removal from the gym or other league activities and may result in exclusion from all league activities at the discretion of the League Coordinator of the respective division and/or the League Committee.
- Compliance is a team and player responsibility. Failure to comply will result in forfeiture of the game and exclusion from further league activities and future league participation.

Player(s) Suspensions

- Any player(s), coach(s), manager(s) who is currently under suspension from the BML or any other sports league will not be allowed to participate in the BML until they have served the full term of their suspension. At the end of the term of their suspension official league documentation must be provided to the BML to ensure that the suspension has been lifted. This is to protect the safety of the BML player(s), coach(s), manager(s), spectator(s) as well as the integrity of the BML.
- Any players involved in a fight will be banned from league

Teams

- BML teams are defined as teams that are members of the BML
- Every player must be registered online using the "Baller Player Registration" System and must submit their team rosters via the Baller Basketball Website. Team fees must be paid to the BML prior to their first game of the season
- Team and player registration must be completed before any team/player participates in games.
- Teams may register a maximum of 12 players. This number includes any player additions made.
- Team registration fees must be submitted by certified cheque, money order, or cash.
- Team Fee - \$1675.00

Incidents Which May Result in the Loss of BML Facility and Permits

- Any individual involved in any incident that results in the loss of a permit or which causes harm to the relationship between the league and the permit department will be dismissed from the league without refund immediately, and may be subject to pay for the remaining balance of the facility permit fees. Incidents can include, but are not limited to, the consumption of alcohol and/or drugs at or on facility property, damages or vandalism at or on facility property (not directly resulting from the nature of sports), and abusive behaviour towards facility staff and/or league staff.
- Possessing alcoholic beverages, drugs, weapons of any kind (either concealed or exposed) at the venue by players or spectators are strictly forbidden. Offenders will be asked to leave immediately, without refund.
- Facility property includes but is not limited to parking lots, sidewalks, doors, washrooms, stairwells, bleachers, glass windows or hallways.

Alcohol / Illegal Substances

- Any player in possession of or use of illegal substances, or the use of alcohol before, during or after a BML game and on the premises, will be indefinitely suspended without appeal.
- Any player deemed to be under the influence of alcohol or drugs will not be permitted to play. Any player found to be in violation of this rule a second time during the season will be suspended for the duration of the season. The sole discretion regarding this rule lies with the game officials and any BML Co-ordinator.



RULES AND REGULATIONS (continued)

End of BML Regular Season

- BML Regular Season ends Saturday April 4th 2010
- BML Playoffs begin Saturday April 10th 2010
- BML Championships begin Saturday April 17th 2010
- All BML playoff games and schedules will be posted on the Baller Sports website www.baller.ca Monday April 6th

Playoff Format and Seeding

- Top 8 teams with the best records makes the playoffs
- Bottom 2 teams with the worse records do not make the playoffs
- Seeding is determined by a teams regular season record
- Game Winner (A) – If a team wins a game by 1-19 points they receive two (2) points
- Game Winner (B) – If a team wins a game by 20 points and over they receive three (3) points
- Game Default (A) – The team in default will receive minus one (-1) point
- Game Default (B) – The winning team will receive two (2) points
- Each team is guaranteed a minimum of 1 playoff game

Playoff Divisions and Conferences

- BML Playoffs begin Saturday April 10th 2010
- The Playoffs will be broken into two (2) separate divisions “A” and “B”
- “A” Division (Central West Conference) – Top four (4) teams with the best records / Format: 1 vs 4 | 2 vs 3
- “B” Division (Central East Conference) – Bottom four (4) teams with the second best records / Format: 1 vs 4 | 2 vs 3

BML Conference Championships

- BML Conference Championships will begin Saturday April 17th 2010
- The Conference Championships will be held at Erindale Secondary School



RULES AND REGULATIONS (continued)

Team Registration

- ⇒ Logon to www.baller.ca
- ⇒ Click on the "BML" icon
- ⇒ Click on the "BML Team Registration" link
- ⇒ Complete the form with team info and team roster
- ⇒ Submit the form
- ⇒ BML will contact you within 24hrs. to confirm your teams registration

Player Registration

- ⇒ Logon to www.baller.ca
- ⇒ Click on "**Register**"
- ⇒ Select "**Click here to become a Player**" / Webpage address: <http://www.baller.ca/PlayerRegistration.aspx>
- ⇒ Fill in Player info
- ⇒ In the ***School** field type: **The last school that you attended ie: Carlton University, Humber College**
- ⇒ In the ***Comments** field type: "**BML and your TEAM NAME**" ie: **BML – Oldsmobile**
- ⇒ Complete and submit form
- ⇒ A confirmation email will be sent to the email address that was specified in the online form
- ⇒ Confirm your registration by clicking on the "**Registration Link**" at the bottom of the email that was sent to you
- ⇒ Enter a user name and password
- ⇒ You are now registered
- ⇒ Your name will be added to your team roster
- ⇒ ***All players must register before they are allowed to participate in any games**
- ⇒ ***All players must complete and submit a "Player Waiver" to the BML Co-ordinator before their first scheduled game. Players who have not submitted their "Player Waiver" will not be permitted to play in any games.**

Basketball Rules and Resources

- ⇒ Ontario Basketball Association (OBA) – www.basketball.on.ca
- ⇒ Canada Basketball – www.basketball.ca
- ⇒ Ontario Association of Basketball Officials (OABO) – www.oabo.org
- ⇒ Peel Regional Board of Approved Basketball Officials (PRBABO) – www.peelrefs.com
- ⇒ FIBA – www.fiba.com

BML Contact Info

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