



# BASKETBALL League Rules

These League Rules and Playing Rules shall be overridden by the 'Terms and Conditions of Business' which shall always prevail in the event of any dispute, ambiguity or inconsistency.

## CAPTAIN'S ROLE

As the team captain you are agreeing to the Playing Rules and Terms of Conditions of Business for the Powerplay league as set out below and on the website. It is the responsibility of the captain to be the primary contact for the team and all players involved. By allowing a player to take part in a club's match, you are confirming that a player is aware of and will abide by these rules.

## BASKETBALL

### 1. TEAM REGISTRATION

1.1 Players must be registered

### 2. CANCELLATIONS, FORFEITS AND RESCHEDULING FIXTURES

2.1 For a game to begin a minimum of 3 players must be on court and ready to play from each team.

2.2 If a team are more than 3 minutes late to the court or have less than 3 players after the timer has started, their opponent will be awarded with 1 basket (2 points) per minute after this time, until both teams are on court and ready to play. If a team have not arrived by 10 minutes that team will forfeit the game and lose 20-0.

2.3 The Team Manager must inform Powerplay if a team is going to cancel a fixture, if this is done with 28 days' or less notice the team is liable for their own match fee as well as that of the opposition.

2.4 If a team cancels with more than 28 days notice they will lose the game 20-0 and still be liable for your match fee but not the opposition's.

2.5 Any team not showing up for a match (or arriving more than 10 minutes late) without contacting the league in advance will be deducted three points as well as losing the match 20-0. The team will also be fined the equivalent of one match fee, plus £10 + VAT to cover administration. The deadline for cancelling a game is 4pm on the day of the game. After this time the cancellation will be considered a 'no show'.

2.6 Any team that 'no-shows' or late cancels (i.e. after midday on the day) on 3 occasions in one season may be expelled from the league without compensation. Late cancellations and 'no-shows' will also be taken into account when inviting teams back for future seasons.

2.7 Any team that wishes to pull out from a league with games still remaining will still be obliged to pay the league fees for the full season.

2.8 Powerplay has the right to expel any team from a league if they believe there is due cause. All such decisions will be final.

2.9 Teams may not postpone or re-schedule any fixtures.

2.10 Powerplay reserves the right to postpone fixtures at any time. Powerplay will reschedule any such fixtures at no extra cost to the teams involved.

### 3. KIT

3.1 No item of jewellery, except a wedding ring and/or medical alert bracelet, shall be worn. If worn they must be taped.

3.2 No adornment that may endanger player safety shall be worn.

# BRING YOUR GAME

- 3.3 Nails should be cut short and players are not allowed to wear any finger/hand/wrist/ elbow/ forearm protective guards or braces.
- 3.4 Players must wear suitable trainers or ideally high top sneakers to protect the ankle.
- 3.5 Laces must be tied securely before the game and the game will not stop for laces to be tied.
- 3.6 Ideally teams will play in shorts along with a jersey of a dominant colour with a visible number printed on the front and back.
- 3.7 Powerplay will provide numbered bibs for teams who don't play in their own kit.
- 3.8 Players must try to keep to the same number each week as nominations will be made for individual awards.

#### **4. INDIVIDUAL AWARDS**

- 4.1 MVP- Most Valuable Player of the Season - The referees will pick a player who they deem the most valuable at the end of every game. The player with the most nominations at the end of the season will win Most Valuable Player of the Season.
- 4.2 Fair Play Award - Each week the referees will be looking out for players who consistently display sportsmanlike attributes. At the end of the season the referees will pick one player from the league to win the award.
- 4.3 Top Scorer Award - The highest scoring player over the course of the season, as recorded by team captains, will win this award.

#### **5. CONDUCT**

- 5.1 If any player (in the opinion of the referee) has consumed alcohol, then that player will not be permitted to play in any matches that night.
- 5.2 Referees and table officials must be respected, listened and adhered to at all time.
- 5.3 Only the captain can politely speak to the referee when there is a dead ball.
- 5.4 Every Powerplay player must treat everyone in the league equally and sensitively regardless of age, disability, gender, race, ethnic origin, cultural background, sexual orientation, religious beliefs or political affiliation.

- 5.5 Do not use foul, sexist, racist language or offensive gestures at any time.
- 5.6 Know and abide by the rules and spirit of the game.
- 5.7 Avoid violence and rough play and help injured opponents.
- 5.8 Accept the decisions of the match officials

#### **6. DISCIPLINARY**

- 6.1 All referee decisions are final.
- 6.2 Intimidation of referees will not be tolerated and will result in further action being taken by the league, up to and including expulsion of offending players and teams from the league.
- 6.3 Discrimination of any kind towards officials or other players will not be tolerated and will result in further action being taken by the league, up to and including expulsion of offending players and teams from the league.
- 6.4 Powerplay reserves the right to ban or expel any player or team from the league or take any other disciplinary action as it deems appropriate.
- 6.5 Any team knowingly fielding a suspended player will forfeit that game 20-0 and will be liable for the oppositions match fee.

**BRING YOUR GAME**