

Warwick Active Basketball League 2018-2019

1. Organisation

The League is organised and delivered by Warwick Sport in partnership with the University of Warwick Basketball Club. The League will be managed by the Warwick Sport Sports Engagement Officer. The Engagement Officer and the League Activator will have the final say on all matters of the league. The Warwick Sports Engagement Officer is Eugene DeVille & the League Activator is Matthew Bardsley.

2. Squads

- a. The Squad may consist of between 7 to 20 players (maximum of twelve players per match)
- b. Squad sheets must be submitted by Captains 2 weeks into the League (see League homepage for exact date)
- c. At least four players must be present in order to play a match.
- d. Players who wish to play for more than one team must register with both teams and it is up to the player's discretion who they play for should the two teams play together
- e. A points system will operate to restrict the number of University of Warwick Basketball Club players on court at any one time. First team players regarded as 4 points and second team players as 3 points. A maximum of 7 points may be reached.

3. General Rule

- a. Matches will consist of 2 x 10 minute halves in the Main Hall. In general, the [FIBA 2018 Official Basketball Rules](#) apply, but the clock runs continuously (see 3b) and free throw and timeout rules are given below (see 3c-d).
- b. The clock is continuous. If there is a major stoppage (what defines this is down to the officials' discretion), then the clock stops until play begins again. In the final 2 minutes of the game, if the difference between the two teams is 5 points or fewer, the clock should be stopped on every dead ball and score.
- c. Fouls in the act of a missed shooting attempt result in 1 point (2 for a three pointer and **possession being reversed**. If the shot is made, 3 points (4 for a three pointer) are awarded. After 5 team fouls in a half, every non-offensive foul results in 1 point and possession being reversed (this includes on the 5th foul also). Technical and unsportsmanlike fouls award 1 point **and possession**, regardless of whether the team have 5 fouls in a half or not.
- d. Each team may take a total of **one** timeout for the duration of each game.
- e. 3 points shall be awarded for a win, 1 for a draw, 0 for a loss.

-
- 
- f. A team forfeits a game if they fail to turn up to play without adequate notice (see rule 3h). A team that misses more than one game will be penalised by docking 3 points per game.
 - g. The game shall also be forfeited if the team breaks any of the rules in section 2 above.
 - h. 96 hours' notice is required for cancellation or rearrangement of fixtures. If it is not possible for matches to be rearranged this will result in a draw. Cancellations after this deadline will automatically result in 20-0 win to the opponent.
 - i. A point will be deducted from a team for each minute they are late. If a team turns up 10 minutes late they automatically lose the game 20-0 but can continue to play the game as a friendly.

4. Fixtures

- a. Fixtures for the term will be uploaded to the Top Tournament App
- b. If a team cannot make a fixture they must inform the organisers as soon as possible and at least 96 hours before the match (e.g. The preceding Monday by 7pm). If teams pull out of fixtures without adequate notice then the match will be forfeited to the opposition (rules 3e and g apply) as a 20-0 win.
- c. The date, time and location of fixture can only be changed with the permission of the League organisers.
- d. Results will be entered by the league activator, not team captains.

5. League Position

League position shall be decided upon:

- i. Total League Points obtained
- ii. Points difference
- iii. Matches won
- iv. Head to head record between the two teams tied.

6. Disputes

Disputes shall be put to the League organisers and resolved (in partnership with the Sports Engagement Office). Issues arising on the court shall be handled by the activator (Matthew Bardsley, Matthew.Bardsley@warwick.ac.uk) and should be reported to the League Organiser: Eugene DeVille (Eugene.deville@warwick.ac.uk) – Warwick Sport

7. Results

The Basketball Activator is responsible for entering the match results on the Top Tournament. This should be done within 48 hours of the game taking place.

8. Conduct

Should a team, or players from a team, indulge in any actions that are deemed by the officials to be detrimental to the good spirit of the league, then the officials are entitled to take whatever action is deemed appropriate. This may include, but is not limited to, suspension of players, loss of points or exclusion from the competition. Such penalties are subject to the approval of the League Organisers, whose decision is final.

Good Luck and enjoy!!!