



**BASKETBALL WORLD TORONTO**

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## **ADULT LEAGUE RULES & REGULATIONS**

### **BWT WEBSITE and SOCIAL MEDIA**

Always check BWT's website and our various social media channels for the most up to date information

Website - [www.bwt.ca](http://www.bwt.ca)

Facebook - <http://www.facebook.com/basketballworldtoronto>

Instagram - [@bwtbasketball](https://www.instagram.com/bwtbasketball)

Twitter - [@bwtbasketball](https://twitter.com/bwtbasketball)

### **ASSUMPTIONS and PLAYER RESPONSIBILITY**

It is the responsibility of each player to have read and understand BWT's League Rules and Regulations. There will be no exceptions to this rule and the responsibility falls upon the individual. Failure to follow any or all of the rules may result in immediate suspension/expulsion from the league without refund.

BWT reserves the right to add, remove, change or modify this information and/or the league rules/regulations at any time without advance notice. It is the responsibility of each team or individual to be aware of this information (which is available online at [www.bwt.ca](http://www.bwt.ca)) and no guarantees can be made that this information will not change. These changes will be made available and posted online at our earliest convenience. If you do not see some information that you need, please contact BWT for clarification. Assuming something will not be accepted. Ask first.

**Updated – September 1st, 2022**

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## WELCOME

- ON behalf of BWT we would like to thank you for joining our league. Please find listed in the pages below important information for you to review and to ensure that your experience within BWT meets your expectations based on our planned league design and following our league rules. We hope you enjoy our league. If you have any questions, please feel free to contact anyone of BWT's staff members for more information.

## LEAGUE INFORMATION

### TEAM – REGISTRATION & PAYMENTS

- Teams/Individuals can reserve a spot within a division for a season once registration and payment has been submitted and received by BWT once registration has opened up. The individual/team's spot will only continue to be held only once full payment has been received by the League Registration Deadline (see dates available online).
- Please note that when registrations/payment for any division exceeds the available time/space for a specific division, BWT will use their best judgment to fill divisions based on first come first serve basis. If a division is full, BWT may be required to move a team to a different division (and possible play at different locations/times/days of play). We will do our best to communicate this to any affected teams, but this is not always possible in advance of the start of the season or first game. **Please note - no guarantees of specific times, locations, days of play can be made but BWT will do its best to provide the specific times, locations and days of play as possible. However, BWT reserves the right to make changes as needed to any team's division, game time, day of play and location if needed. BWT cannot guarantee locations, times or dates will not change.**
- Once the Registration Deadline is reached, it is the requirement of the team to make the full payment of the league fees. If the full payment has not been received by the league Registration Deadline, that team's spot in the league can be lost, the deposit will **not** be refunded, and the spot will be given to any other fully paid teams that are on a waiting list.
- Please note that if registration for any league exceeds the available space, only teams with complete registrations and full payment will be placed in a lottery for one of the available spots. If leagues DO NOT fill to capacity within the first few hours of registration, they will be filled on a first-paid, first-served basis.

### INDIVIDUAL – REGISTRATION & PAYMENTS

- Please note that when an individual signs up, the league convenor will see if a player can be added to a team within the league or on the individual's team. Only fully paid players with a complete registration form and waiver will be considered to fill a team spot.
- **No Guarantees of a Spot.** Each fully registered and paid individual player will be held on a waiting list to see if a full team can be formed. No confirmation of divisions, game days, game times can be confirmed until after the Registration Deadline and once a spot has been found. Once confirmed, you will be notified of the team you will be playing for, the time of your first game and a jersey will be provided at the first game.

### INDIVIDUAL REFERRAL DISCOUNT CONDITIONS:

- The referred must sign up and pay in full by the League Registration Deadline for the referral to be effective.
- The referral must come in advance of the completion and submission of their registration form or making their first payment. The discount will be refunded about the midpoint of the regular season in the form of a refund back on to the referral contact once all criteria has been met.
- The referral discount is limited to one discount per person per individual referred.
- **What is a INDIVIDUAL REFERRAL DISCOUNT?**
  - If you are a player, you may qualify for a \$25 referral discount off your own fees if you refer another player to play in the program that season. The player cannot have played in BWT before and cannot have contacted BWT about playing in the league that current season. Please contact BWT directly for more information.
  - The referral discount only applies to that current season and cannot be applied to more than one program and cannot be retro actively applied or applied in the future.
  - The referral discount cannot be combined with any other type of discount.

### PAYMENT DEADLINES

- All deadline dates are posted online at [www.bwt.ca](http://www.bwt.ca). Please check the website to ensure you have the most accurate information.
- All **teams** must pay in full by the deadlines and/or allotted payment plan deadlines (provided each season). Any team that fails to pay the full amount by the dates or the allotted payment plan dates will be charged an additional \$50 + HST and will be required to pay the **full team fee as well as the Bond Fee and the additional \$50 + HST + S/C fee** at least a minimum of 10 days before the next game or the team will forfeit the game and all future games until full payment is received.

- All individuals must pay in full by the deadlines (provided each season). Any individual that fails to pay the full amount by the dates will be charged an additional **\$40 + HST + S/C** and will be required to pay the **full individual fee as well as the additional \$40 + HST + S/C service charge** at least a minimum of 10 days before the next game/program date or the individual will forfeit the program/game and all future program/games and even the spot on a team until full payment is received.

## FORMS OF PAYMENT

- **CREDIT CARD** - Only Visa and Mastercard are accepted (No American Express). Please Note - A non-refundable service charge will be charged for all payments via credit card.

## PLAYER REGISTRATION FORM & WAIVER

- Please complete the Online Player Registration form before your first game played. Every player including players who played the previous season or in the past must complete a new registration form each season.
- Anyone who has not completely filled out this online player registration form in advance or refuses to do so in advance of the game will not be allowed to play in that game or any future game and could result in being suspended from the league without refund.
- It is the individual's responsibility to provide the proper e-mail (Primary) and phone number (Secondary) to BWT so that BWT can contact the individual with any required information or changes. No compensation / makeup's etc. will be provided for any player, team, captain or coach who provides incorrect, unclear or incorrect information which causes a player, team, captain or coach to miss out on some component of a BWT program.

## TEAM ROSTERS

- All teams are required to submit their tentative team roster on the registration form to allow for BWT to prepare the scoresheets in advance of the first game
- If any changes are to be made to the team roster, it is the responsibility of the team to inform BWT in advance of the next game played.
- Teams may be subject to a "Roster Solidification" deadline. Only players who have participated in the current season by this deadline are eligible to play. If teams cannot field a team based on solidified roster, it results in a default.

## START DATES & LOCATIONS

- All schedules are posted online on our website [www.bwt.ca](http://www.bwt.ca). Please check the website to ensure you have the most accurate information.
- BWT reserves the right to make changes to the game date, time, and location based on a case by case scenario. The goal will be for BWT not to make any changes, but we cannot control facility availability and thus we may deem it necessary to make changes for various reasons.

## SCHEDULE, STANDINGS & STATISTICS

- BWT will post the regular season / playoff / finals schedule online on its website [www.bwt.ca](http://www.bwt.ca). It is the sole responsibility of the team to find the schedule and notify all players of the schedule. During the regular season / playoffs / finals a change may need to be made. BWT will do its best to notify all players of any changes that have been made to the schedule, but it is up to the team to check the schedule online and ensure they make the game.
- No compensation or make up games will be arranged for a team missing a game due to reading the schedule incorrectly, failing to check the schedule regularly for any changes or failing to read the schedule once a change has been made.
- Although the website will be used as the main source for information for the playoffs, the seedings may change slightly based on league rules as the website cannot account for all conditions / rules. If any of this information on the website is incorrect, it is the team's responsibility **to file a written dispute 3 days within the game/program date** about the game in question. BWT will review the dispute and then make adjustments or clarifications if needed. All decisions by BWT will be final and cannot be disputed.

## DIVISIONS & TEAM ALIGNMENT

- BWT is reserving the right to move a team from one to division to another division if ...
  - BWT feels that it is for the best fit for the league, division and team.
  - If BWT does not have any more spots in the requested division and we cannot accommodate changes to a division location, schedule and overall league design within a suitable amount of time
  - If BWT feels that the team cannot compete in the division or is best suited for another division based on skill level shown. This decision will be made by BWT (based on BWT's criteria and BWT's evaluation of the team). Although a team may disagree, BWT will do this for the betterment of all teams, the league and will not be negotiable. We cannot make exceptions for teams that have players joining the team at a later date nor we will go based on what a team promises will come in the future. We can only base our decisions on a teams' result in

the early part of the season (minimum 1 game played or more TBD by BWT if required) and based on their history in BWT's leagues.

## PICTURES, GAME TAPES AND PLAYER INFORMATION

- BWT will use pictures of its players for promotional purposes as well as to post online. Check out the website [www.bwt.ca](http://www.bwt.ca) for links to all of the season's pictures.
- League member's information, statistics and pictures in the league website and forum is provided as reference or in the event that they we need to communicate regarding league related, sponsors, partners or other issues. Contact information may also be posted by the league on its website. Groups or individuals who take or use this information for any other purpose than communicating about league activity will be ejected without appeal or refund and prosecuted to the maximum extent of the Law of Ontario.

## DELAYED GAME

- Any delayed game, because of a team not having enough players (minimum 5 players to start a game), will have its game time adjusted to ensure it ends at the scheduled time. The team that caused the late start will be assessed the following technical fouls/team fouls.

### **LATE PENALTY 1 – More than ½ of the first quarter remaining**

Assumption is that 1 team has 5 players and is ready to start the game. The other team does not have 5 players to start the game. Once 5 players have shown up to the gym and are on the floor ready to play within 1/2 of the quarter, 1 technical foul (and 1 free throw) will be awarded to the opponent. The game time will then run from the score clock time at which both teams have 5 players on the floor and are ready to play.

### **LATE PENALTY 2 – Less than ½ of the first quarter, but more than 0 minutes on the clock**

Assumption is that 1 team has 5 players and is ready to start the game. The other team does not have 5 players to start the game. Once 5 players have shown up and are on the floor ready to play (later than 1/2 of minutes of the quarter) but before the clock expires, 2 technical fouls/team fouls (and thus 2 free throws) will be awarded to the opponent. The game time will run from the score clock time at which both teams have 5 players on the floor and are ready to play.

### **LATE PENALTY 3 – Less than ½ of the first quarter, but show up**

Both teams do not have 5 players ready to start the game. Both teams will have that time allotted to get their players in and ready to start the game. Should this be the case, no penalty will be award to either team, but the game time / score clock will continue to run, and no additional time will be added.

### **LATE PENALTY 4 – Both teams are late but show up and there is more than 0 minutes on the clock**

Both teams do not have 5 players ready to start the game. At the end of the first quarter, neither team still has 5 players ready to start the game. If players show up for both teams and the game can be started, we will confirm with the referees and start the game. No penalty will be awarded to either team, but the game time / score clock will continue to run and no additional time will be added.

This is at the discretion of the site convenor to enforce any penalties and in coordination with the referees.

## DEFAULT TIME

- If 5 players are not present at the start of the game time for each team, the scorekeeper will start the game clock at the scheduled start time. If the end of the first quarter ends and 5 players are not present, the game shall be defaulted and cannot be played **as the referees cannot referee a defaulted game as per Insurance Requirements.**
- If both teams have 5 players before the default first quarter minutes, the remaining time on the clock will be played. No additional time will be added. In addition, if needed, the half time may be shortened, to maximize the game time by the league convenor / scorekeeper.
- Before a game has been qualified a default and assuming BWT and the 2 referees (on-site) agree to play the game (should one team not have 5 players by the required default time but then before leaving the gym, the player(s) show up) the opponent can choose to ask BWT, and the referees to allow the game to be played. This rule is dependent on the approval by BWT and the referees.
- Once the opponent chooses to allow the game, it will be counted in the standings and no protests will be allowed.
- **PLEASE NOTE: Referees cannot officiate a defaulted game due to liability issues\*\*\***

## DEFAULTED GAMES/BOND FEES

- Bond fees are subject to being deposited at any time during the season should a team default a game.

- In order to avoid a default, **written advance notification of 10 business days, prior to the day of the game, is required for the game not to be defaulted.** BWT will attempt to reschedule the game, but no guarantees can be made. Should a rescheduled date not be available the opposing team will be awarded with the win and the game will not be rescheduled. The team unable to play will not be charged the bond fee for the game (assuming the 10 day written notice is provided) as this will allow time for BWT to cancel scheduled referees, facility time and staff for the game.
- Failure to notify BWT in advance will result in a loss of the bond fee as listed above.

## DEFAULTED GAMES FEE

### 1<sup>st</sup> DEFAULT

- If a team cannot produce 5 players by the end of the first quarter in a regular, playoff or final game, the team will be given their 1<sup>st</sup> default. At this point they will lose 1/3 of their TEAM BOND FEE (\$60 + 5% credit card service charge will be lost and is non-refundable)

### 2<sup>nd</sup> DEFAULT

- If a team has already received 1 default and again cannot produce 5 players by the end of the first quarter in another regular, playoff or final game, the team will be given their 2<sup>nd</sup> default. At this point they will lose the second amount of their TEAM BOND FEE (\$60 + 5% credit card service charge will be lost and is non-refundable)

### 3<sup>rd</sup> DEFAULT

- If a team has already received 2 defaults and again cannot produce 5 players by the end of the first quarter in another regular, playoff or final game, the team will be given their 3<sup>rd</sup> default. At this point they will lose the third amount of their TEAM BOND FEE (\$60 + 5% credit card service charge will be lost and is non-refundable). The team will be removed from the league immediately and NO REFUND of their registration fee will be given.
- Any defaulted game will be counted as a loss and thus 0 points will be allocated.

## GAME CANCELLATIONS

- Unless there is a closure of one of BWT's venues, games will proceed as scheduled.
- It is the responsibility of the team/team captain or player to inquire about a game. No exceptions will be made and no makeup games will be offered.
- Should a game be cancelled BWT will make this information available online and try to contact you ASAP if the venue is closed and that the game is cancelled. The team captain will be informed of the cancellation and it will be up to that individual to contact each of his/her teams' players. Players on the individual team will be contacted directly by BWT. No guarantees can be made as to the time of notice.

## INCIDENTS WHICH RESULT IN LOSS OF PERMIT

- Any individual involved with any incident that results in the loss of a permit or which causes harm to the relationship between the league and the venue may be expelled from the league without refund immediately. 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 behavior 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 and without refund.
- Facility property includes but is not limited to parking lots, sidewalks, doors, washrooms, bleachers, glass windows or hallways.

## SOLICITATION

- Any player, coach, referee or individual who is found to be soliciting BWT's players, fans, spectators, coaches, referees, staff members or any other individuals at BWT or on BW's premises will be asked to leave the premises immediately and will be asked not to return. No refunds will be given for any individuals who have paid for BWT's programs but have been suspended as a result of the above solicitation.

## ALL-STAR GAME (ONLY applies for certain leagues – check [www.bwt.ca](http://www.bwt.ca) to determine if your league has an all-star game)

- Eligibility
  - All players who are selected must come from a team who has **NO OUTSTANDING FEES.**
  - All players must have played in a minimum of 4 games to be eligible.
- Selection Process
  - Selection will be based on 75% player stats online, 20% BWT staff and 5% feedback from captains (if available and if time permits)
  - Players must attend the entire All-Star game to receive the All-Star jersey and any awards.

- Should a player be unable to play in the all-star game, the player may forfeit his position on the All-Star team squad and another player will be selected by BWT to take his/her spot.
- No compensation is provided for all-stars who cannot make the game, nor are they eligible for receiving an all-star jersey.

## LEAGUE RULES

### FIBA RULES

- BWT's League will follow the FIBA rules, with some modifications/exceptions and some incorporation of NFHS rules. FIBA – rules are available at [www.fiba.com](http://www.fiba.com). All standard basketball infractions will be enforced by the referees as followed by the F.I.B.A. Rule Book and Case Book. However, since we cannot list all exceptions to the FIBA rule set, please contact BWT with any questions about modifications/exceptions. If BWT's League Rules do not refer to a specific situation or scenario or if there is a conflict between the F.I.B.A. rule set and BWT's League Rules, please contact BWT to ask for a clarification. Assuming a specific rule is the case is not permissible and thus the player must abide by the mandate/decision made by BWT. BWT reserves the right to amend, add, modify or remove any rule at anytime without advance notice and no guarantees can be made this information will not change before, during or after a program.

### GAME TIMES

- Each game is comprised of 4 quarters. The amount of time per quarter depends on the program. Please note there is no break in between the quarters. The game is to resume immediately once the quarter ends and once the clock is set/referees are set to resume the game. Substitutions are allowed. There is not stop time at the end of the first 3 quarters. During the last 2 minutes of the last quarter, if the score differential is 10 points or less, it will be stop time.
- Games will start at the time listed the schedule online (depending on delays due to previous games or other reasons out of our control etc.)

### WARM-UP & START TIME

- Please arrive 5-10 minutes early so that you can get the proper warm up and ensure your game starts on time.
- The warm up time will begin at 5 minutes prior to game time (if available). The league conveyor/scorekeeper will do their best to allow for a full warm up time. However, the warm-up time may be shortened in order to maximize the game time available.
- Games will be started if there is at least 1 referee present, and each team has a minimum of 5 players (with their proper current season BWT jersey). **A team CANNOT start a game with less than 5 players (but they can finish with less than 5).**
- A team is comprised of five (5) players and a maximum roster of 10 players (unless other players have been added and approved by BWT prior to the game).
- Please **DO NOT BOUNCE BALLS OR MAKE BASKETBALL MOVES** on the sideline during a game as this is a safety issue for players/referees on the court as well as spectators.
- Players/spectators who fail to follow this request will be asked to leave the gym immediately and may not return until the following week.

### HALF-TIME

- 1 minute long (whenever possible). However, should the games be running late due to overtime games etc., the halftime may be reduced to ensure that game ends on time. Please be prepared to start the second half quickly.

### TIME OUTS

- 2 x 30 second time outs that can used AT ANY POINT throughout the game (can only be called by the table at the next dead ball)
- The **modified time out rule we will use in FIBA is called by the player/coach at the table ONLY and is awarded at the next opportunity**. One additional opportunity occurs when a team is scored upon. The timer stops the clock and signals to award the time out to the team just scored upon (based on ability to do this with enough notice). If the coach/player runs to the table and requests a time out after one of his players has secured the ball to begin a throw-in, then it is too late. One way to avoid a timeout being missed is to get the time out called by a bench player's only (similar to a coach) who is not on the floor. At the next stoppage in play, whistle, dead ball, the time out will be granted. BWT's scorekeeper's will do their best to accommodate all requests, **but NO team/individual will harass a scorekeeper for not getting the time-out requested fast enough. BWT will NOT TOLERATE any type of disrespectful behavior towards BWT's staff.**
- Time will be stopped during time-outs
- Unused time-outs do not carry over into additional overtime periods
- No time-outs will be allowed between free throws as per FIBA rules.

## CAPTAIN'S MEETING - AT THE START OF THE GAME

- The referees of every BWT have been asked to hold a Captain's Meeting (with one representative from each team) at 3 minutes before the start of each game. If the captain is not there a representative will attend and be nominated the captain for that game
- At that meeting, the referees will introduce themselves and review some points of emphasis with the captains. Three areas of interest could be things such as ...
  1. No Shot Clock - we will have a standing and dribbling 5 second count (1m distance)
  2. Defensive Players in the key, must remove the elbow, remove the knee against the offensive player
  3. Intentional Fouls at the end of the game on dead balls
- We ask that only the captain be the main point of contact to speak professionally and to **respectfully** ask the officials about calls/disputes/challenges/feedback of calls **at the right time** (i.e. a stop in the play, a timeout etc.).
- Referees have been asked to professionally remind all other players of this rule "that they must speak through their captain".
- This rule is intended to stop chirping (unprofessional, untimely questioning of calls), not to cut off all interactions and communication with the referees.
- **Questioning Referees** and their calls will not be accepted - i.e. challenge the referees calls, make a statement that challenges the referees, show up a referee, speak /talk back to the referee.
- **Asking Questions** with referees about the game "May I run the end line?" or "Was the foul on me?" are obviously allowed.
- Any information / rules / regulations etc missed due to an absence at the Captain's meeting is the responsibility of the captain / player / team / coach to find out in advance of the first game played. No allowance / compensation / corrections or consideration will be given to this captain / player / team / coach.

## CAPTAIN'S RULE

- BWT will be utilizing the **Captain's Rule** for all games. This rule states that only the captain be the main point of contact to speak **professionally** and to **respectfully** ask the officials about calls/disputes/challenges/feedback of calls **at the right time** (i.e. a stop in the play, a timeout etc.).
- The goal is to avoid players having a running dialogue with officials and distract officials from providing their service.

## TEAM UNIFORMS / JERSEYS / SHORTS

- **Current season BWT's game jersey's must be worn during all games** (including regular, all-star, dunk contest, 3-point contest, playoffs, division finals, conference finals and/or championship games) in order to play in any game.
- Any player without their proper **current season BWT jersey** will not be allowed to play. **THERE WILL BE NO EXCEPTIONS TO THIS RULE.**
- Undershirts – A player may wear **a SHORT SLEEVE OR LONG SLEEVE COMPRESION undershirt or ATHLETIC SHIRT ONLY IF IT IS the same colour of the main colour of the jersey.** No contrasting colour undershirts can be worn. The undershirt cannot be LOOSE. Please note – if your division is using a reversible jersey, the undershirt must be the same colour as the colour of the reversible you are wearing for that game i.e. Silver Jersey- grey undershirt: Black jersey, black undershirt. Teams listed as HOME on the website, are required to wear the GREY side of the reversible. Teams listed as GUEST on the website, are required to wear BLACK side of the reversible.
- A specific **Compression Sleeve** can be worn but it must be an athletic sleeve and it must be a neutral colour.
- If a player switches a jersey with another teammate before the start of the game, the scorekeeper must be notified in advance of gaining access to the court.
- Jersey numbers are assigned to a player for each game and thus the jersey number is non-transferable during that game.
- No player may wear jean shorts, tight shorts, short shorts, capri's or pants (cargo or regular) to play in any game. Players must wear athletic sport shorts to play in any game.
- A player **may be allowed to wear full length or knee length athletic compression tights/spandex only** under their playing shorts assuming that the compression tights/spandex are **black** only. BWT **will not allow** any other colour of underlayer compression tights/spandex.
- All **jerseys should be tucked** in at the beginning of the game. If they come out after, that is fine.
- It is the responsibility of the player to maintain his/her jersey in a suitable condition as determined by BWT. **Any player whose jersey is deemed to be unacceptable by BWT will be asked to replace the jersey at the individual's cost. If the player refuses to do so, they will forfeit all future games that are able to play in until the replacement jersey is received.** For washing / care instructions we have been notified by our manufacturers that **all jerseys should be washed in cold water, gentle cycle and hang to dry. Do not tumble dry your jersey or iron your jersey.**
- BWT reserves the right to ask any player wearing one of our competitor's program/brand to remove the article of clothing while playing at BWT's premises or cover it up.
- Replacement Uniforms



- If a player loses or misplaces or has a jersey stolen etc , the player / team must purchase a replacement jersey at cost of \$40 + HST + S/C per jersey to be paid in advance in cash or online on our [STORE](#) page before the player will be allowed to play any more games. In the interim timeframe, if available, BWT will provide an alternate jersey size to use (at BWT's discretion) until the new jersey is available. If a replacement is not available, the player cannot play until the replacement comes in. If the player chooses not to purchase a replacement jersey the player **will not be allowed** to play for the rest of the season.
- Please note replacement jerseys is NOT IMMEDIATE and can take up to 5-10 business days from receipt of payment for the jersey to getting the jersey in the players hands.
- Clearly communicate to all players, captains, and coaches that wearing of organizational competitive attire is prohibited during play and will result in removal during the game.

### MEDICAL NOTE & UNDERSHIRTS

- A player may wear an undershirt that is full length only if they provide a medical doctor's note in advance of the game they are wearing the undershirt. Failure to provide a medical doctor's note will result in the long sleeve undershirt being disallowed or the player cannot play in the game. Please note – the undershirt still must abide by the colour rule as mentioned above. Please note – if your division is using a reversible jersey, the full-length undershirt must be the same colour as the colour of the reversible you are wearing for that game i.e. Red Jersey, red undershirt, Black jersey, black undershirt.

### BONUS

- A team will be in a "double bonus" situation (two automatic foul shots, regardless of the type of foul), when their opponents have been given their 5th foul or more in each quarter.
- The fouls reset at the end of each quarter.

### FOUL SHOTS

- Live "**off the release**", not "off the rim"

### BLOCK

- Players do not get the block. In addition, no players will be allowed in the spaces located below the block (for safety reasons)

### DUNKING

- **DUNKING IS ONLY ALLOWED IN THE GAME.** - Any player dunking in the warm-ups / during any time out or half time ON ANY RIM IN THE GYM will be assessed an immediate technical foul. No exceptions.
- Grabbing onto the rim (during the game), except to prevent injury, warrants a technical foul.
- Dunking either after a game or when your team is not directly responsible for a bench area (i.e. after someone else's game) will result in the following:
  - the player(s) accused of dunking could be automatically suspended from the next league game with NO appeal.
  - the team (whose player dunked in the before or after a game, at halftime, during a timeout etc) may be given a technical foul during the next game for dunking on the rim with no exceptions at the discretion of the league convenor.

### SCORESHEETS, STATSSHEET & PLAYER LISTING

- BWT will provide a game sheet to each game listing the player's names and numbers. However, it is the responsibility of each team captain (or designated team captain) to ensure that the proper players name and number are listed on that game's scoresheet. If there are substitute players, it is the responsibility of the player/team captain/team designated captain to ensure that this information is correct, and the names/numbers match the players actually playing in the game.
- It is the responsibility of the team/player/team captain to ensure this information is correct and no disputes will be allowed.

### SUBSTITUTIONS

- Players may only substitute on dead balls after reporting to the scorekeeper's table. **Players who do not come to the table will not be allowed into the game.**
- Substitutions will only be made **before the 1st free throw has been made (and before the shooter has the ball in his hands) or after the 2<sup>nd</sup> free throw.** The player must be at the scorer's table in order for this substitution to be allowed.
- Players who enter the game illegally will be assessed technical fouls based on the sole discretion of the referee / convenor.
- Substitutions are permitted during any stoppage of play. Subs are permitted prior to free throw activity or after last free throw activity if last free throw was successful or followed by throw-in.

- During last two minutes of the 2<sup>nd</sup> half and the last two minutes of an extra period, subs are also permitted for the team scored upon.

## INELIGIBLE PLAYERS

- All team members playing in that game must be listed on the game sheet. If a player is playing in the game but is not listed on the game sheet, a technical foul will be assessed at the sole discretion of the referee / league convenor and cannot be disputed.

## ELIGIBILITY OF PLAYERS

- It is the responsibility of each team player (and/or team captain) to ensure that they are listed as an active player for each game on the game scoresheet. Failure to do so may result in a player being treated as not-at-that-game and thus they may not qualify for any or all playoff games. BWT **will not be responsible** for any mistakes whereby a player is not listed on the scoresheet but was at the game.
- Any disputed absence by a player on a game scoresheet (prior) to the last game of the regular season, must be addressed (prior to the start of the next schedule game). If clarification is required, please contact BWT.

## BORROWING OF PLAYERS

- Borrowing of players from another team (within the same division) is not allowed
- Use of non-registered players is not allowed, regardless of any situation.
- Any new player who is playing for a team must have completed the entire registration form, signed the waiver and must be wearing that team's current BWT season jersey to participate.
- You register for one team and one team only. No player can change from one team to another team within the same division or within the same season of the league.

## REPLACEMENT / SUBSTITUTE PLAYERS

- If a team cannot produce 5 players at a game, they may recruit a/some replacement players to fill the need for that game. The replacement players cannot play on any other team in that division.
  - Rule does not apply if "Roster Solidification" deadline has been applied and passed.
- In order to play in the game, the replacement player must fill out in complete and sign a BWT Registration Form and Waiver in its entirety as well as the player must borrow / use the absent players current BWT jersey.
- Replacement players must hand in his completed registration form and inform the scorekeeper of their full name and jersey number before playing in the game. The replacement player will be allowed to play in that game only and if additional players show up at a later time and then this player leaves the playing area (and becomes a spectator/fan again) the player cannot become a player again (if the team needs extra players at a later point in the game).

## PLAYERS PLAYING ON MORE THAN ONE TEAM

- A player may play for more than one team ONLY if the teams are in different skill level divisions.

## PLAYERS ON THE TEAM BENCH

- In the safety and concern of players, family, friends, staff etc. **ONLY players (and designated coaches who have registered and signed their waiver)** will be allowed to sit on the team bench prior to, during or after the game.
- If a team would like to designate an individual as their coach for the entire season, they may do so in writing to BWT in advance of the start of the season or before the next game. This person must be recognized by the league as a "coach" and is responsible for behaving as a "coach". No spectators or Assistant Coaches may stand on or near the players' bench.
- Only 1 player may be standing up on the bench at any one time.
- All non-participants are to enjoy watching games from seating areas away from the players' benches and scorer's table. If a non-player refuses to leave the bench area, the BWT staff will ask the captain 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.

## SPECTATORS & FANS

- We ask that all spectators and fans act in a professional manner at all times. Any inappropriate behavior or vulgar language will not be tolerated. If a spectator / fan refuses to control their behavior/language, BWT will ask the responsible player/captain of the responsible team to remove the spectator / fan from the premises. If the player/captain refuses to do this, the team will forfeit that game and all future games until a discussion has been had with the league convenor.

## AWARDS & PRIZES

- Players must be present to receive their prizes (Player of the Week, MVP, All-Star Game, Playoffs MVP etc) and may forfeit their prize if they are not in attendance. Players that forfeit their prizes are not entitled to any other compensation,

financial or otherwise. Prize packages, including the actual prizes or the number of prizes, are allocated at the sole discretion of the league. Substitutions or exchanges are not available.

## OVERTIME

### REGULAR SEASON

- During regular season play, if a game is tied at the end of regulation time, we will play a 1 Minute stop-time Overtime. Overtimes will be capped after two (2) one-minute periods. If no winner is declared at this point, the game will be marked a tie. No breaks in between
- At the start of each 1-minute stop time overtime play, each team will be awarded 1 additional time out. Time-outs from the regular game time (& from the 1<sup>st</sup> 1 minute overtime period) do not carry over.
- Overtime will begin with alternating possession and the teams will not change baskets.
- Overtime may need to be shortened to ensure that all games played that evening have enough time to get the game done.

### PLAYOFFS

- During the playoffs, if a game is tied at the end of regulation time, we will play a 2 Minute stop-time Overtime 1<sup>st</sup> period. If a winner is not declared after the 2 minutes, overtime will continue with 1-minute stop-time periods until a winner is declared. No breaks in between
- At the start of each 1-minute stop time overtime play, each team will be awarded 1 additional time out. Time-outs from the regular game time (& from the 1<sup>st</sup> 1 minute overtime period) do not carry over.
- Overtime will begin with alternating possession and the teams will not change baskets.
- Overtime may need to be shortened to ensure that all games played that evening have enough time to get the game done.

### PLAYOFFS

- BWT will publish the playoff schedule at the end of the regular season online at [www.bwt.ca](http://www.bwt.ca)
- *PLEASE NOTE – The website cannot account for all BWT Playoff Seeding Criteria. Thus, the following criteria will be the official BWT League method to calculate the playoff rankings and thus matchups.*
- Playoff seeding is based on the regular season records. **Ties** are decided by;
  - 1<sup>st</sup> – The team with the fewest defaults. If undecided, move to criteria 2.
  - 2<sup>nd</sup> – Head to Head Results and Score Differential.
    - a. All teams in review for the tie-breaker must have competed head-to-head during the regular season for criteria 2 to apply.
    - b. If undecided, move to criteria 3.
  - 3<sup>rd</sup> – Net value of the entire regular season points (scored for and against).
    - c. For any team in review that has a defaulted match in the regular season, a score of +10/default will be added to their total points.
    - d. If undecided move to criteria 4.
  - 4<sup>th</sup> – Team with the fewest entire regular season points against. If undecided move to criteria 5.
  - 5<sup>th</sup> – Team that scored the most entire regular season points
- Please note, that the specific game results online will be used to calculate the standings. If this information is incorrect, it is the responsibility of the team to notify BWT in advance of the publishing of the BWT Playoff Schedule. Once the schedule has been published based on the league games results online, we will not make any adjustments for incorrect information.
- Defaulted games will cause teams to have unbalanced point spreads. Thus the average points per game will be used for and against to calculate the above rankings for Playoffs.
- Any team that is removed from the league for (the 3 defaults, disciplinary reasons, or for any other reason) automatically forfeits all of their wins during the season as well as the position in their standings. Any team removed from the league will be placed last in the standings and the outcome of previous games remain intact.
- **Players must play in at least 50% of their team's regular scheduled league games to be eligible for the Play-offs / Division Finals / Conference Finals / League Championship.** At the end of the season, it is the team's, team captain's or individual's responsibility to ensure that they qualify for the playoffs. This information is available on the statistics page at [www.bwt.ca](http://www.bwt.ca). Before your first playoff game, please check the website to ensure that all players on your team can qualify for the playoffs. It is the responsibility of the player, team captain and or team to ensure that players have the number of games required to be eligible for the playoffs. The league will make available the team eligibility lists at the first playoff game.
- **Playoff Injury/Absentee Report** – should a team have a player who has a **legitimate injury/extended absenteeism** and will not be able to play in 50% of the regular season games, but the player is able to play in the playoffs / conference

finals / league championship game and the team would like the player to be on the playoff roster, a team captain can submit in writing to the league convenor for a special player exception. **The formal playoff injury/absentee request must be made (in writing within 3 days of the game missed) to ensure that the player's game missed is counted towards their eligibility requirements.** For any further clarification, please contact BWT in advance of the start of the next game to be considered. It is the responsibility of the player, team captain and or team to ensure that players have the number of games required to be eligible for the playoffs. Failure to do this may result in a player being ineligible to play in the playoffs etc.

- The same default rules and regulations apply for the playoffs and penalties will be assigned as the defaulted game(s) come(s) up.
- The playoff schedule will be released as soon as possible. It is possible for teams to play a/some or all games on a different night than for the regular season games. Locations cannot be guaranteed but BWT will do everything possible to keep the game locations the same for the regular season and playoffs, but it may not be possible. Finally, game times cannot be guaranteed. We will do our best to accommodate all playoff game time requests but will not be able to meet all requests.

## **DIVISION / CONFERENCE FINALS**

- All teams playing in BWT's Division / Conference Finals will be required to confirm their ability in writing or by phone to field a team for the Division/Conference Finals within 24 hours of winning the previous round of the playoffs
- Should the Division/Conference Champions (winning team from the previous game) not confirm their availability, they will forfeit their spot (be charged \$60 + HST for the default from their bond fee) and will be replaced by the team who lost in the previous game.
- Any team that confirms availability but defaults the Division / Conference Finals will be charged \$100 + HST + S/C for the default.
- The same default rules and regulations apply for the conference finals and penalties will be assigned as the defaulted game(s) come(s) up.

## **LEAGUE FINALS**

- All teams playing in BWT's League Championship Game will be required to confirm their ability in writing or by phone to field a team for the League Championship Game within 24 hours of winning the Conference Finals.
- Should the Division/Conference Champions (winning team from the previous game – Division/Conference Finals) not confirm their availability, they will forfeit their spot (be charged \$50 + HST from their bond fee) and will be replaced by the same divisions Conference Finalists.
- Any team that confirms availability but defaults the League Championship will be charged \$150 + HST for the default.
- The same default rules and regulations apply for the conference finals and championship game and penalties will be assigned as the defaulted game comes up.

## **FIRST AID / EMERGENCIES**

- First Aid is the responsibility of the team captain. The league convenor will be happy to assist in any way they can. However, we are not responsible for providing any specific type of first aid. A first aid kit may be available on-site, but each team should be prepared and responsible for any situation.
- Serious injuries which require "911" or an ambulance to be called, is at the discretion of the player/team captain.
  - Basketball World Toronto is not responsible for calling first aid assistance/services unless deemed required.
  - Basketball World Toronto is not responsible for the charges acquired from first aid assistance/services.
- **ALL ACCIDENTS, DAMAGED EQUIPMENT AND SAFETY CONCERNS SHOULD BE BROUGHT TO THE ATTENTION OF BWT LEAGUE ORGANIZERS IMMEDIATELY!**

## **SAFETY OF ALL PLAYERS**

- **BWT shall not permit any team member to participate if, BWT determines that any item constitutes a safety concern, such as, but not limited to, a player's fingernails or hairstyle or knee brace or any other condition BWT determines is a safety concern.**
- With regards to hair or finger nails or braces, if BWT feels this is a safety concern to a/any/all players in the game, BWT reserves the right to ask the player to tie the hair, cut the nails, cover the brace or simply not permit the player to play in that game and/or any future game.
- BWT will not reimburse any player for a player's inability to play in a game based on their hairstyle/nail length/lack of knee brace padding or any other condition BWT feels is a safety concern.
- BWT is being proactive in our approach with the goal of being fair and equal to all players and working to ensure the safety of all players.

## BRACES & ACCESSORIES

- All playing braces or playing equipment must be a FIBA approved brace and all of the exposed hard material (including plastic, metal or any other hard material) must be covered with soft fabric/material padding to ensure the safety of all players. It is up to the sole discretion of the BWT with regards to each brace and whether the brace is properly covered. Any player who fails to comply with this rule will be asked to leave the court and will not be allowed to play until this is resolved. BWT will not be responsible for covering any brace or providing any material to cover the brace.
- All watches, bracelets (rubber or cloth or other), necklaces, rings, earrings, etc. are not allowed to be worn during games (earrings and other piercings are not permitted regardless of how old or new they are and **cannot be taped over**) due to liability issues. Players who do not do this may be asked to remove the item by BWT.

## BLOOD, INJURIES & INJURED PLAYERS

- Any player who begins to bleed during a game must leave the playing area immediately. This player cannot return to the game **until the bleeding has stopped and the wound has been sufficiently covered**.
- In addition, **no player can return with blood on his/her jersey**. The player may wash the blood out but cannot return to the floor without a cleaning his BWT jersey. Alternatively, a player can use any alternate shirt for the remainder of that game ONLY as a replacement for their bloodied shirt with the goal of safety of all players.
- Any player injured and clock is stopped. Player must come out of the game for 1 play.
- BWT cannot prevent injuries as the game of basketball involves contact and collisions do happen. BWT will not reimburse any player due to an injury whereby the player cannot play in a game due to the injury.

## ALCOHOL & ILLEGAL SUBSTANCES

- Any player in possession of or use of illegal substances, or the use of alcohol before, during or after a BWT 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 BWT representative.

## LEAGUE INFORMATION

### REFEREES

- **ORDERLY CONDUCT AND RESPECT FOR THE OFFICIAL'S RULING IS REQUIRED AT ALL TIMES.**
- During every basketball game, a referee could make calls that players do not understand, agree with or not be sure of what the call was. **However, at ALL times, a player must act and speak professionally with the referee.**
- A player has the right to ask the referee (at the appropriate time) about the call and is entitled to a response at an appropriate time, but please note that the game time will not be stopped. Should that question/response not be given at an appropriate time, the discussion may be held at a stop in play, time out or half time. If a response is not given, a player may ask his team captain/designated team captain to speak with the referee about the call-in question. At no times will a player be allowed to act unprofessionally towards either referee.
- **THE DECISIONS OF THE REFEREES ARE FINAL AND ARE NOT TO BE DISPUTED.** Players who disrespect the referees will be subjected to possible immediate technical foul, possible ejection, suspension and/or expulsion from the leagues for a period of time or indefinitely at the sole discretion of BWT.

### TRASH-TALKING-INTIMIDATION / THREATS / CHATTER ETC.

- It is understood that players get emotional or heated during play. However, it is unacceptable for any player to do the following...
- **Trash-Talk or Intimidation** – no player will be allowed to intimidate the opponent by trash-talking or through verbal or physical or mental intimidation. An immediate technical foul will be issued based on the sole discretion of the referees and will not be tolerated. Any continuance of this may result in a second technical foul, ejection from the game and possible suspension/expulsion from the league (at the sole discretion of the referees and BWT)
- **Threats** – no player will be allowed to threaten another player, referee, BWT staff member, family, friend or spectator or verbally indicate their intention to threaten anyone related to the player before, during or after the game. If the game is still on-going, an immediate technical foul will be issued based on the sole discretion of the referees and will not be tolerated. Any continuance of this may result in a second technical foul, ejection from the game and possible suspension from the league (at the sole discretion of the referees and BWT). Should the game have ended, BWT will ask the team's captain to remove the player from the premises immediately. Should the player not comply, BWT reserves the right to suspend or expel the player/team at BWT's discretion without any refund.
- **Chatter** – it is understood that the game of basketball will involve players speaking back and forth to each other and to referees. Once a referee has asked the player to stop the chatter (with regards to a play or amongst players etc), excessive chatter which does not stop may warrant an immediate technical foul as it will be seen as disrespect or

disputing the referees command. Any continuance of this may result in a second technical foul, ejection from the game and possible suspension from the league (at the sole discretion of the referees and BWT)

- **Rough Play** - It is recognized that incidental contact between players is inevitable, however, all players should not intend to injure or hurt another player or create an unsafe playing environment/condition. **This rule supersedes all others.**
- **Swinging of Elbows** - A player shall not excessively swing his / her arm(s) or elbow(s) even without contacting an opponent. Any excessive swinging of the arm(s) or elbow(s) will result in a technical foul as assigned by the game referees
- **Swearing** - it is understood that a player may get frustrated during a game and may say something inappropriate. Swearing will not be tolerated during a game should the swearing be made towards himself/herself, towards one's teammate or the opposing team, towards a referee, towards BWT staff or towards a spectator, fan, coach or friend. This rule will be up to the sole discretion of the referee and will not be disputed. **It is the expectation that all players will act in a professional, sportsmanlike manner at all times.** Any BWT player who (under the discretion of the referee) is heard swearing will be immediately assessed an unsportsmanlike foul and the opposing team is awarded 1 free throw.

## FOULS

- A player will be disqualified from playing in the game once he/she has received his/her 5<sup>th</sup> foul
- All technical fouls including hard fouls, flagrant fouls, intentional fouls, unsportsmanlike fouls will count as personal fouls and count towards team fouls
- All technical fouls are counted as personal fouls. Bench fouls will be assessed to the team captain as a personal foul (if the official did not assess the technical to a specific player on the bench).
- Once a player accumulates 5 technical or 2 unsportsmanlike fouls or 2 flagrant foul, they will be disqualified from the game.

## TECHNICAL OR UNSPORTSMANLIKE FOULS

- Technical fouls are awarded for non-contact technical infractions. A player is allowed a total of 2 technical fouls per game before they are ejected.
- A flagrant foul is a disqualifying foul of a violent or savage nature (contact such as striking, kicking and kneeling or non-contact at any time which is extreme or persistent, vulgar or abusive in conduct) and displays unacceptable conduct or behaviour. It may or may not be intentional.
- **1 Technical or unsportsmanlike foul:** Players receiving 1 technical or unsportsmanlike foul **will result in 1 (one) technical foul for the opponent. This is the NEW FIBA rule surrounding technical fouls.**
- **2 Technical or Unsportsmanlike Fouls in any ONE game:** Players receiving 2 technical or 2 unsportsmanlike fouls (in any one game) will result in an immediate and **automatic ejection & a \$40 + HST + S/C fine which must be paid by the player/team captain or team before the next game is played. Failure to do so will result in the automatic default by the team until payment is received.**
- **3<sup>rd</sup> Cumulative Technical or Unsportsmanlike Fouls:** Once you accumulate a 3<sup>RD</sup> technical or unsportsmanlike foul or any combination of technical and unsportsmanlike fouls **FOR 1 SEASON, that add up to 3; you will be served a 1 game suspension automatically at the next game & a \$40 + HST + S/C fine which must be paid by the player/team captain before the next game will be played. Failure to do so will result in the automatic default by the team until payment is received.** This suspension applies to all games (regular season, playoffs, finals or all-star games). After the players 3<sup>rd</sup> technical foul/unsportsmanlike foul and served suspension should he/she receive another technical foul/unsportsmanlike foul (in any additional game), he/she may be subject to further suspension at the discretion of the league. This technical rule is independent of any game suspensions that you have received for ejections/suspensions etc.
- **4<sup>th</sup> Cumulative Technical or Unsportsmanlike Foul:** For every technical or unsportsmanlike foul received beyond the 3<sup>rd</sup> mentioned above, the same repercussions will apply (1 game suspension & fine).
- **Playoffs:** Technical or unsportsmanlike fouls will reset for the playoffs and the above rules/consequences apply.

## FLAGRANT OR DISQUALIFYING FOUL

- Fighting is a flagrant act.
- A player shall be disqualified (removed) from that game when he/she is charged with one flagrant foul or two (2) technical or unsportsmanlike fouls or 1 disqualifying foul
- Once you receive a Flagrant or Disqualifying foul, **you will be served a 1 game (minimum) suspension automatically at the next game as well as a \$40 + HST + S/C fine which must be paid by the player/team captain or team before the next game will be played.** This suspension applies to all games (regular season, playoffs, finals or all-star games).
- **Flagrant or Disqualifying fouls cumulate.** After the players 1<sup>st</sup> Flagrant or Disqualifying foul and served suspension, should he/she receive another Flagrant or Disqualifying foul, he/she may be subject to further suspension at the discretion of the league. This Flagrant or Disqualifying foul rule is independent of any game suspensions that you have received for ejections/suspensions or technical or unsportsmanlike fouls etc.

## INTENTIONAL FOULS

- An intentional foul is contact away from the ball or when not making a legitimate attempt to play the ball, specifically designed to stop or keep the clock from starting. This shall be considered intentional
- A foul shall be ruled intentional if while playing the ball a player causes excessive contact with an opponent.

## HARD FOULS

- Being **ejected from a game for a "hard foul"** will result in an automatic minimum 1 game (minimum) suspension as well as a \$40 + HST + S/C fine (to be paid by the team / player / captain – prior to the start of the next game. The suspension will be served in the one to two next scheduled games immediately following the incident
- A **second ejection as a result of a "hard foul"** in another game will result in a minimum ½ season suspension and a disciplinary meeting with the convenor (& TABO Disciplinary Committee) to discuss suspension / expulsion from the league, or other disciplinary actions (including suspension from playing in other leagues and possibly throughout the city and province).

## EJECTIONS / SUSPENSION / EXPULSION

- **IT IS THE EXPECTATION OF THE LEAGUE THAT NO PLAYER WILL BEHAVE IN A MANNER RESULTING IN THEIR EXPULSION FROM A GAME.**
- **Ejection is warranted when the following occurs in any one game (fouls):**
  - 2 technical fouls/unsportsmanlike fouls
  - 1 flagrant foul
  - 1 disqualifying foul
- **Ejection will result in an immediate and automatic minimum 1 game (max. 2 game) suspension as well as a \$40 + HST + S/C fine which must be paid by the player/team captain or team before the next game will be played.**
  - The suspension will be served during the next 1-2 consecutive games immediately following the game where the player received the technical or was ejected from. It is up to the sole discretion of the league convenor on the severity of the penalty.
- **Please note** – if the fees are not paid by the player, team captain or team before the next game, the team will forfeit the next game and all future games until the fees are paid and could include forfeiting the entire season. The bond fee rule will apply.
- Any player who is suspended during the all-star game will not qualify for the all-star game and will lose any and all privileges of playing in the all-star game and will not receive anything in compensation for missing the game.
- Any player who receives **five personal fouls, two technical/unsportsmanlike fouls or 2 flagrant fouls** (and thus ejected from the game) **MUST LEAVE THE GYM WITHIN 2 MINUTES. THE GAME CLOCK WILL CONTINUE TO RUN.**
- If for any reason, the player who is asked to leave the gym within the 2 minutes (as a result of the ejection) by a referee/BWT and **does not do so, the player will receive an additional minimum two game suspension** (in addition to the **ejection suspension** of 1-2 games) and could face possible further sanctions as decided by BWT.
- BWT will ask the team captain and other players to remove the player within 2 minutes, otherwise the game will be defaulted and counted as a loss.
- Any player who is ejected from a game for a specific situation, may not be allowed to play in ANY BWT league or other leagues using certified TABO certified officials in Ontario, until the player has met with the TABO Disciplinary Committee.
- If a player has a **total of 2 game ejections** during the same season, the player will receive a **minimum ½ season suspension** and a disciplinary meeting with the BWT convenor (& TABO Disciplinary Committee) to discuss suspension / expulsion from the league, or other disciplinary actions (including suspension from playing in other leagues and possibly throughout the city and province). That player may be suspended / expelled for the remainder of the season, including the playoffs and/or championships.
- Game ejections / suspensions may also be issued, at the referee's or BWT On-Site Manager discretion (whether a technical foul is assessed or not), for behavior that is deemed not conducive with the spirit of the league or it's standards.
- Teams or individuals suspended or expelled from BWT's leagues due to any breaches of BWT's League Rules or any other decisions made by BWT will not receive any refund of fees, deposits or bond fees.

## FIGHTING AND ABUSE

- Fighting is not allowed in the league, in any game (before, during or after).
- Any player attempting to fight, strike or hit another player, coach, team captain, referee, BWT staff or another person before, during or after a BWT program will be immediately expelled from all present and future BWT programs indefinitely. In addition, this individual may be prosecuted under the Ontario Provincial Law.
- Fighting is defined as "a punch thrown" or an attempt to do such.

- Racial slurs and/or verbal abuse of players/officials/BWT staff members will not be tolerated. Any player who does this will be expelled from all present and future BWT programs indefinitely.
- This will result in immediate flagrant technical foul assessed to the team, immediate suspension from the game for that individual, immediate expulsion from the league and may result in lifetime league expulsion for the player (and or team if required). This is solely up to BWT.
- **NOTE: the minimum penalty for fighting (whether contact or no contact is made) is a one suspension from BWT.**

### SCOREKEEPERS

- **There will be no disputing with the scorekeeper or convenor about information (score, stats etc) while the game is in play.** Discussions with the convenor may be had at the next appropriate time (stop of play) as determined by the referees and convenor and in the proper environment.

### PROTEST or CHALLENGES

- When a player registers and signs their waiver (manual or electronically), the player acknowledges the reading and abiding to BWT's League Rules and thus all players forfeit the ability to protest or challenge a league ruling or decision.
- **All decisions made by BWT are final.**
- **The player also acknowledges that BWT can and may change the league rules and it is the player's responsibility to review the league rules in advance of each future game. Failure to review the rules and abide by the rules could result in a player being disallowed to play in that game or any future game without compensation or reimbursement.**