

# AJAX MEN'S BASKETBALL ASSOCIATION RULES & REGULATIONS 2018-19

Games played in accordance with FIBA Basketball Rules with exception of the following:

1. Acceptance of a player into the league will be at the discretion of the Executive and the Captains. If the league suspends a player, no monies are refunded.
2. (A) Fighting will **NOT** be tolerated and players involved will be disciplined. The throwing of a punch will result in a minimum suspension of two games. The actual length of the suspension will be determined by the Executive and Captains..  
(B) Any player deemed to be under the influence of alcohol or drugs will not be allowed to play their game and will be suspended for an additional game. A second offence will result in a suspension of three games. A third offence will result in expulsion from the league.
3. Warm up is at the side of gym, out of the way of the ongoing game. Teams will be **allowed a 10 minute grace period to field 4 players.** The time required to field a team will be deducted from the total game time. After the ten minute grace period, the game is defaulted. **Any remaining games will start at their designated time.**
4. A team must ***floor 4 players to start a game.*** Teams may use members from another team, to meet the 4 man criteria and up to 7 players (Captains discretion)! (Both teams to play with four until a fifth player for each team becomes available). **PLAYERS SELECTED TO PLAY CAN BE FROM THE SAME DRAFT LEVEL OR LOWER IN THE REGULAR SEASON. IN THE PLAYOFFS PLAYERS SELECTED MUST BE FROM A LEVEL LOWER IN THE DRAFT. Opponent captains permission NOT NEEDED!** This includes after the game starts due to injury or ejections. Substitutes play only until regular player(s) arrive.
5. (A) Two technical fouls in the same game will result in the player being ejected from that game. **Any** player ejected from the game for trash talking will receive a two game suspension. Technical fouls also count as personal fouls. Each player is allowed a maximum of five personal fouls in one game.
5. (B) Any player ejected from the gym following his ejection from the game, will receive a two game suspension.
5. (C) Any player **intentionally** making any form of physical contact with an official during a heated discussion, **ie.** chest to chest, will receive an automatic **MINIMUM FIVE GAME SUSPENSION!** The actual length to be determined by the Executive and the Captains.

***NOTE; RULES 6 TO 9 BELOW WILL VARY ACCORDING TO TEAMS IN THE LEAGUE.***

**SIX TEAM LEAGUE RULES 6-9; GAME TIMES at 6:45. 7:45 and 8:45**

- 6.A) There will be **BONUS FOUL SHOTS IN THE FIRST AND SECOND HALF** of

regulation play. Bonus shots WILL BE ON THE 7<sup>TH</sup> TEAM FOUL AND TWO SHOTS WILL BE TAKEN..

. (B) **FOUL SHOTS ARE REBOUNDED AFTER THE BALL LEAVES THE HAND!**  
FIBA positioning in effect.

7. **GAMES WILLCONSIST OF 2 – TWENTY-TWO MINUTE HALVES.** The first half will be straight time. **The second half will consist of nineteen minutes of straight time and three minutes stop time.** **The LAST THREE MINUTES OF THE SECOND HALF WILL BE STRAIGHT TIME WHEN THE POINT DIFFERENTIAL IS GREATER THAN 10 POINTS.** There is no overtime during the regular season. **There will be only three minute intermission between halves!** In the event of a tie, each team will be awarded one point in the standings.

8. Each team will be **allowed FOUR TIMEOUTS per game. A MAXIMUM OF TWO of these timeouts may be used IN THE SECOND HALF.** In the event of playoff overtime, one additional timeout will be given.

9. Referees will handle the ball after each whistle; substitutions may be made at this time if players are at the scorers table ready to sub.. Due to gym restrictions, the only time that the ball is brought in from the end line is after a basket.

### **FIVE TEAM LEAGUE RULES 6-9 GAME TIMES 7:15 AND 8:30 PM**

6. (A) There will be **BONUS FOUL SHOTS IN BOTH HALVES** of regulation play. Bonus shots **WILL BE ON SEVENTH TEAM FOUL AND TWO SHOTS AUTOMATICALLY AS PER FIBA.**

(B) **FOUL SHOTS ARE REBOUNDED AFTER THE BALL LEAVES THE HAND!**  
The defensive players closest to the end line are allowed to stand on the blocks. A max of **THREE** defensive and two offensive players plus the shooter are allowed for each free throw.

7. **GAMES WILLCONSIST OF 2 – TWENTY MINUTE HALVES ALL STOP TIME!** **There will be no overtime during the regular season. There will be only three minute intermission between halves!** In the event of a tie **ONE THREE MINUTE OVERTIME PERIOD WILL BE PLAYED,** after that if there is still a tie each team will be awarded one point in the standings. **During the playoffs in the event of a tie, winner will be decided by three minute STOPTIME overtime period(s) until the tie is broken.**

8. Each team will be **allowed FOUR TIMEOUTS per game. These may be used at any time in the game! ALSO THEY MAY BE CALLED BY A PLAYER ON THE BENCH OR ON THE FLOOR!** In the event of playoff overtime, one additional timeout will be given.

9. Referees will handle the ball after each whistle; substitutions may be made at this time if players are at the scorers table ready to sub.. Due to gym restrictions, the only time that the ball is brought in from the endline is after a basket. .

10. A jump ball will be used to start the game. The possession arrow will be used thereafter.

11. Uniforms will only be an issue if one of the team captains determines there is a problem, **ie.** confusing colours between the teams. Undershirts of different colours may be worn. It is not compulsory to tuck your shirt in. Shorts of different colours are permitted. **The officials will not enforce the rules with respect to uniforms for this league.**

12. The team captain or representative should be the only player to speak with the officials during the game. Concerns should be brought to the attention of the captain or his representative.

13. **The custodians lock up shortly after 10:00 PM.** Please hustle out of the change rooms if you are playing the last game.

14. Please show respect for the officials, the scorekeepers and your fellow players. While we all want to be competitive, please remember that this is a recreational league. The goal is to have fun, stay healthy and enjoy the season.

**15. The league HAS ONLY LIABILITY INSURANCE. THIS IS NOT PERSONAL INJURY INSURANCE. WE RECOMMEND PURCHASING YOUR OWN INSURANCE IF DESIRED. Children or other non participants are not allowed on the gym floor at any time.**

16) Players are not allowed to officiate in the league.

17) Trades in an effort to balance the teams may be made with consent of the majority of the Captains and executive prior to the Christmas break.

18) Any exceptions to the above rules, will be determined by the Executive and the Team Captains.

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**SOME OF THE MAJOR FIBA RULE CHANGES FOR AMBA STARTING 2016**

Act of Shooting

OLD Considered in the act of shooting until one (1) foot returns to floor

FIBA **Considered in the act of shooting until both (2) feet return to floor**

If fouled and able to release the ball, the ball must be released towards the basket for the foul to be considered in the act of shooting

Backcourt /Frontcourt (Player Status)

OLD Non-dribbler is in the frontcourt when he / she is no longer touching the backcourt

FIBA Non-dribbler **is in the frontcourt when both feet are completely touching frontcourt**

### Backcourt Count

OLD • 10 seconds • Starts on player control on inbound • New count after any play stoppage

FIBA • **8 seconds** • Starts on player touching on inbound • New count on defensive foul • Count resumes with time remaining on any out-of-bounds, held ball, cancellation of equal penalties, double foul and offensive injury • New Count begins when the offensive player gains control of ball if the ball legally returns to back court without loss of control

### Bonus / Penalty

OLD Bonus 1+1 on 7th team foul and 2 free throws on 10th team foul of each half

FIBA **2 free throw penalty starting on 5th team foul each period**

Cancelled free throw, field goal or dead ball enters basket **BONUS ONLY IN EFFECT FOR SECOND HALF OF THE GAME IN AMBA ON 7<sup>TH</sup> TEAM FOUL, 2 SHOTS AUTOMATICALLY**

### Closely Guarded

OLD Count applied [?] Only in frontcourt [?] Dribbling or holding the ball [?] Opponent within six (6) feet

FIBA Count applied [?] Backcourt and frontcourt [?] Holding the ball [?] Opponent within one (1) meter playing active defense

OBA rule Modification Apply rule as above with following provision:

If in the judgement of the officials, a team is withholding the ball from play and/or delaying: one continuous closely guarded count will be applied to actively guarding an opponent within one metre while holding or dribbling the ball or a combination of the two.

### Dunking in warm-up

OLD Not permitted – technical foul

FIBA Permitted Note: though dunking is legal, hanging on the rim is **not NO DUNKING IN AMBA...CANNOT AFFORD RIM REPAIRS!**

### Free Throws

OLD • Max 6 players (2 offensive) in lane spaces • Bottom 2 spaces must be occupied by defense – other open spots may be taken by opponent •

FIBA • **Max 5 players (2 offensive) in lane spaces** • Spaces are exclusive to teams but don't have to be occupied • Violation by either team (except shooter) ignored if FT successful

### Jump Ball

OLD • To start game and all overtime periods. AP for rest of game. • Players may NOT move onto or around the circle until the ball leaves the official's hand.

FIBA • To start game only. AP for rest of game including overtime. • **Players may move onto or around circle prior to toss.**

### Substitutions

OLD [?] On free throws – Before last attempt or after last free throw if successful [?] Subs must report before 15 sec warning horn

[?] Substitution opportunity does not exist after made basket and clock is still running

FIBA [?] **On free throws: before first attempt or after last successful FT** [?] Subs can report after warning horn up until the substitution period is over [?] Substitution opportunity exists for team scored upon in last two minutes

[?] Sub entering & player leaving game can't leave / return until the game clock has started/stopped (runs)

[?] Substitutes don't have to be beckoned

### Technical Fouls

OLD [?] Penalty is 2 free throws and possession

FIBA [?] Penalty is 1 free throw and possession [?] Player not on score sheet cannot play – OBA exception: added

to sheet w/o penalty

Travelling

OLD Illegal for a player in control of ball to fall to the floor

FIBA Legal for player in control of the ball to fall to floor