

# ORBL SPECIFIC RULES AND REGULATIONS

## CHECK IN

- All players are required to check in prior to playing in a game.
- ID is required upon check in

## UNIFORMS

- Matching Team Jerseys are required in order to play in a game. If a player doesn't have a jersey then a Technical Foul is given to that player.

## WARM UP RESTRICTIONS

- Players can warm up on their court, they will be allowed entry 10-15 min. prior to their game start time.
- Dunking is NOT allowed during warm-ups. Referees are to assess a Technical Foul before the game starts if a player is seen dunking during warm-ups.

## INELIGIBLE PLAYERS

- Players must register via Sports Engine to become an eligible player.
- Players must check in with proof of ID and play **3 games** in the regular season to be eligible for the playoffs

## GAME MANAGEMENT

- Games must start within 10 min. of the scheduled start time.
- The clock will start running at the scheduled game start time. If there are not enough players start the game 10 min into the running time the game will be considered a forfeit.
- Referees do not referee forfeited games, they are not regulation games. A team can continue to play but the stats will not be recorded and only the score will be maintained.
- 2 – 23 min. running halves with a 60 sec. half. If the teams are within 10 points in the last two minutes of game play in the second half, then it will be stopped time for the last 2 min.
- Each team has one 30 sec. timeout per half, unused timeouts do not carry over. No additional timeouts are provided for overtime.
- Tied game results in one 2-minute overtime period. If the game is still tied, game is over, unless it is a playoff game.

## TECHNICAL AND UNSPORTING FOULS

- Any Technical or Unsporting fouls will be reported to the score table by referees.
- The time keepers are to provide a brief report on the back of the game sheet about the foul.
- The referee can write it up or tell the time keeper what to write. These fouls must always be supported with a write up. The convener must always be notified as well.
- A player that gets a combination of any of the following 2 fouls (2 technical, 2 unsporting or 1 technical and 1 unsporting foul, disqualifying foul) will result in removal from the game.
  - If a player is removed from the game for any reason they must leave the gym as soon as they are changed.

## GENERAL MISCONDUCT

- Any Unsportsmanlike conduct or violation is to be reported to the League Office by the league convener. The league office will review all general misconducts to determine possible suspensions.

**Deliberate Attempt to injury** – any action at the discretion of the referee that is deemed to be an intentional attempt to injury an opposing player with result in removal from the game. This penalty can also be upgraded to a major penalty at the discretion of the referee or convener.

**SEE LIST OF OFFENCES ON NEXT PAGE**

## **SUSPENSIONS AND APPEALS**

- League Reports, including any offences will be reported by the the League Convener while all appeals and suspensions are handled by Kim McDonald (League Coordinator)

OFFENCE	1st OCCURRENCE	2nd OCCURRENCE	3rd OCCURENCE
Game Misconduct – Unsportsmanlike conduct or violation by team members on or off court	Review		
Game Ejection (2 technical, 2 unsporting or combination of 1 technical and 1 unsporting foul)	Game Balance	1 game	Review
<i>*If in any game a player is ejected due to a combination of fouls &amp; continues to escalate the situation, they will be given an automatic 1 game suspension.</i>			
Physical or verbal altercation	1 game	2 games	Review
Deliberate Attempt to Injure	Review	Removal	
Inappropriate off court behavior	1 game	2 games	Review
Fighting	5 games	8 games + Review	Removal
Derogatory or Racial Slurs	Review	Removal	
Abuse of League Staff and/or Official	Review	Removal	
Deliberate Physical Contact with Official	Removal		

***\*Listed are minimum suspensions per offence. All offences are subject to review, which could result in increased suspensions at the discretion of the League Office.***

***We record all suspensions that occur in the ORBL throughout all seasons. These occurrences are accumulated as long as a player is in the ORBL, not just in the current season they are playing in. An accumulation of fouls (Technical and Unsportsmanlike) will result in the following suspensions; 4 fouls: 1 game suspension, 5 fouls: 2 game suspension, 6 fouls: Review.***

