

ORDL 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

WARM UP RESTRICTIONS

- Players can warm up on their court, they will be allowed entry 10-15 min. prior to their game start time.

INELIGIBLE PLAYERS

- Players must register via Sports Engine to become an eligible player.
- Players must check in with proof of ID and play **4 games** in the regular season to be eligible for the playoffs

GAME MANAGEMENT

- Games must start on-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.
- Minimum number of players required to play an official game is 5 players (minimum 1 female)
- 50 min. running time game.
- If a game is forfeited due to lack of players, the game is considered a forfeit and the teams can play out the remaining 50 min. as an exhibition game.
- Each team has one 30 sec. timeout per game, unused timeouts do not carry over. No additional timeouts are provided for overtime.
- Tied game results in one 2-minute overtime period. If a WIN is not determined at the end of overtime period, whoever has the most players on the court will win the game. If it's a tie, the game is over.

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
General Misconduct – Unsportsmanlike conduct or violation by team members on or off court	Review		
Abuse of League staff	1 game	2 games	Review
Physical or verbal altercation	1 game	2 games	Review
Deliberate Head Contact	1 game	2 games	Review
Deliberate Attempt to injure	1 game	2 games	Review
Inappropriate off court behavior	1 game	2 games	Review
Fighting	3 games	5 games + Review	Removal
Racial Slurs	Review	Removal	
Verbal threats towards official(s)	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.

