

Intro - Our mixed Basketball Social League offers you the opportunity to play regular competitive weekly fixtures.

Matches will take place in Arena A & B on Sundays between 12:30 – 14:30.

Basketball IMS League: Rules and Regulations

1. Organisation

The league is organised and delivered by Team Surrey in partnership with University of Surrey Basketball Club and Surrey Scorchers. The league will be managed by the Team Surrey and supported by the IMS Basketball Coordinator. This officer and the coordinator will have the final say in the league.

The following rules are subject to change in line with current Government and National Governing Body Guidelines.

2. Squad

- a. The Squad may consist of between 5 to 10 players
- b. All players are expected to register to take part in the league to enable Team Surrey to comply with Government guidance on track and trace.
- c. At least 4 players must be present in order to play a match.
- d. Once the captain has paid and registered their team, they will receive an email with instructions on how other team members are required to register.
- e. The registration process for team members via the Playwaze app is free of charge and a one-time only process.
- f. It is the captain's responsibility to ensure all players are registered.
- g. Random spot checks will take place during the course of the league. Teams with unregistered players face removal from the league.
- h. Players who wish to play for more than one team must register with both teams and is up to the player's discretion who they play for should the two teams play together
- i. A maximum of 2 BUCS players per squad

3. General Rules

- a. Matches will consist of 4 quarters of 8 minutes
- b. 3 points shall be awarded for a win, 1 for a draw, 0 for a loss.
- c. In general, the FIBA 202 Basketball Rules apply (Insert link - <http://www.fiba.basketball/documents/official-basketball-rules/2020.pdf>), but the clock runs continuously (see 3d).
- d. 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.
- e. Fixtures will only be rearranged due to facility clashes, if this occurs matches will be rearranged at the end of the planned league dates.
- f. Informed walkover – 48hrs notice is required for cancellation or rearrangement of fixtures, the cancellation should be given to the league organiser(s). Cancellations

after this deadline will automatically result in 10-0 win to the opponent. This is subject to the Sport Development Officers discretion.

- g. Uninformed walkovers - no shows will not be tolerated, and walkovers awarded resulting in a 10-0 win to the opponent. Two no shows in the same league will result in removal.
- h. Teams must complete team sheet and hand into the IMS Coordinator before each match.

1. Fixtures

- a. Fixtures will be generated via the Playwaze app
- b. Captains are responsible for uploading the scores to the Playwaze app at the end of each match – this will need to be completed by 5pm the next day.

2. League Position

League position shall be decided upon:

- i. Points obtained
- ii. Matches won
- iii. Point difference

3. Disputes

Disputes shall be put to the League organiser and resolved. The league organiser's decision is final.

Any cancellations, queries or disputes are to be sent to Team Surrey via playsport@teamsurrey.co.uk

4. Conduct

Should a team, or players from a team, indulge in any actions that are deemed by the organisers to be detrimental to the good spirit of the league, then the organisers 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 Organiser, whose decision is final.

