



**2024 U15-20**



## **CHAMPIONS LEAGUE HANDBOOK & COMPETITION RULES**

Welcome to the Fourth season of the Champions League. This handbook is designed to inform & outline in detail the rules relating to the league. Each Club Director and Coach who is participating in the league is expected to fully review this document. Physical copies will be with the Court Monitor of each venue for reference.

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# IMPORTANT DATES & CLUB CHECKLISTS

- September 18**      *Team submission final deadline*
- September 18**      *Special requests submission closes*
- September 18**      *League deposit of \$500 + GST per team due*
- September 27**      *Roster deadline*
- October 4**      *Waiver deadline*
- October 5**      *Competition weekend #1*
- October 17**      *Second payment of \$1100 + GST per team due*
- October 26**      *Competition weekend #2*
- October 28**      *Roster freeze date. All players eligible to play must be entered*
- October 28**      *League fines payment deadline (to be eligible to play in Championships)*
- November 2**      *Championship Playoffs begin*
- November 3**      *Final day of competition*

## LEAGUE CONTACTS:

### League Directors

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## **1. Competition Rules:**

- 1.1. All League games will be conducted under FIBA rules with modifications.
  - 1.2. Game play rules will be at each score table and should be reviewed by each coach and referees prior to tip-off.
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1. FIBA rules with a few modifications. Gameplay will use FIBA lines (where available- outside key lines and outside 3pt line)
  2. Games will consist of FOUR 8-minute stop time quarters. Overtime periods will be 3 min stop time.
  3. Pre-game warm-ups will last a minimum of TEN minutes and the halftime break will be FIVE minutes. The warmup and halftime break can be shortened at the discretion of the site coordinator if we are running behind.
  4. The first listed team in the draw is the home team and should wear the light coloured uniforms. Teams MUST bring both uniform tops to all games (if available).
  5. All players will be disqualified at FIVE PERSONAL FOULS. Bonus foul shots (two shots) will be shot on the 5th team foul every quarter.
  6. Unsportsmanlike and technical fouls follow FIBA guidelines.
  7. Time-outs must be called through the scoretable. Teams will get TWO 60-second time-outs in the first half (no carry-over) and THREE 60-second time-outs in the second half (only 2 timeouts may be used in the last 2 minutes of 4th quarter). Each team gets one time-out per overtime period (no carry-over).
  8. Games will use a visible 24 shot clock
  9. 8 second backcourt.
  10. Maximum point differential applied to standings is 20 pts for use in a tiebreaker
  11. There is a 5 minute forfeit rule in effect for the league. If a team is not onsite and ready to play within five minutes of the designated game time, the League Director or court monitor may, at his/her discretion thereafter, rule a forfeit (20-0 Final Score).
  12. Games are not permitted to start without an adult on the bench. Team coaches are responsible for the conduct and supervision of their players. Unacceptable behavior may result in the person being banned from the gym for the remainder of the League.
  13. All players must be listed on the team roster and have completed their waiver to be eligible (details in the handbook) to play in league competition.
  14. FIRST INITIAL & FULL SURNAMES of players must be listed on the scoresheet. Coaches and referees MUST print and sign the scoresheet prior to tip off.
  15. All decisions made by the League Director ARE FINAL!



## **2. Uniforms:**

- 2.1. While it is required to have numbers on the back of the uniform, it is recommended that uniform numbers be on both the front and back of the uniform.
- 2.2. If a player does not have a uniform with a number, the player can use the number "0", provided another number "0" is not listed in the score book.
- 2.3. Uniform tops must be tucked in during game play.
- 2.4. It is requested that teams have both a dark and light-colored jersey and bring both to each game (if possible).
- 2.5. If agreed mutually, teams may switch the uniform arrangement. The Site Coordinator and Score keeper should be notified of any uniform changes prior to the start of the game.

## **3. Home Team Designation:**

- 3.1. In bracket play, the top team listed will be the home team.
- 3.2. The home team should use the bench to the same side that the home score is listed on the score clock (if a tabletop clock is used) as you face from the floor.
- 3.3. Team's will warm up on the basket in front of their bench.

## **4. Score keeping/Clock Operation:**

- 4.1. PrimeTime Sports will provide 2 qualified and experienced table staff for all games.
- 4.2. Score clocks and shot clocks will be provided by Primetime Sports (where needed).
- 4.3. Coaches are responsible for ensuring their roster is accurate as soon as possible prior to tip off and must print and sign the score sheet.
- 4.4. Please respect and adhere to the code of conduct when interacting with them.
- 4.5. Scorekeepers will be documenting individual scoring.

## **5. Ball Specs:**

- 5.1. The size 6 ball (28.5") will be used for the U9-13 Boys' divisions and all Girls' divisions.
- 5.2. All U14-20 divisions will use the regulation size 7 ball (29.5").
- 5.3. Limited Exception: If a situation arises where a U13 Boys team plays up versus a U14 team then a Size 7 ball will be used.
- 5.4. Practice and game balls will NOT be provided.
- 5.5. The Home team will be asked to provide a suitable game ball.



## **6. Clock and Exceptions:**

- 6.1. Unless otherwise noted, all games will have FOUR 8 minute stop time quarters.
- 6.2. All overtime periods will be 3 minutes.
- 6.3. The clock may not run, with the following exception;
  - 6.3.1. If there is a 20+ lead in the fourth quarter and if BOTH coaches agree, the site coordinator can approve the clock to go running time.
  - 6.3.2. Referees do not have the power to tell the clock operator to run the clock.
- 6.4. A 24 second shot clock will be used for all U15-18 games.
- 6.5. Half-Time will be 3 minutes (Half-Time length may be reduced at the option of the Site Director).
- 6.6. Pre-game Warm-Up will be a minimum of 10 minutes (the Warm-Up time length may be reduced at the option of the Site Director).
- 6.7. At Half-Time, the court shall remain clear of anyone except participating teams in uniform.

## **7. Free Throws:**

- 7.1. Teams will shoot a 2 shot bonus at 5 teams fouls for each quarter.

## **8. Timeouts:**

- 8.1. Each team will be allowed 2 one minute timeouts in the first half and 3 one minute timeouts in the second half.
- 8.2. Timeouts do not carry over from the first half or regulation.
- 8.3. Only 2 timeouts may be used in the last 2 minutes of the game.
- 8.4. Each team will get 1 timeout per overtime session.

## **9. Pressing Rules:**

- 9.1. Once a lead of 20+ has been established, the leading team may NOT full court press. If the lead goes below 20 points they may resume.
- 9.2. There are no restrictions on zone or full court presses otherwise.
- 9.3. The first violation of the "no press" rule will draw a warning from the officials; subsequent violations will be assessed a bench technical foul (indirect technical foul to the Head Coach).

## **10. Tiebreaker for Standings:**

- 10.1. Head to head in a two way tie.
- 10.2. Point differential (all games between affected teams). Maximum 20 point differential per game (regardless of outcome) for all games.
- 10.3. Points Allowed.
- 10.4. In a 3 team tie, if two teams then have the same point differential, the winner of the head-to-head game between the involved teams is awarded the higher place.
- 10.5. Coin flip



## **11. Jewelry:**

- 11.1. Earrings cannot be worn by a player.
- 11.2. Jewelry, watches and chains are prohibited.

## **12. Coach/Player Ejection:**

- 12.1. Unsportsmanlike and technical fouls will follow FIBA guidelines.
- 12.2. Any coach or player involved in or ejected for fighting will have to leave the physical building immediately and be suspended the remainder of the league, pending incident review by league organizers.

## **13. Code of Conduct:**

- 13.1. PrimeTime Sports has adopted a ZERO Tolerance Policy. Inappropriate behavior will not be tolerated. Each coach is responsible for the conduct of the team's players, coaches, and fans on and off the court and must promote the best sportsmanship, win or lose.
- 13.2. The Site Director or any game official can and will remove a player, coach, or attendee from a game, league, or venue for noncompliance with the ZERO Tolerance Policy. Game play will not resume until that person has left the facility. Failure to leave within 3 minutes will result in a forfeit by the team involved.
- 13.3. PrimeTime Sports may take any such other corrective action it deems appropriate to assure proper sportsmanship, the safety and well-being of all participants, and the integrity and standards of the event.
- 13.4. All teams, coaches, players, and attendees are subject to such rulings and corrective actions.

## **14. Application of Rules:**

- 14.1. The League Rules may be modified whenever PrimeTime Sports deems it to be in the best interests of the league to do so and all teams, coaches, players, and attendees will be bound by any such change.

## **15. Rosters and Waivers:**

- 15.1. Teams are limited to a maximum of 15 and a minimum of 8 players
- 15.2. For a player to be eligible to play they must be rostered and have signed the waiver.
- 15.3. Deadline for the roster submission is September 27, 2024
- 15.4. Deadline for the waiver completion is October 4, 2024
- 15.5. Coaches must ensure rosters are accurate and numbers are added prior to the tipoff of every game. Coaches are required to sign the score sheet to verify its accuracy



## **16. Player Eligibility & Protests:**

16.1. Age guidelines (Effective September 1, 2024) are as follows:

### **BOYS & GIRLS**

**U15 - born on Sept 1, 2009 or later**

**U16 - born on Sept 1, 2008 or later**

**U17 - born on Sept 1, 2007 or later**

**U18 - graduating high school in 2024**

**U20 - born on Sept 1, 2005 or later**

16.2. Playing on multiple teams:

16.2.1.1. A player may play up in a higher-age division in an "emergency situation" only where 6 or less rostered players are available for the game. This player must meet the following qualifications:

16.2.1.2 The teams are from the same club/organization.

16.2.1.3 The teams are not in the same division.

16.2.1.4 The player meets the eligibility criteria for both teams.

16.2.2. Additions must be approved by the Court Monitor or PrimeTime management ahead of tipoff.

16.2.3. Player additions may not be currently rostered with any other clubs or affiliated organizations.

16.2.4. Players may not be added from teams in the same age division without prior approval from PrimeTime management.

16.2.5 Players may play on only one team during the Playoff weekend November 2-3rd

16.3. Once bracket play begins, the player must have played in at least TWO pool play games in the division in order to compete in that division's playoff bracket play. A player who has not played in a pool play is not permitted to compete in bracket play. Injuries or circumstances that prevent an athlete from playing in qualifying competitions must be communicated in writing and approved by the League Director PRIOR to League commencement.

16.4. Signed Waiver & Release. In addition to the age eligibility requirements, each player is required to have a parent/guardian signed Release/Waiver on file with PrimeTime Sports on Exposure Events prior to the first game. PrimeTime Sports will suspend participation privileges for any player without a signed Release/Waiver.

## **17. Proof of Player Eligibility:**

17.1. Team Responsibility. Proof of player eligibility is the responsibility of the team manager or coach. PrimeTime Sports will check eligibility during league play. A coach must be able to document age eligibility in the event of a challenge by another team or if requested during a spot check by PrimeTime Sports prior to or any time during league play.





17.2. Documentation Required for Eligibility. As a condition of participation, each team is required to have age documentation available for each player for review at any time during an event. Proof of age must be available for review by PrimeTime Sports representatives at all league games. Failure to have such information available at the event may result in player ineligibility, game forfeiture, and/or team removal from the event.

17.3. There must be a photo ID and proof of birth date. Acceptable forms of documentation and age include clean photocopies of birth certificates, adoption papers, immigration papers, school documentation which reflects DOB, current driver's license, and current passport. Digital documentation may be acceptable subject to review by PrimeTime Sports representatives.

17.4. Players must be rostered & waiver must be completed before the first weekend (Oct 4-5th, 2024)

## 18. Player Eligibility Protest Procedure:

18.1. Scope. The following Player Eligibility Protest procedure applies to all PrimeTime Sports events.

18.2. Who Can Protest: Player Eligibility Protests can be submitted only by a coach or manager of a team participating in the same division as the team with the player(s) whose eligibility is being challenged. For a team to submit a Protest, the team must demonstrate to the Court Monitor that the protesting team has eligibility documentation for all its players available for review by the Court Monitor. A team is NOT allowed to protest the eligibility of a player from another team without having the eligibility documentation for its players.

### 18.3. What Can Be Protested:

18.3.1. Player is beyond age maximum (see section 15.1)

18.3.2. Player is not in compliance with Multiple Team rules (see section 15.3)

### 18.4. When Can Protest Be Made:

18.4.1. Pregame Protest: A protest of player eligibility may be made at any time prior to a game. Any Pregame Protest should be submitted as soon as possible so that it may be considered in a timely manner.

18.4.2. Post-Game Protest: Any post-game protest of player eligibility must be made within 30 minutes of the conclusion of a game between the protesting team and the team with the player(s) whose eligibility is being challenged.

18.4.3. Protest Limitations. After 30 minutes from game completion, no other player eligibility protests will be considered. A team is deemed to waive any opportunity to protest any player's eligibility not within these protest periods.

18.4.4. How to File Protest: All protests must be in writing on an official Protest Form. Protest forms are available at the Gate table and submitted to the Site coordinator directly.

18.4.5. If a protest is filed post game, the player to which the protest is directed must provide their ID within 1 hour of notification of the protest. If the proof of eligibility is not produced, the game will be considered forfeited.



18.6. **Player Reinstatement.** If a player is ruled ineligible for the sole reason that the team did not have any eligibility documentation for the player, the player can subsequently be ruled eligible if such documentation is later provided. The reinstatement is for competition subsequent to the documentation being provided and no prior action will be modified or set aside.

18.7. **Ruling Binding.** Any Player Eligibility Protest ruling made by PrimeTime Sports is binding upon all coaches, players, and attendees of the event. There is NO appeal of any upholding or denial of a Player Eligibility Protest. PrimeTime Sports shall apply the Player Eligibility Rules in such manner as PrimeTime Sports and its Court Monitors deem appropriate to uphold not only the letter but the spirit of such rules. PrimeTime Sports will impose such additional sanctions, suspensions, or other corrective action it deems appropriate under the facts and circumstances of noncompliance with the player eligibility rules. All coaches, players, and attendees shall be bound by any such application of the rules and corrective action imposed by PrimeTime Sports.

## **19. Game Forfeit Policy:**

19.1.1. **General.** Teams participating in an event expect their opponent to be as diligent and conscientious as their team in being on time and prepared to participate in ALL scheduled games. League play requires games to be played early morning and late evening, which may not always be convenient for the participating teams, but that is the nature of league play nonetheless. One of the most disappointing experiences for a team is to have the opponent fail to show for a scheduled game. To minimize the occurrence of forfeited games and to address the matter with the participating teams, PrimeTime Sports has adopted this Game Forfeit Policy.

19.1.2. There is a 5 minute forfeit rule in place for the League. If a team is not onsite and ready to play with 5 players and a Coach or Adult on the bench within FIVE minutes of the scheduled start time. The League Director or Court Monitor may, at his/her discretion thereafter, rule a forfeit (20-0 Final Score).

19.2. **Team Forfeiting Game.** When a team forfeits a game in any league game, the following rules apply:

19.2.1. The team receives a loss for the scheduled game.

19.2.2. A team forfeiting any game is still expected to play any and all subsequently scheduled games.

19.2.3. The forfeiting team is then ineligible for any team or individual league awards given for participation in the forfeited game.

19.2.4. Teams that forfeit a game will be fined \$200 + tax (\$150 gets applied as a credit to the other team and a \$50 & taxes administrative fees to cover sunk costs).

19.2.5. Teams must pay fines by October 28, 2024 or they will be deemed ineligible for Playoff weekend.

19.3. **Team Having Game Forfeited.**

19.3.1. Most game forfeits are beyond the control of PrimeTime Sports. Since gym rental and officials must still be paid in the event of a game forfeit, most event operators do not offer any refund or credit in the event of a forfeit.



19.3.2. Because of our commitment to competitive excellence, PrimeTime Sports gives the team having a game forfeited a Forfeit Credit of \$150 for each forfeited game.

19.4. Forfeit Credit Expiration. All Forfeit Credits expire August 31, 2025, and cannot be rolled over to a subsequent competitive year. The Forfeit Policy rules may be modified or waived by PrimeTime Sports in the event of extenuating circumstances. Factors considered will include communications from the teams as to their unavailability to play the scheduled game, the timing of such communications, the circumstances causing the forfeit, and such other considerations deemed relevant by PrimeTime Sports. Any decision by PrimeTime Sports as to the application of the Forfeit Rules shall be binding upon all teams and participants.

## **20. Coaches Certification and Training:**

20.1. The Champions League acknowledges the importance of Coaching development and training. Although the League will NOT require this year, we highly recommend the following for all Clubs and their participating coaches;

20.1.1. Criminal record check.

20.1.2. Completion of Safe Sport training.

## **21. League Structure and Format:**

21.1. There will be three competition weekends (Oct 4/5, Oct 26/27 & Nov 2/3)

21.2. Each competition weekend will include 3 games per team.

21.3. Teams must be available to play on both Saturday and Sunday.

21.4. Teams will be placed in pools categorized by age and ability.

21.4.1. Clubs wishing to have teams play up from age group must submit in writing by September 18, 2024.

21.4.2. Placements in divisions are ultimately up to the discretion of PrimeTime and dependent on the number of teams entered in divisions.

21.4.3. Clubs must submit any coaching conflicts in writing by September 18, 2024.

21.5. Standings will be based on results of the first two competition weekend results.

21.5.1 Standings will be used to seed teams for Championship Weekend

21.5.2. Tie breakers will decide ties. See section 10.

## **22. Playoffs & Championship weekend:**

22.1. Playoffs will take place in the Lower Mainland the weekend of November 4 & 5. Teams from other regions are expected to travel and participate.

22.2. During Championship weekend teams will play a minimum of 3 games and a maximum of 4 (result dependent).

22.3. There will be bracket play during the playoff format and teams should be expected to maintain a flexible schedule that weekend.

22.4. All Stars will be selected and presented during Championship weekend.



### **23. Miscellaneous Items:**

- 23.1. Baller TV will broadcast all Champions League play. This is a pay for use service.
- 23.2. Primetime will provide Social Media coverage of competitions.
- 23.3. Scheduling requests and coaching conflicts must be submitted before September 18, 2024.
- 23.4. All teams entered in the 2024 Champions League are eligible for a \$75 discount on entry into all Primetime tournaments in the Fall/Winter of 2024.

### **24. League payment:**

- 24.1. League fees deposits are due on September 18, 2024
- 24.2. Payment of the remaining balance per team \$1100 + gst is due on October 17, 2024
- 24.3. If payments are not received by the deadlines PrimeTime will charge the credit card on file and apply an additional 3% transaction fee (credit card processing fee)
- 24.3. Failure to meet payment deadlines will result in a suspension of competition from the event and game forfeits issued

