



Last Updated: January 2022

Section 5 Participation

5.1. General Guidelines

- 5.1.1. No game may be played by a team which is not accompanied by either the registered coach or assistant coach. Should they not be able to attend a game, an adult (18 years of age or older) may be appointed as a replacement for that game.

This must be noted on the scoresheet.

- 5.1.2. **Uniforms:** Style of uniform shall be optional. However, each player on the floor must be wearing a team shirt or jersey with visible numbers on the front and back. No player will be allowed to play without a uniform.

All team uniforms must follow the FIBA rule in regards to numbering. The style of shorts is optional, however the following are not allowed: cut-offs, jams or tear away shorts, pockets, pockets turned inside-out, pocket openings, slits, tears in the material or belt loops.

All teams are required to have reversible jerseys or at least seven (7) pinnies available. When both teams are wearing the same color uniforms, the visiting team is expected to change colour. If pinnies are not available and neither team has reversible jerseys, the game will be forfeited by the visiting team.

T-shirts, compression wear, etc. may be worn underneath the players uniform as follows:

- A white or black t-shirt compression ware, etc. or a t-shirt compression ware, etc. with the same colour as the majority colour of the jersey.
- If worn, the undergarments chosen must be the consistent colour warren as the rest of the team.



5.2. Scoresheets

- 5.2.1. The home team is required to provide the scoresheet for the game..
- 5.2.2. Coaches will ensure that all team members and coaches in attendance are listed on the score sheet.

Players will be listed in numerical order with **full first and last name**.

If a player on the bench is injured, ill, or being disciplined, a courtesy shall be shown to the coach of the opposing team and the officials by informing them of the above conditions prior to the start of each half of the game. These conditions should be noted on the white copy of the score sheet.

- 5.2.3. Each team must have one (1) coach, one (1) captain and may have two (2) alternate captain indicated on the score sheet by placing the appropriate "CAP" or "ALT" beside the player's name and only the captain or alternate captain may address the referee.
- 5.2.4. The referee will describe all technical fouls on the bottom of the score sheet stating the player's number and nature of the technical foul, i.e. language, excessive arguing with the officials, etc.
- 5.2.5. Score sheets containing technical fouls, play-ups, or players/coaches serving suspensions, must be submitted to the CMBA office by fax or email by business close on Monday following the game, from both teams.
- 5.2.6. Coaches/managers will be required to keep copies of scoresheets from all games for the entire season. Should it be needed for any reason, they will be asked to provide copies of these to CMBA.

5.3. Forfeits

- 5.3.1. Teams unable to make a scheduled game will advise the CMBA office and the opposing team of the circumstances as far in advance as possible of the scheduled start of the game. This will be a forfeit loss to the team unable to play. The score for this shall be recorded at 0-20.
- 5.3.2. In the event of a team not able to field the Minimum number of players required to start a game, or the team does not show up at all, the opposing team will be awarded a forfeit win. The score for this shall be recorded at 20-0. A fee of \$150.00 will be charge to the team that forfeited. This fee will be given to the opposing team that was ready to play.
- 5.3.3. A team which fails to show up for two (2) scheduled games during the season will be asked to withdraw from league play unless there are reasonable circumstances. This will not apply to a team which has given notice per rule 5.3.1.
- 5.3.4. A team failing to appear at a CMBA tournament or playoff game will lose the missed game and the next game, at the discretion of the Tournament Chairperson.



5.4. Reporting Game Scores

The winning team is responsible to enter the game score online immediately following completion of the game.

If neither team enters the game score on the CMBA web site by 9:00 a.m. on the Monday following the date of the game, the game will be permanently recorded as a 0-0 tie.

In the case of a tie in pre-season and regular season play, both teams will report the score. If neither team enters the game score on the CMBA web site by 9:00 a.m. on the Tuesday following the date of the game, the game will be permanently recorded as a 0-0 tie.

5.5. Player Call Ups

5.5.1. During pre-season and regular season play, should the number of players from a team's roster, available for a scheduled game, fall below 8, that team may pull up guest players for that game as follows:

- Guest players must be currently registered on a team from the same zone/association.
- Guest players must be invited from teams who are currently participating in the same division or lower of the same age group, or on a team in a younger age group, from the team inviting them.
- Guest players may play a maximum of two (2) games per season, for each team they are eligible to be invited to play with. Should they play a third (3rd) game with a team they are not registered with, they will be removed from their current roster and put on that team permanently. They will be no longer allowed to play with their original team.
- Guest players must be clearly indicated on the score sheet by an asterisk (*). The team they are registered on and division that team is currently playing in must be filled out on the bottom of the score sheet. It must also be indicated if it is the first (1st) or second (2nd) time this player has played with this team - **Example: *Calwest U-13 Girls 2 - U-13 division 2 - 2nd game**
- Guest players are to be considered "members" of that team for the duration of the game and as such are subject to the same rules and guidelines as the other team members. (rule --,--)
- Game sheets indicating guest players must be submitted to the CMBA office by the team coach.

5.5.2. During post season play (playoffs) no guest players will be allowed. Only players listed on that team's current roster may play.

5.5.3. If a zone/association has two (2) or more teams in the lowest division of an age group, a player or players of one team may play across with the other team in order to have a game played and not forfeited. - **Example: the number of players available from the team roster for that game drops below 5**

The players must be noted on the scoresheet as in rule 5.5.1. All other divisions must comply with rule 5.5.1.



5.6. Spectators

Where facilities allow, spectators will watch the game from the side opposite the team benches. Spectator behaviour during the game is the responsibility of the head coach and gym monitor.

Spectators who interfere with the game may be asked by the coach to leave the gym. Refusal of a spectator to leave when requested will result in a technical foul charged to the coach and suspension of play until the spectator leaves or may lead to forfeiture of the game by the team to which that spectator belongs if the spectator still refuses to leave.

Spectators may not cross the court after the game to voice displeasure with the officiating.

Spectators who do so may be suspended and the team held responsible for their behaviour.

Team and zone representatives who refuse to cooperate with the Sportsmanship and Conduct committee to identify the spectators alleged to have contravened the CMBA Participation Agreement may also be sanctioned at the discretion of the Sportsmanship and Conduct Committee.