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**Campus League:**

**Basketball**

Information, rules and regulations for Basketball

# **Information**

## **Compulsory Captain’s Briefing**

Each captain must attend a start of season Captain’s briefing session. This will be delivered virtually. Any Captain who cannot attend the session must provide a teammate to attend on their behalf.

## **Entry & League Fees**

Entry is only confirmed once entry fees have been paid. Bookings and payments are made online via the Connect Portal:

<https://www.usbonline.bham.ac.uk/Connect/>

If you do not know your PIN, select “forgotten PIN” then enter your University email address to receive it. Once logged in, select “Make a booking” then “Campus League” before selecting your desired sport/league.

If you wish to pay via a Guild Purchase Order (e.g from a Guild student group/societies account) please email your team name together with which league(s) you wish to enter to:

[campusleague@contacts.bham.ac.uk](mailto:campusleague@contacts.bham.ac.uk)

You will then receive an email confirming prices to show to the Guild. Forward any received Guild Purchase Order to the Campus League inbox – *your space in the league is only confirmed once this has been received and receipted*

## **Late Entries**

The deadline for entries to this league is Thursday 29th September. Entries after this time may still be received (if there is space in the league) but an additional £20 late fee will be applied.

## **Refunds**

Entries are non-refundable and non-transferable except in the event of the league being cancelled or medical evidence being provided.

## **League Format**

Leagues will run this year as separate Term 1 and Term 2 leagues. All matches will take place in Munrow Arena.

## **Awards**

Medals are available to the winners of each league. The knockout tournament winners will have their team name engraved on the Campus League Basketball Cup.

## **Eligibility**

To be eligible to compete in Campus League, the individual MUST be a current student, member of staff or alumni from University of Birmingham.

## **Fixtures**

All fixtures will be viewable via Playwaze:

<https://playwaze.com/bookcommunity/ecbe8dhe99n>

Or via the Playwaze app:

iOS: <https://itunes.apple.com/gb/developer/playwaze-ltd/id1000217218>

Android: <https://play.google.com/store/apps/dev?id=8110707711569600047>

As captain, you will be sent an invitational link for your team which will be set up for you. From there, you must invite your players directly to your team. This will be used as a team sheet for track and trace purposes.

Further information, including how to use the platform will be communicated to you closer to the league start date.

## **Umpires**

Voluntary umpires are provided by University of Birmingham Men’s and Women’s Basketball Club. In the event that a voluntary umpire cannot be provided, an umpire must be provided by each team, refereeing half of the match each. Matches will not be re-arranged due to an umpire no-show.

Teams are reminded to respect the umpire’s decision – all umpires are volunteers and the leagues wouldn’t be able to run without their help.

## **Equipment**

Basketballs will be provided by the Basketball club.

## **Continued Non-attendance**

If your team cannot make a fixture, for any reason, you must message the other team at the earliest opportunity via Playwaze. If you do not turn up to a fixture, the other team will be awarded a walkover. Continued non-attendance for league fixtures will incur the following penalties:

1 match = A warning and walkover awarded

2 matches = A walkover and 3 pts deducted

3 matches = Expulsion from the league

A "no-show" must be recorded as a walkover via Playwaze.

## **Results**

It is the winning team’s responsibility for inputting their results via Playwaze or the Playwaze app. Captains must post their result within 24 hours; any result not posted by the deadline may be deemed as void. If a team has accidently inputted the incorrect score, the score can be queried within Playwaze.

Points will be awarded as follows:

Win = 3 points  
Draw = 1 point  
Lose = 0 points  
Walkover = 30-0

Positions within the division will be calculated by number of points, goal difference, number of wins, walkovers conceded and result of the match between tying teams.

## **Cancellation of fixtures**

Teams are NOT allowed to cancel or postpone fixtures except in extreme circumstances with prior agreement by the Campus League co-ordinator. Games can only be cancelled for bad weather by the grounds team and in these instances they will be rescheduled by the Campus League co-ordinator.

Re-arranged fixtures are totally at the discretion of the organiser. Campus League will not fund any re-arranged matches (unless due to weather/facility reasons).

## **Conduct**

Campus League places an emphasis on sportsmanship, team spirit, fair play and above all enjoyment of the game. Any behaviour on (or off) the pitch that goes against this ethos will result is disciplinary action. This can include expulsion from Campus League with no refund given and escalation to the University’s Student Conduct team. Captains and team members are encouraged to contact the League organiser should he/she witness any misconduct on or off the pitch.

## **Complaints Procedure**

In the event of a complaint:

A report is to be submitted by the captains of both the teams involved, the referee/umpire (where applicable) and any member of staff that was working at the facility.

These reports will be submitted to the Campus League co-ordinator for review.

If the complaint is upheld, this will result in a formal warning to the offending team as well as a 3 point deduction in their league total.

In the event of a second complaint, points 1 and 2 will be carried out concerning the new complaint and if upheld, the team may be removed from the league with no refund given. This can include entry refusal to future Campus League and UBSport events.

It should be noted that in all the above instances the decision of the Campus League co-ordinator is final and in some serious cases the procedure will move straight onto point 4. This is purely at the discretion of the Campus League co-ordinator.

# **Rules**

*Note that currently listed rules are subject to change - confirmation on final rules will be made at the Captain’s Briefing.*

1. All matches will be played according to the rules as stated by FIBA, with the exceptions as stated below.  
  
2. Matches will be four 7 minute quarters with 1 minute breaks between each quarter and a 3 minute break for half time. Please note the clock will not be stopped for dead balls i.e. outward bound. If for whatever reason the game begins late, then the length of each quarter will be slightly shortened in order to accommodate this. Please arrive 10 minutes early to be ready for tip off. **No game shall run over its allocated time slot, as the next match will need to start.**

3. Each game will be played with 5 people per team on the court at a time, with the option to sub during any dead ball. The games will be played on a full court.

4. There should be at least one umpire at each game. This will be somebody from the university (i.e. from the team or a student volunteer) that is not in the league. **The umpire’s decision is final.**

5. If a team fails to turn up, the match will be deemed as a walkover. The team awarded the walkover may use the booking for training purposes.

6. A team will receive 3 points for a win, 0 points for a loss. If the game ends in a draw then there will be a sudden death free-throw competition to settle the winner.

7. Teams can have a squad size of up 10 players.   
  
8. Should only 4 players turn up from 1 team, they will automatically forfeit the game. A friendly match may take place if both teams agree.   
  
9. No jewellery may be worn on court.  
  
10. All matches **must** be played on the date and time as stated on the original fixture list. No matches will be re-arranged unless in exceptional circumstances. Re-arranged fixtures are totally at the discretion of the Campus League coordinator and will only occur under extreme circumstances.