



**2023/24 U9-14**



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

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

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# IMPORTANT DATES & CLUB CHECKLISTS

- October 7** *Team submission final deadline*
- October 15** *Special requests submission closes*
- October 15** *Final payment is due for all Clubs entering less than 5 teams*
- October 15** *1st payment of \$1100 +tax (per team) due for clubs with 5+ teams*
- October 20** *Rosters for teams must be filled in*
  
- October 25** *Waiver signature deadline*
- October 28-29** *Competition weekend #1*
- November 24** *Basketball BC membership deadline*
- November 25-26** *Competition weekend #2*
- December 1** *2nd payment of \$1100 +tax (per team) due for clubs with 5+ teams*
  
- December 9-10** *Competition weekend #3*
- January 13-14** *Competition weekend #4*
- February 3-4** *Competition weekend #5*
- February 5** *League fine payment deadline*
- February 10** *Rosters locked for Championship weekend. One team per player*
- February 24** *Championship Playoffs begin.*
- February 25** *Final day of competition.*

## LEAGUE CONTACTS:

### League Directors

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## **Champions League Competition Rules**

**Effective Oct 15, 2023**

### **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.

### **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 scorebook.
- 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. Scorekeeping/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 scoresheet.
- 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 U14-18 Boys 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 (in the circumstance of a blowout) unless the site coordinator has approved and both coaches have agreed. Referees do not have the power to tell the clock operator to run the clock.
- 6.4. For all U9-14 games there will not be a physical shot clock but attempts to delay game play or for notably long possessions, referees (at their discretion) may give a verbal ten second warning, based on a 30 second shot clock parameter.
- 6.5. Half-Time will be 5 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. Defensive Specific Rules:**

- 9.1.1 U9-12 after a lead of 15+ has been established, the leading team may NOT full court press. If the lead goes below 15 points they may resume.
- 9.1.2. U13-14 after 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. U9-12 zone defenses are not permitted. Site coordinator will issue a warning to the coach first. Second violation will result in a bench technical. Repeated violations may result in expulsion from the league.
- 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. Player Eligibility & Protests:**

- 15.1. Age guidelines (Effective September 1, 2023) are as follows:

### **BOYS**

- U9 - born on Sept 1, 2014 or later**
- U10 - born on Sept 1, 2013 or later**
- U11 - born on Sept 1, 2012 or later**
- U12 - born on Sept 1, 2011 or later**
- U13 - born on Sept 1, 2010 or later**
- U14 - born on Sept 1, 2009 or later**

### **GIRLS**

- U9 - born on Jan 1, 2015 or later**
- U10 - born on Jan 1, 2014 or later**
- U11 - born on Jan 1, 2013 or later**
- U12 - born on Jan 1, 2012 or later**
- U13 - born on Jan 1, 2011 or later**
- U14 - born on Jan 1, 2010 or later**



- 15.2. **Playing Up.** A player may play up in a higher-age division.
- 15.3. **Playing on Multiple Teams.** A player can play on two teams in the same tournament provided the following conditions are met:
- 15.3.1. The teams are from the same organization.
  - 15.3.2. The teams are not in the same division.
  - 15.3.3. The player meets the eligibility criteria for both teams.
  - 15.3.4. 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.
- 15.4. **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.

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

- 16.1. **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.
- 16.2. **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.
- 16.3. There must be a photo ID and proof of birthdate. 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.
- 16.4. Players must be rostered & waiver must be completed before the first weekend (September 30, 2024)
- 16.5. Basketball BC membership must be completed prior to the second competition weekend. Dead line Oct 13, 2024.

## **17. Player Eligibility Protest Procedure:**

- 17.1. **Scope.** The following Player Eligibility Protest procedure applies to all PrimeTime Sports events.



- 17.2. 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 Site Director that the protesting team has eligibility documentation for all its players available for review by the Site Director. A team is NOT allowed to protest the eligibility of a player from another team without having the eligibility documentation for its players.
- 17.3. What Can Be Protested:**
- 17.3.1.** Player is beyond age maximum (see section 15.1)
- 17.3.2.** Player is not in compliance with Multiple Team rules (see section 15.3)
- 17.4. When Can Protest Be Made:**
- 17.4.1.** Pre-Game Protest: A protest of player eligibility may be made at any time prior to a game. Any Pre-Game Protest should be submitted as soon as possible so that it may be considered in a timely manner.
- 17.4.2.** 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.
- 17.4.3. 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.
- 17.4.4. 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.
- 17.4.5.** 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.
- 17.5. Protest Upheld:**
- 17.5.1** If a Pre-Game Protest, the player will be prohibited from participating in remaining games of the league for that specific team.
- 17.5.2.** If a Post-Game Protest is upheld, that game will be forfeited by the team with the ineligible player.
- 17.5.3.** No prior games will be forfeited as teams participating in prior games will have waived their protest opportunity by failing to timely submit an Eligibility Protest. The team will be allowed to continue to participate in the event without the ineligible player(s).
- 17.6. 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.





17.7. **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 Site Directors 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.

### **18. Game Forfeit Policy:**

18.1.1. **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.

18.1.2. 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 Site Coordinator may, at his/her discretion thereafter, rule a forfeit (20-0 Final Score).

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

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

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

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

18.2.4. 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).

18.2.5. Teams must pay fines by February 5 ,2024 or they will be deemed ineligible for Championship weekend.

18.3. **Team Having Game Forfeited.**

18.3.1. 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.

18.3.2. 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.



**18.4. Forfeit Credit Expiration.** All Forfeit Credits expire August 31, 2024, 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.

**19. Basketball BC Membership:**

19.1. No refunds after October 15, 2023

19.2. **Entry Withdrawal.** A team withdrawing an entry on or before the entry deadline (October 15, 2023 11:59 pm PST) will receive a full refund minus deposit amount. Notice of withdrawal must be sent to [info@primetimesportsco.com](mailto:info@primetimesportsco.com).

19.3. **Late Withdrawal.** Any withdrawal after the entry deadline for a League will be considered to be a Late Withdrawal. The Entry Fee for a Late Withdrawal will be handled as follows:

19.3.1. If a fully paid entry is not secured to replace the withdrawing team, no amount of the Entry Fee will be refunded or credited.

19.3.2. If the entry has been accepted without full payment of the Entry Fee, any amount due under this Withdrawal Policy must be paid prior to the acceptance of the team's entry in any subsequent tournament.

19.4. **No Duty to Find Replacement.** PrimeTime Sports assumes no duty or responsibility to find a replacement entry for any Late Withdrawal.

19.5. If no replacement team is found then the entry fee is completely non-refundable.



## U9-14 Zone Defense Rules Amendment

Effective Nov 20, 2023

### 1. Outline

The purpose of this document is to help coaches, officials and players understand the modifications that will be in effect for the remainder of U9-14 Champions League play. We felt the need for a detailed description of the guideline to avoid potential disagreements and misunderstanding. It is our goal to provide an optimal competition environment to allow player development.

- No 30 second shot clock - rationale: It reduces the pressure of decisions made due to the clock; able to involve more players per possession in movement, spacing and handling the ball.
- No zone rationale: Encourages movement; allows for creativity with the ball, passing, cutting and penetration; more time can be spent in practice on the mastery of basic fundamental principles of play in both offence and defence.

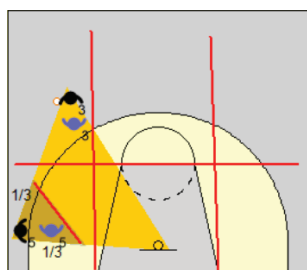
### 2. Spirit of the Rule

It is expected that everyone involved understands the reasoning behind the rules. U9-12 players are still at an early development stage and the goal of the league is to stay in line with recommendations and guidelines put forth by Canada Basketball and USA Basketball. We have worked with Basketball BC to develop these guidelines. The purpose of this document is not to provide coaches with a means to find loopholes in the rules and thereby develop elaborate strategies that play on the edges of the rules. Coaches are to use the document to clear up any misunderstanding of what will or will not be deemed a zone.

### 3. Half Court Details- " 1/3 & 2/3 "

Our goal in the half court is to avoid double teaming, floating and to encourage the focus on teaching man to man defensive principles.

For the purpose of this document the front court is divided into six grids by a line extending across the foul line and two lines running up from the baseline where the FIBA key would meet the baseline.

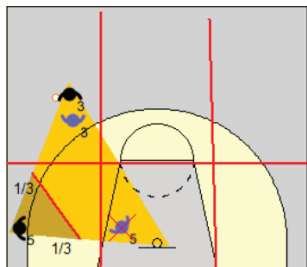


A triangle is formed by the defensive player with the three points of the triangle being the ball, his/her check and the basket. When a defensive player is in the same grid, a grid above, below or beside the offensive player with the ball, this defender can be:

- No further than 1/3 the distance on the line between his/her check and the ball ( Approximately 2 metres from their check)
- No further than 1/3 the distance on the line between his check and the basket.

The defender can be in an open or closed stance. A player may hedge or stunt but if they remain stationary in the restricted area it will be deemed an illegal defense.

## U9-14 Zone Defense Rules Amendment Effective Nov 20, 2023

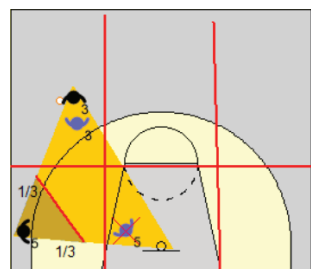
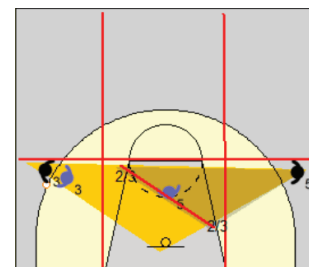


In this example the defender is stationary. Although he/she is still only 1/3 of the distance off the line between the ball and his/her check, he/she is clearly more than 1/3 of the distance to the basket and not within ~2 metres of his/her check. This would be considered an illegal defense as the player is out of position.

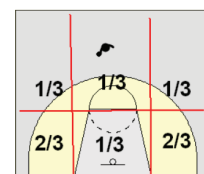
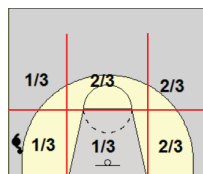
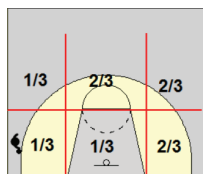
When a defender is in a grid diagonally to or not touching the grid with the ball in it, the defender can be:

- No further than 2/3 the distance on the line between his/her check and the ball
- No further than 2/3 the distance on the line between hischeck and the basket.

This means a player can assume a good help position in the key with two feet in the centre grid and be in a legal defensive position. The helpside defender may also impede the offense player on the other side of the court from driving to the basket but two players may not trap the ball carrier after halting that drive by rotating and individually guarding a player.



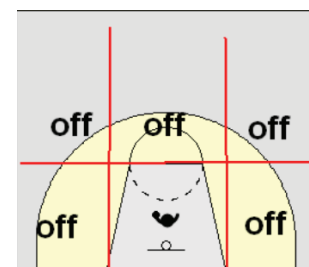
In this example the defender is guarding the basket which means he/she is more than 2/3 of the distance between his/her check and the basket. As before, the defender is allowed to be stunting in and out of the restricted area. They cannot remain stationary.



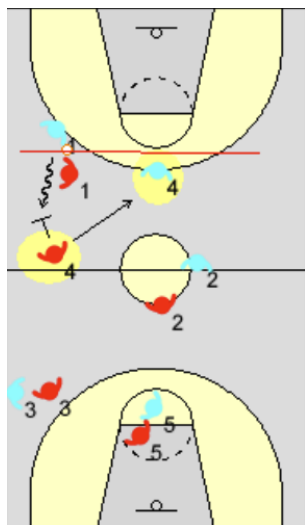
When a defender is in a grid diagonally to or not touching the grid with the ball in it, the defender can be:

- No further than 2/3 the distance on the line between his/her check and the ball
- No further than 2/3 the distance on the line between hischeck and the basket.

This means a player can assume a good help position in the key with two feet in the centre grid and be in a legal defensive position. The helpside defender may also impede the offense player on the other side of the court from driving to the basket but two players may not trap the ball carrier after halting that drive by rotating and individually guarding a player.



## 4. Full Court Details



In this example defender #4 move to double team the ball which is deemed illegal. As offensive player #4 moves in front of the ball, defender #4 must observe the 1/3, 2/3 rule as designated by the arrow in the diagram. If a player continues in a double team and doesn't pick up their check, they will be considered to be playing a zone.

Help defense and rotations are allowed, but must come out of player to player principles.

Players may fall back to a designated pick up point. Players may defend the basket until defensive help arrives. Defenders whose offensive check trails behind the ball may defend in front of the ball. Once their check passes the ball handler the 1/3, 2/3 rule comes into effect.

Defender #4 is able to shadow ball handler #1 since his/her check #4 is trailing behind the ball in transition but must not double team.

The players in front of the ball are observing the 1/3, 2/3 rule.

