

SMBA
GENERAL LEAGUE RULES
(Effective September 13, 2010)

GL 1. DIVISIONS

Teams are to be made up of players as follows:

- a.) Spud: Grade 4 & under (and/or under 10 years of age before January 1 of the playing season). The Spuds division is co-ed.
- b.) Mini: Grade 6 & under (and/or under 12 years of age before January 1 of the playing season). There are separate girls' and boys' divisions for Mini.
- c.) Bantam: Grade 8 & under (and/or under 14 years of age before January 1 of the playing season). There are separate girls' and boys' divisions for Bantam.
- d.) Midget: Grade 10 & under (and/or under 16 years of age before January 1 of the playing season). There are separate girls' and boys' divisions for Midget.
- e.) Juvenile: Grade 12 & under (and under 19 years of age before January 1 of the playing season and must be attending high school on a full time basis). There are separate girls' and boys' divisions for Juvenile.
- f.) High School: Combined grades 9 through 12 (and under 19 years of age before January 1 of the playing season and must be attending high school on a full time basis). Only used if there are not enough teams to form Divisions under the Midget & Juvenile guidelines. There are separate girls` and boys` divisions for High school.

GL 2. TEAMS

Teams are to be formed based upon the following:

- a.) Spud / Mini / Bantam: Teams shall be formed from Community Associations and or schools that players attend
- b.) Midget / Juvenile: Teams shall be formed from Community Associations or Zones.
- c.) Community Associations are defined and boundaries are as set by the City of Saskatoon Leisure Services Department.
- d.) Zones are as defined as follows :

Zone 1 - West of Idylwyld & North of 22nd Street. Including the following Community Associations: Confederation Park, Dundonald, Pacific Heights, Massey Place, Westview, Mount Royal, Caswell Hill, and Hudson Bay Park.

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Zone 2 - West of Idylwyld & South of 22nd Street. Including the following Community Associations: Parkridge, Fairhaven, Montgomery, Meadow Green, Pleasant Hill, Riversdale, King George, and Holiday Park.

Zone 3 - East of Idywlyd & West of the River. Including the following Community Associations : Silverwood, Lawson Heights, River Heights, Richmond Heights, City Park, Kelsey, and Downtown.

Zone 4 - East of the River & North of 8th Street. Including the following Community Associations : Silverspring, Sutherland, Forest Grove, Erindale, Arbour Creek, College Park, East College Park, and Greystone

Zone 5 - East of the River & West of Preston Avenue. to Circle Drive and West of Highway 11. Including the following Community Associations: Nutana, Buena Vista, Haultain, Exhibition, Queen Elizabeth, Avalon, Adelaide Park / Churchill, Grosvenor, Holliston, Varsity View and Stonebridge.

Zone 6 - East of Preston Avenue & South of College Drive and East of Highway 11. Including the following Community Associations : Wildwood, Briarwood, Lakeview, Lakeridge, Brevoort Park, South Nutana Park, and Eastview.

e.) All out of town players must register with the league and will be placed in the appropriate Community Association or zone.

GL 3. PLAYER ELIGIBILITY and REGISTRATION

a.) Spud / Mini / Bantam age/grade girls and boys players must register and play for the Community Associations Girls and Boys Division teams in which they normally reside or the Community Association in which they go to school in (priority is for the place of residence). The date of residency is October 1 prior to the start of the SMBA regular season.

b.) Midget / Juvenile age/grade girls and boys players must register and play for the Zone Girls and Boys Division teams in which they normally reside as of October 1 prior to the start of the SMBA regular season.

c.) High school students are not allowed to play in the Bantam Division and high school graduates are not allowed to play in the Juvenile Division.

d.) A player may only be registered with and normally play on one team in the SMBA.

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e.) Community Associations / Zones are not allowed to register players from other Community Associations / Zones. Community Associations / Zones are allowed to collect player registration information for players from other Community Associations / Zones for the purpose of relaying this information to the appropriate Community Association / Zone or SMBA league office so that the player can be registered in the appropriate Community Association / Zone.

f.) If a Community Association does not have a team, or enough players to form a team, a player(s) may play in the next closest Community Association in their Zone that will take them. The Community Associations must get the approval of the SMBA league office prior to transferring a player between Community Associations. The SMBA league office may, at its discretion reject the transferring of a player.

g.) If a Zone does not have a team, or enough players to form a team, a player(s) may play in the next closest Zone that will take them. The Zone must get the approval of the SMBA league office prior to transferring a player between Zones. The SMBA league office may, at its discretion reject the transferring of a player.

h.) Players found to have incorrectly registered with a Community Association or Zone will be immediately disqualified from further play for the balance of the season and play-offs.

i.) Players may play up a Division (Mini / Bantam, etc.) for a maximum of 3 games as pick up players (PUPs). They must be clearly identified as pick up players (PUPs) on the score sheet. If they play a fourth game they must then be permanently transferred from the younger Division team to the older Division team. These players are not in violation of GL3 (d.).

j.) Coaches are responsible for ensuring all players registered and playing with their team are eligible within league rules. Teams found having ineligible players are automatically suspended from participating in the playoffs.

GL 4. FORMATION OF TEAMS

a.) Community Association or Zones must accept players onto a team if the team size is less than 12 players. Adding additional players to a team with 12 or more players is at the discretion of the Community Association or Zone.

b.) Subject to rule GL 4a, Community Associations or Zones may select their teams as they see fit. The cutting of players based on ability or skill will result in immediate disqualification of the coaches and / or coordinators from any participation in the SMBA

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GL 5. TEAM LEVELS AND PLACEMENT

- a.)** Coaches in each Division will be allowed to place their teams in one of three tiers of play: A.) Competitive, B.) Competitive / Instructional and C.) Instructional for the first half of the (Fall) season. (If used, the “High School” Division may be divided into “A” Competitive” and “B” Instructional tiers.)

- b.)** Community Associations or Zones may elect to form teams using rule GL5 (a.) as a guideline and place their teams accordingly. Two or more Community Associations within a Zone cannot combine players to form two teams (i.e. one team in the “A” Division and one team in the “B” Division, in the Spud, Mini or Bantam divisions). Teams within a Zone (Midget, Juvenile or High School division teams) may do this to accommodate numbers and levels of play.

- c.)** Coaches may request that their teams move to another division or tier with two weeks or more notice prior to the start of the second half of the season. Teams may not change divisions or tiers after the start of the second half of the (Winter) season, or for the playoffs.

- d.)** The Executive may also move teams to other divisions or tiers if in the opinion of the league a team is uncompetitive in the division they have chosen, or if teams must be moved to have balanced number divisions for scheduling purposes.

GL6. TEAM REGISTRATION

- a.)** Teams must be registered, and fees submitted, by the date set by the league office.

- b.)** Fees for the next year shall be determined by March 31. Each Community Association coordinator shall be notified of these fees.

- c.)** Community Associations, Zones or Teams not submitting their fees by the registration date shall be subject to a \$ 50.00 per team late fee. No team shall be allowed to play games until their fees are paid.

- d.)** Teams withdrawing after the start of league play are not eligible for any refunds.

- e.)** Teams may not add players to their rosters after January 1 of the regular season. This rule may be waived upon written application to the league office and special approval of the Executive, but any such player added may not be eligible for the play-offs.

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GL7. PLAYER PLAY-OFF ELIGIBILITY

a.) Players must play in a minimum of 50% of their team's regular season league games to qualify for the play-offs. Exceptions can be made by the Executive following formal requests to the league office.

GL8. DEFAULTS

a.) If a team is unable to play a game, the coach must contact the following people at least 48 hours before the game is scheduled to be played 1.) the opposing coach, and 2.) the Executive Director. The Executive Director will attempt to schedule a game for the non-defaulting team, but if this cannot be done that team will have the option of using the scheduled gym time.

b.) For Juvenile teams: Any game cancelled within **48 hours** of the scheduled time, the full fee will be charged (\$65.00). A game cancelled between Monday but prior to the 48 hour window of the week of the scheduled game, will be charged \$25.00):

c.) Each team must have at least four (4) players dressed and ready to play by the scheduled game start time. A technical foul will be charged for non-compliance and the game will begin on schedule. If the team does not have five (5) players by the start of the second quarter of the game, the game is then defaulted, but it may be played under rule G.L. 9 - a.), if the non defaulting coach / team agrees. In this case no penalty fee will be assessed.

d.) If a team defaults a game without complying with Rule G.L. 8: a.), and the game is not played under G.L. 9: a.), a \$ 40.00 penalty fee may be imposed (**\$100 for Juvenile and Midget teams NEW 2006**). This fee must be delivered to the Executive Director 3 days prior to the defaulting teams next scheduled game or that team will not be allowed to play their next scheduled game, or any other game until the penalty fee is paid.

GL9. FORFEITS

a.) If a team is unable to play due to a shortage of players (less than 5), they must default the game, but they will be allowed to pick up other players (players must be registered with another team in the league) to a maximum of 10 players and play the game under forfeit. The forfeit and pick up players (PUPs) must be clearly marked on the score sheet, and the opposing coach, gym supervisor and referees must be notified.

b.) The pick up players (PUPs) are allowed to play and are not in violation of GL3 (d.). These players must be registered with teams playing in the league.

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GL10. CONDUCT

a.) Each team shall have a designated floor captain. Other players, coaches, parents are not allowed to address the referees during the playing of the game, only the person that is the designated floor captain can speak to the referee. A bench technical foul may be assessed for failure to follow this rule.

b.) Two bench-technical's to a coach will result in the coach being ejected for the remainder of the game and the coach must leave the gym. The game may continue with the assistant coach or parent volunteer.

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When a coach is given 3 cumulative technical fouls in a season, the coach will be suspended for a game. For each subsequent technical foul given after 3, the coach will be suspended for a game. (Revised January 30, 2011)

c.) Referees calls and decisions are not disputable.

d.) Where facilities allow, the occupants of a teams bench & sideline area is limited to the team registered coaches (2), players and one (1) other non player. No spectators are allowed to view the game from the same sideline as the players' bench area.

e.) Each team in every division must have an adult (coach or supervisor) on the bench, who is responsible for the actions of the players, coaches and team supporters. His or her name must appear on the score sheet.

f.) Any person (player, coach, manager, parent, fan, etc.) failing to show respect towards a Gym Supervisor, referee, member of the opposing team or their supporters will be required to leave the gym and vacate the facility. The referee, or gym supervisor, will request the coach of the team who the offending person(s) is associated with, to ask the person(s) to leave the premises. The game will not resume until the person(s) leaves and failure to immediately comply will result in default of the game.

g.) The Gym Supervisor, or if present the Executive Director, will have final authority before, during and after games to enforce the league rules.

GL11. DISCIPLINE

a.) All Community Associations officials, coaches, players, team supporters and league officials are required to abide by the **Rules and Policies** of the S.M.B.A. and conduct themselves in an appropriate manner, or be subject to disciplinary actions.

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- b.)** Available disciplinary sanctions include, but are not limited to, warnings, default penalty fees and suspensions (single / multiple game, season) that may be applied for actions before, during and after S.M.B.A. games and activities. The following are the recommended minimum actions for some specific violations:
- i. Swearing or using offensive inappropriate remarks or gestures: minimum warning and subject to suspension.
 - ii. Disqualifying fouls: minimum warning.
 - iii. Attempt to injure: minimum 1 game suspension.
 - iv. Vandalism: minimum 2 games suspension.
 - v. Spitting: minimum 1 game suspension.
 - vi. Fighting: minimum 4 game suspension.
 - vii. Abuse of officials – Verbal: minimum 1 game.
 - viii. Abuse of officials – Physical: indefinite suspension pending review.
 - ix. Coaches verbally or physically abusing player(s): minimum warning.
 - x. Technical foul: After receiving a technical foul a player must sit out the rest of the half of that game. If a player receives 3 technical fouls in a season they will receive a game suspension and subsequently be suspended a game for every technical foul after that.
- c.)** Discipline may be dealt with by the Executive Director and/or the Disciplinary Committee. The Disciplinary Committee shall be comprised of persons as assigned by the Board of Directors of the SMBA., but no member of the Disciplinary Committee will be involved in a decision where a player, coach, team or team supporter from their Community Association (for Spud, Mini, and Bantam Divisions) or Zone (for Midget and Juvenile Divisions) is being disciplined.
- d.)** Any conduct requiring disciplinary action must be reported to the league office by 9:00 p.m. on the Sunday following the game or incident.
- e.)** Within 48 hours of being notified, if in the opinion of the Executive the incident is deserving of sanction, the Executive Director will:
- i.** Issue a warning (verbal followed in writing) describing the incident and that further action may be taken if required.
 - ii.** Consult with the Disciplinary Committee to determine if further action (i.e. suspension / default penalty assessed) is required.
 - iii.** Advise the offending person of the Disciplinary Committees` decision, the Community Coordinator, and coach if applicable.

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- f.) Written warnings and default penalties are not subject to appeal. A record of such sanctions will be kept by the league for two year from the date of the sanction.

- g.) Suspensions may be appealed, accompanied by a non refundable \$ 50.00 appeals fee, to the SMBA league office, but the subsequent ruling by the Appeals Committee will then be final. The appeals fee will be refunded if the appeal is successful.

Effective Date: October 13, 2010

President: Ian MacDonald

1st Vice President: Bryan Craig

Rules Committee Chairperson: Layra Farmer