

DARSA 4 on 4 Basketball Rules

Games will be officiated by Ontario Association of Basketball Officials

Beginning of the game:

- A jump ball will start the first half and overtime. Alternate possessions will be in effect for all following jump ball situations.

Team/Roster:

- 4 players on the court at one time
- Up to 10 players per roster
 - Rosters to be submit prior to the team's first game.
- Spares can be used to fill in as necessary through the season
 - Spares will not be eligible for playoffs.
- Players that have not completed a player waiver will not be eligible to play, including spares. It is the team captain's responsibility to make sure all players have signed the waiver form.

Forfeits:

- Teams will have until 5 minutes past the designated start time to field a legal team. A minimum of 3 players is required to play an official game. Teams with less than 3 players will receive a forfeit. If a team starts with 3 players, they can have late players join at the next stoppage of play. If a team forfeits, an exhibition/unofficial game can be played if the winning team would like to lend players.

Substitutions:

- No limit.

Regulation Time:

- Two 22-minute halves
- The clock will be maintained by the scorekeeper.
- The clock will be run time with the final minute of play being stop time.
 - During the final minute the clock will stop on all whistles and timeouts, time will remain running if a basket is made.

Overtime:

- 3 minutes
- The clock will be stop time in the last minute on whistles and timeouts. The game will end in a tie if the two teams are still tied after 3 minutes.
 - In playoffs, there will be a sudden death starting with a jump ball after the 3 minute OT.

Personal/Team Fouls:

- All fouls will be at the discretion of the OABA referee or DARSA event coordinator
- Personal fouls will be recorded for all leagues and players will foul-out after being awarded their **5th** personal foul. All technical fouls will be recorded as personal fouls.

- On the 7th team foul, teams will be awarded two free throws for that foul and every team foul during the remainder of the half. All shooting fouls are 2 shot fouls unless the shooter is attempting a 3 point shot. If a foul is an intentional foul the player will receive 2 shots and possession of the ball.
- The 3-point field goal is in effect if the court has a line marked.
- Backcourt violations will be at the referee's discretion.

Technical Fouls:

- Technical fouls are counted as personal fouls. Any individual that is assessed two technical fouls will result in being ejected from the game. (Depending on the severity of the technical foul a player can be ejected after being assessed 1 technical under the discretion of the referee/coordinator.)
- All technical fouls result in 2 free throws and ball possession.
- Dunking is not allowed and will be considered a technical foul.

DARSA POLICIES

All players must sign the waiver prior to the first week of the season in order to be play.

Refs:

- A DARSA event coordinator will be at all games. Coordinators have the power to eject any player from a game and/or facility if deemed necessary. In the event of a discrepancy, the referee has the final say unless they defer to a player or the scorekeeper who may have had a better vantage point. The referee has the final say in any situation.
- **Honesty is essential. Respect for the referee, your teammates, and your opponents is necessary for games to run smoothly.** Unsportsmanlike conduct determined by the referee will result in a removal of that player from the game.
- It is the referee's discretion to call a player out or suspend a player for violations of the rules. The referee can consult the DARSA representative at any time.
- League commissioners have the right to amend any rule as they feel necessary.
 - **1st Incident = 1 game Suspension**
 - **2nd Incident = 3 game Suspension**
 - **3rd Incident = 7 game Suspension (with written notice that a fourth incident will result in a ban from the league)**

Forfeits:

Teams have until five minutes past the designated start time to field 4 players. If your team forfeits a match during the season you will lose the game and receive a \$25 fine.

If you know in advance that your team is going to forfeit a game, we encourage you to contact us as soon as possible so you can avoid the Forfeit Fees and we can contact your opponent. A team cannot play another game until all fines are paid.

Standings:

- The updated standings will be posted weekly online. The standings will display each teams rank based on points. All games are worth three points.

Playoffs:

- Playoffs will begin immediately following the end of the regular season. Once playoff matchups have been determined, game times will be posted on the website. No spares will be allowed during playoffs. All eligible teams will make the playoffs. Teams that have violated the forfeit policy during the course of regular season will not be eligible for playoffs. Teams are seeded according to point with Head-to-Head as a tiebreaker. If teams are still tied, the Head-to-Head +/- will be the next tiebreaker.
- Players must play in a minimum of 6 regular season games to be eligible for playoffs.

