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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.

The provisional date of the Captains briefing is the weekend of 2nd/3rd October – further information will be communicated to captains after Welcome Week.

## **Venues**

All matches take place indoors at Sport & Fitness,

## **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 Friday 1st October, 12:00. Entries after this time may still be received (if there is space in the league) but an additional £20 late admin fee will be applied.

## **Refunds**

Entries are non-refundable and non-transferable, except in the event of the league being cancelled by UBSport.

## **League Format**

Leagues are termly with a maximum of 10 teams per league (minimum of 7). Entries for Term 2 will be released in December. Fixtures for the Term 1 leagues start on week commencing 4th October. Teams play each other once in a round robin format.

## **Champions League Final Day**

Teams who have entered **both** Termly leagues will invited to Champions League Day if they finish in the following qualifying position:

League of 10 teams = Top 4 teams

League of 9 teams = Top 3 teams

League of 8 teams = Top 2 teams

League of 7 teams = Top team

Teams who finish in the above positions, but who have only entered either Term 1 or Term 2 league, will be invited should there be space available.

## **Awards**

Medals are available to the winners of each league, for each Termly league. Champions League Day winners will have their team’s name engraved on the Campus League 6-a-side Football Cup, in addition to receiving winner’s medals.

## **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/ConfirmInvitation?token=bask0616>

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.

## **Referees**

If a team has not got a designated referee both team captains MUST agree on a referee or to self-referee BEFORE the match starts.

## **Equipment**

It is the home team’s responsibility to ensure a ball is provided for the match. Balls are not provided by UBsport.

## **Clash of Kit Colours**

Each captain must update their Home and Away Kit colours within the Playwaze web portal. It is the responsibility of the away team to check the home team’s kit colour and, should there be a clash, alternative colour kit/bibs should be worn.

The only requirement for kit is that the tops are of the same colour (except the keeper); they do not have to be specific football tops.

## **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 = 3-0

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/re-arrangement 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.

## **COVID-19 Restrictions**

Should there be any changes in current guidance (from NGB/UK Government), all teams will be contacted with details on any compulsory control measures.

Each captain must remind their players to self-asses for COVID symptoms prior each match. Should a player receive a positive test, this must be reported via the University’s COVID-19 reporting form:

<https://intranet.birmingham.ac.uk/student/2020/test-and-trace.aspx>

# **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 laws and by laws of Association Football, with the exceptions as below
2. The duration of all matches will be 20 minutes each way, with up to 5 minutes for half time. Kick Off takes place 10 minutes past the hour or when both teams are ready; whichever comes first. If the opposition are not on the pitch within 15 minutes of the scheduled start time, the match can be declared a walkover.
3. It is essential that both team captains **must** agree on a referee or to self-referee **before** the start of the match.
4. Teams may have up to 10 players within their squad at each fixture. (Teams can have more than 10 players in their team, but no more than 10 at each fixture).
5. There must be a minimum of 6 players (per team) on the field of play for the match to be played. There are no rules on gender for this.
6. Teams can substitute players at any time, but only when the ball is out of play. The captain must have previously notified the referee. A maximum of four substitutes may be made.
7. All the team members must wear the same colour strip, with the exception of the goalkeeper. He/she must wear colours that distinguish him/her from the other outfield players and the referee.
8. The Away team is responsible of wearing a different colour strip/bibs should their kit clash with the Home team.
9. Footwear: It is the captain’s responsibility to ensure his/her team is wearing correct footwear:
   1. Plastic studded footwear (no metal studs) are to be worn on the Bounrbrook 3G pitch. Trainers (including astro-trainers) are banned due to damage of the pitch (flattening of the pile).
   2. Trainers, astro-trainer or plastic studded footwear can be worn on the Metchley 3G pitch.

Anyone found breaking these rules will automatically forfeit the game to the opposing team and be removed from the pitch by UBSport operational staff. Reoffending teams will be removed from the league with no refund given.

1. Shin guards are to be worn to provide a reasonable degree of protection and covered entirely by the socks.
2. Any throw-in awarded from the side-line will be made by an underarm throw. The ball must touch and remain on the ground within two metres from where it was thrown. A foul throw in will result in the opposing side having the throw-in from where the ball went out of play.
3. Opponents must stand two metres away from the thrower at throw-ins or behind the nearest opponent. Failure to do so will result in an indirect free kick to their opponents.
4. The ball may be ‘passed back’ to the goalkeeper intentionally at any time during the match but **the goalkeeper may only take one touch to clear the ball**. He/she may not handle the ball, he/she may not stop the ball and he/she must send it out of his/her area using only one touch. If the goalkeeper does pick up the ball or controls the ball inside the goalkeeper’s area, an indirect free kick will be awarded 2 metres outside the goalkeeper’s area adjacent to where the ball was picked up or controlled.
5. No player is allowed within the goal area or on the goal line with the exception of the goalkeeper. In the case of a defensive offence, a penalty kick will be given. If the defender enters unintentionally, no action will be taken. If a defender enters the goal area intentionally, a penalty kick awarded at the referee’s discretion.
6. For an attacker offence an indirect free kick will be taken from 2 metres outside the goal area from where the attacker entered the goal area.
7. If the goalkeeper leaves the goal area he/she will be treated as an outfield player and cannot return with the ball into the goal area or pick up the ball. If he/she does pick up the ball an indirect free kick will be awarded.
8. If the goalkeeper or any other player handles the ball outside the goal area, stopping an obvious goal scoring opportunity, a penalty kick will be awarded.
9. The goalkeeper is allowed to swap with another player, however this change must only be made at half time, unless for injury purposes and at the Referees discretion.
10. **No sliding tackles will be permitted on any pitch**, due to the risk of injury and damage to the surface. For ANY slide tackle an indirect free kick will be awarded from where the slide occurred, unless this occurred across the goal area with the slide tackle being played by the defender and a penalty kick will be awarded. The referee can send off any individual for a second slide tackle offence.
11. When a free kick or corner kick is awarded, opponents must stand 2 metres away from the ball unless it is less than 2 metres to the defending side’s goal area, when defenders may stand just outside the goal area.
12. **Goal kicks are to be made by an underarm throw**, unless performing an indirect free kick.
13. No offside law will apply in this league.
14. If a penalty kick is awarded the player taking the penalty may take ONE step only before striking the ball. The ball should be placed on the penalty spot/ two metres from the top of the goal area in line with the centre of the goal.
15. Qualification for the Champions League Final shall be by invite only.