



INTRAMURAL SPORTS PROGRAM GUIDELINES

BCTC Intramural Sports is a new and evolving component of the college which was initiated through the Office of Multiculturalism and Inclusion and supervised by the Director of Diversity Outreach Services and Intramural Sports to help enhance student persistence and success. The goal of the program is to provide students with opportunities to participate in organized recreational sports which promote student involvement, diverse social connections, commUNITY and participation in fun physical activity.

BCTC Intramurals operates under the principle of offering fun and safe recreational activities within the context of healthy competition and sportsmanship. Soccer, volleyball, flag football and basketball leagues are offered to BCTC students and faculty and staff. Soccer, volleyball and flag football are played on the Cooper campus fields and the basketball league is held at the Kentucky Basketball Academy less than four miles from the Cooper campus.

Intramural Sports Promotions:

Each semester Intramural sports registration is advertised via BCTC social media outlets, website, campus-wide e-mails, campus banners, postings and on-site registration tables. Additional information can also be accessed via [bluegrass.kctcs.edu/Intramural Sports](http://bluegrass.kctcs.edu/Intramural%20Sports).

Eligibility of Students, Faculty and Staff:

- A student must be a current enrollee at Bluegrass Community and Technical College; and faculty and staff must be current BCTC employees
- A participant may only be listed on one official team roster and cannot play for more than one team in the same league
- Participants are required to attend a mandatory organizational/informational meeting prior to the start of play
- Participants must abide by all BCTC and off-campus playing site guidelines and policies.

NOTE: The BCTC Intramural Director reserves the right to rule on player eligibility for Intramural events.

How to Register to Participate in an Intramural Sport:

1. Complete Registration process by the posted deadline
2. All participants must submit a completed *Intramural Participant Registration* Form and include:
 - Copy of current BCTC class schedule or BCTC employee ID
 - Participation donation fee: \$5 per sport: soccer, volleyball or flag football and \$15 for basketball.
3. Participants must attend a mandatory organizational/informational meeting prior to play.
4. Participants are required to read and abide by the **BCTC Intramural Guidelines**.

How to Register a Pre-Organized Team:

1. Each team must designate a team manager to be responsible for representing the team's interests and securing team information for registration purposes. The team manager is also permitted to be a team player.
2. A *team name* must be chosen prior to the first competition with the understanding that team names must be within the bounds of good taste. If a team name is not given, the Intramural Director will assign a team name. BCTC Intramurals reserves the right to change any team name found to be offensive in any way.
3. **LATE ENTRIES**- Deadline dates are clearly stated in Intramural advertisements. Late registrations may be accepted at the discretion of the Intramural Director.

Posting of Intramural Events Schedule:

Intramural events and registration information can be found on-line at: [Intramural Sports | Bluegrass Community & Technical College](#) or in the Intramural Sports Office-103J Oswald Bldg. - Cooper Campus, on BCTC Facebook and Twitter, in college-wide e-mails and posters displayed on campuses and at registration tables set-up seasonally. League schedules will be given to all participants, team managers/captains, and posted via BCTC informational channels.

Intramural Sports Schedules:

Intramural league play is typically scheduled once a week on posted days, during late afternoon into late evenings. League schedules are announced prior to play each semester.

Team Manager/Captain:

Each team is responsible for selecting a team manager to serve as a team liaison between the team and the Intramural Director. The team manager is responsible for representing the team at scheduled intramural meetings and may ask questions and provide input to improve events. Team managers may also participate in games. The team manager is expected to:

- Make sure all team registration items are submitted on time
- Sign-out, maintain and return team equipment unless team has its own equipment
- Make prior arrangements for team to have equipment for games in case of his/her absence or risk a forfeit (**Please note:** For basketball league play, Kentucky Basketball Academy is not responsible for providing BCTC teams with pinnies or basketballs)
- Pick up game rules/ schedules and relay information to team
- Familiarize team with Intramural guidelines/policies, game schedule and any change
- Team organization and oversee fair and consistent playing time of participants
- Encourage sportsmanship and fair play

Registration Release Form:

All participants are required to complete a Registration/Release Form prior to entering into Intramural competition. There will be no exceptions. Participants are expected to acknowledge an assumption of risk by voluntarily entering into any Intramural sports event activity; and that BCTC Intramurals assumes no responsibility for injuries sustained during Intramural competition. It is recommended that students have medical insurance and a physical examination before participation.

Medical Concerns - Injuries:

Any illness or injury that occurs during Intramural play must be reported to the Intramural Director in a timely manner to be properly documented. A first aid kit will be available at the playing site but the

Intramural staff will not treat injuries. In case of emergency, 911 will be called for emergency medical technicians' assistance. Note: The BCTC Intramural program also reserves the right to adjust event rules and make judgments based on the need for greater safety for participants, officials and Intramural staff.

Blood-Related Rule:

Any player who is bleeding is required to leave the activity until the bleeding stops. An Intramural staff member or game official has the authority to remove the player. If by removing the bleeding player the team falls below the minimum number necessary to play, the following will apply: the game clock will be stopped for five minutes to allow the player to stop bleeding. An Intramural staff member or game official must approve the player re-entering. If the bleeding is not stopped within the allotted five minutes, a forfeit will be declared. The five minute time allowance is only for teams who have no substitutes when a player is bleeding.

Sportsmanship Acknowledgement:

All BCTC intramural participants are expected to acknowledge, sign and abide by the Sportsmanship Release. Sportsmanship is key to healthy recreational competition and unity within the BCTC Intramural program. The Intramural staff and officials have the authority to make decisions to warn, penalize or eject participants or teams for displaying poor sportsmanship. Unsportsmanship behavior or comments will not be tolerated and jeopardize participation. The Intramural Director reserves the right to issue further penalties. If an incident occurs, all affected participants must report to the Intramural Director before their next scheduled game for review, reinstatement or further action.

Students who do not demonstrate sportsmanship in respect to the game, Intramural staff, players, officials, scorer's table, facility; risk serious action being taken against them by BCTC if in violation of the *KCTCS Code of Student Conduct*. Also student are liable for any behavior that results from infraction policies governing the off campus playing site as well.

Photograph Consent:

Participants will need to sign the Photograph Release to grant permission to BCTC's staff to use photographs and/or video tape in the news media, institutional promotions/advertising; educational publications/-video; and/or electronic publishing (world Wide Web) without compensation.

E-mail/Phone/Remind.Com Consent:

Participants will need to sign the E-mail/Phone/Remind.com Release to give BCTC Intramurals permission to share their BCTC e-mail and phone number with the intramural staff and BCTC Intramural participants for Intramural-related communication purposes only; and agree to participate in Remind.com to receive Intramural news and updates.

Academic and Career Advisement Information:

Participants will be provided academic and career/life skills advisement information and resources/ Individual educational advisement will be provided per request. Participants will be encouraged to seek out advisement, maintain a 2.0 GPA and make satisfactory academic progress. Any student placed on academic probation will be encouraged to utilize BCTC academic support resources.

Assigned Equipment:

BCTC Intramurals provides team pinnies and game equipment and also checks out equipment to the team manager/captain who is responsible for its upkeep and return. However teams are permitted to

supply their own -shirts or jerseys. Teams purchasing their own tops are required to have a matching set of front/back numbered and same colored pinnies or t-shirts/jerseys. No two numbers may be the same and must be whole numbers between 00 and 99. If two opposing teams have the same colored tops, a coin toss will determine which team must change and wear a different colored top. At the end of the season all assigned equipment must be returned to the Intramural Director following each team's final game. Team managers/captains will be held accountable for the replacement costs of missing equipment (\$50 per basketball, \$15 per pinnie and \$1 per mesh bag).

Illegal Equipment and/or Attire:

BCTC Intramurals reserves the right to rule on proper athletic attire for all events to promote safety when participating. The following rules are in place:

- **No Jewelry** (all necklaces, earrings, rings and bracelets)

Exception: Participants who are required to wear medical bracelets or medals may do so but the metal must be taped to the body exposing only the medical information. In such case, the participant is expected to alert the Intramural staff and an official prior to taking part in any activity.

- Proper athletic footwear, socks, shorts and t-shirts/jerseys are recommended. The following items **may not** be worn during intramural events:
- Hats, hair adornments, bobbie pins, hair beads, etc...
- Sandals, other open-toed shoes or boots
- Cleats with metal, ceramic or removable screws
- Casts

Exceptions: Knee braces may be worn but metal parts must be covered with a soft padding; and participants may play with a part of their body held in soft wrap.

Facilities:

5 on 5 Intramural soccer will be played at the Cooper campus behind the Oswald building. The basketball league will be played at the Kentucky Basketball Academy (KBA), approximately two miles from campus on 273 Ruccio Way, Lexington, KY. Students are responsible for transporting themselves to the scheduled events and expected to be on time. Go to www.playkba.com for more information about KBA.

Officials:

The Intramural Director may recruit students, faculty and staff who have knowledge of the game who may be interested in officiating intramural events for pay or as a volunteer. In the event that an inadequate number of officials are available for an activity, teams will be required to supply their own officials to represent their team.

Forfeits:

The 15 Minute Rule will be in effect if a team is not prepared to play at the scheduled time. At the scheduled event time, the team that is not ready to play or is a no-show, will receive a forfeit after the 15-minute period has elapsed. In cases where neither team is ready to play, there will be a double forfeit.

Protests:

Only protests concerning player eligibility will be considered by the Intramural Director. All other protest must be resolved on the playing field. **THE GAME OFFICIALS AND INTRAMAURAL STAFF INTERPRETATIONS WILL BE FINAL.** Only the team managers may file protests concerning player eligibility and the eligibility protest must be submitted in writing with a \$15.00 cash protest fee by 12:00 noon of the first workday following the protest contest. If the protest is upheld, the fee will be returned but if the protest is denied, the fee will not be refunded. The protester must notify the opposing team of the protest before submission. If a team feels that an official has misinterpreted a rule, the team manger must make a verbal protest to the officials immediately after the play and request the Intramural staff. All protests of this type will be resolved on the field by the Intramural staff. The decision is FINAL. The game will resume as quickly as possible.

Ejection and Reinstatement:

Any participant who has been ejected from an Intramural event will be automatically suspended and not permitted to attend or participate at the court/field, during any Intramural activity, until the suspension has been served and reinstatement approved. Participants who have been ejected from events and are seeking reinstatement are subject to the KCTCS Code of Student Conduct located at: http://www.kctcs.edu/en/students/admissions/academic_policies/~media/System_Office/Academics/StudentCode2009.ashx, and the governing *regulations* at the off campus playing site.

Results and Records:

Game schedules, records and standings for the basketball league will be posted at www.playkba.com. The Intramural Director will maintain game schedules and results for soccer, flag football and volleyball and forward for posting to the appropriate BCTC informational channels.

Awards:

Awards will be given to the play-off champion and runner-up teams at the conclusion of post season tournament play.

Inclement Weather- Postponement/Cancellations:

In case of rain, lighting, snow or other threatening weather conditions, please contact the Intramural Director at 246-6529 on the given event date. The decision to start or postpone a game will be made by the Intramural Director as the weather conditions dictate, and usually no earlier than 2pm during the week. The decision will be extended as long as possible in the hope of being able to play the games. Once the decision is made, the **team managers** will be contacted and responsible for getting word out to the teams. Efforts may be made to reschedule events but not all weather related cancellations will be rescheduled.

League Rules:

Copies of league rules will be available on the Intramural Sports website, and in the Intramural Director's office. Intramural basketball will be consistent with the official NCAA intercollegiate basketball rules, Soccer flag football and volleyball will abide by their appropriate official rules. The Intramural Director reserves the right to modify rules due to playing field, playing conditions, time allotments, skill levels, league structure and safety factors.

SOCCER RULES

PLAYERS

1. Each team shall consist of five players, one of whom shall be the goalkeeper. Teams must have at least four players at the designated time of the contest, or the game will be forfeited. **Teams must have at least four players to continue.**
2. There is no limit on the number of substitutes. You may only sub when your team has possession of the ball during a stoppage of play in the game on a corner kick. Either team may substitute during a stoppage of play in the game on a goal kick, throw in, after a score, when a **player is cautioned, when a player is injured, or when a player is disqualified.**
3. Officials must be notified of a substitution before it is made.
4. A goalkeeper may be changed during a stoppage of play. The referee must be notified prior to the change.
5. If a player enters the field of play without notifying the referee, an indirect kick will be taken at the point where the ball lies at that time, and a yellow card will be issued to that player.

EQUIPMENT

1. The Intramural Director will supply numbered game pinnies to each team. Teams may also opt to supply their own team shirts. Pinnies will be available if opposing teams have the same colored t-shirts to differentiate teams.
2. A player shall not wear anything that is dangerous to another player on the field (i.e. loose chains, rings, watches, headwear that contains any hard, stiff material including billed hats or items containing exposed knots). **ALL JEWELRY MUST BE REMOVED.** Participants wearing illegal equipment will be required to sub off (whether a sub is available or not) until the next substitution opportunity after the jewelry is removed. **THIS INCLUDES ALL EARRINGS.** If you are wearing any type of cast you will not be allowed to play. Braces must be covered and padded. All shin guards made of hard substances (plastic etc.) must be covered entirely by stockings.
3. Players must wear athletic type shoes that cover the foot completely. Sandals, boots, and open toe shoes are **NOT** allowed. Cleats are limited to studs or projections that do not exceed ½ inch in length and are made with nonabrasive rubber or rubber type synthetic material that does not chip or develop a cutting edge. **Baseball cleats are not allowed.** The Intramural director will have final judgment on legal footwear and it will not be up for protest.
4. The goalkeeper must wear a shirt color that distinguishes him/her as a goalkeeper.

THE GAME

1. The game shall consist of two equal periods of (8) minutes each; with a (4) minute halftime. The clock will only be stopped if the referee has to discontinue the game or if a player is injured. **THERE ARE NO TIME OUTS.**
2. Halftime the teams switch ends.
3. The choice of ends or possession of ball is determined by the flip of a coin.
4. On the kickoff:
 - a) Each team shall be in their own field of play.
 - b) The team that is not kicking off shall be 7 yards away from the ball.
 - c) If it does not go forward, the kick off is repeated.
 - d) The player to first kick the ball shall not be allowed to touch the ball a second time until another player has touched it. If the first player takes a second touch when the ball is in play, an indirect kick shall be awarded to the opposing team at the point of infraction.
5. **No Slidetakling** is allowed. Players may not leave their feet or slide when executing a tackle. Any infraction of this rule will result in an indirect free kick for the opposing team. **It is not an**

infraction for the goalie to dive or slide to make a save or for a player to slide in the act of shooting provided they are not putting another player in danger when doing so.

6. A drop ball shall be used to start the game in case of an injury, an outside agent stopping the game, or a mistaken call by the referee, unless there was clear possession established by either team; in which case possession will stay with that team. The ball must touch the ground before a player may touch it.

7. The goalkeeper can either throw or kick the ball. **Drop kicks are not allowed.** The goalkeeper must put the ball into play on his or her own half of the field only (the ball must either be touched by a player or touch the ground on the goalkeeper's half). Violation will result in an indirect kick for the opposing team at the spot where the ball crossed the half.

8. The goalkeeper may not hold the ball for more than six (6) seconds. During that interval, the goalkeeper may hold the ball, bounce it, or throw it in the air and catch it. Failure to relinquish the ball will result in an indirect kick for the opponent from the penalty kick line nearest the violation.

9. On any occasion when a player deliberately kicks the ball to her/his own goalkeeper, the goalkeeper is not permitted to touch it with her/his hands.

10. Throw-ins must be made via a two handed overhead throw while both feet are positioned on the ground. Under hand throws or rolling it to a player are prohibited.

11. In case of a **tie score** at the end of regulation play, a (4) minute sudden death period will be played with re-start of game and teams changing possession. If no one scores, each team will take (5) consecutive penalty shots from the 10 yard penalty mark spot, using the players on the field of the play at the end of the regulation play (goalie also stays the same). If the game is still tied, sets of penalty shots are taken until a winner is determined and the teams may change goalies if they choose.

12. Mercy Rule - if one team is ahead by seven (7) goals at halftime or anytime in the second half, the game is over.

13. There is no OFF SIDE.

14. Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff person or game official has the authority to remove the player. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (4), the following will apply:

****The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to reenter. If the bleeding is not stopped within the allotted five (5) minutes the team will forfeit the game. THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING, AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.**

Please Note: Current High School Federation Rules will govern play. BCTC Intramural policies, procedures, eligibility requirements, etc., and specific rule modifications will take precedent.

VOLLEYBALL RULES

TEAMS: Six (6) players constitute a team; a team may play with no fewer than four (4) players.

WINNING A GAME: Matches: Matches will be the best 2 out of 3 games, rally scoring to 25 points, a third and deciding game will only go to 15 points. You must win by 2 points to declare a game.

PRE-GAME: A coin toss will determine service and side of the net teams will play.

GAME START: At the beginning of the game, the ball shall be put in play by the player in the right back position, who may serve from anywhere along the service line.

SERVER: Each server shall continue to serve until the opposing team gains service.

SCORING: Rally scoring will be used for all games.

ALTERNATING SERVICE: Serves will alternate as each team regains possession.

LET SERVICE: If a ball touches the net on a service, but crosses onto the opponent's side of the court, that serve will be considered legal and in play.

ROTATIONS: The team receiving the ball for service shall immediately rotate one position. *Exception: the first serve of each game (for each team).*

PLAYING THE BALL: A player may leave the court to play the ball. A ball hitting a sideline or an end line is in bounds.

TOUCHING THE BALL: A team may touch the ball three (3) times before being returned over the net. *(NOTE: Blocking the ball is not a touch but if it goes out of bounds, the blocker is charged with it).*

VIOLATIONS: The following are violations and will result in a point for the offended team:

1) Serving out of turn, catching or holding the ball, touching the net with any part of the body while the ball is in play, Illegal serve or illegal volley.

CENTER LINE CROSSING: A player may cross the center line with one or two feet as long as foot/feet is on or above the center line and the player does not interfere with opponents' play.

CEILING TOUCH: A ball remains in play after touching the ceiling on a team's first or second contact if it remains on that team's side of the net. If the ball touches the ceiling on a team's third contact or touches the ceiling and crosses over into the opponent's court, it is out of play.

TIME-OUTS: Each team has one 60 second time out per game.

Please Note: Intramural Director Discretionary Items

The BCTC Intramural Director reserves the right to rule on any case not specifically covered in the rules of the game or in these guidelines and will do so in the spirit of the rule, and of fun, fair and safe participation. The Intramural Director also reserves the right to put into effect and/or make necessary changes/additions to these guidelines including any new rulings pertaining to Intramural sports, unsportsmanlike behavior, fair play safety of the participants, or any other item to foster the enhancement of the event/activity and the college's mission for Intramural sports.

FLAG FOOTBALL RULES

AT THE SNAP: Four offensive players must be on the line of scrimmage. (5 yard penalty)

BACKFIELD: At least one (1) yard behind the line of scrimmage. (5 yard penalty)

BALL CARRIER: Shall not deliberately drive or run into a defensive player, nor straight arm, nor protect the flag. (10 yard penalty)

BLOCKING: Blockers must be on their feet before, during, and after contact. (10 yard penalty)

DEAD BALL: The ball is dead when an opponent removes the ball carrier's flag. (**NOTE:** *In all cases where a play is in progress and a ball carrier loses a flag either accidentally, inadvertently, or on purpose, play shall be stopped at the spot where the flag is dropped. If any player loses a flag, he still is eligible to receive a legal forward pass, but cannot advance the ball, and the ball is dead where it is caught.*)

DEFENSIVE PLAYER: Shall not hold, grasp, or obstruct forward progress of ball carrier when in the act of removing a flag. (10 yard penalty) Exception: (5 yards and first down)

END ZONES: 10 yards in width.

FLAGS: Players must wear two approved same length flags attached to a belt at the waist.

FORWARD PASS: All players are eligible receivers. A team may make multiple forward passes behind the neutral zone. No pass interference rule if pass stays in or behind the neutral zone.

FUMBLE: Loss of possession after control: Ball is dead when it strikes the ground.

ILLEGAL EQUIPMENT: Shoulder pads, helmets, and hip pads are not legal equipment.

KICKOFFS: Must be a place kick or a drop kick. Ball is kicked from the 20 yard line.

KICKOFF RECOVERY: An untouched free kick must travel 20 yards before the kicking team can legally recover unless touched by the receiving team.

LINE TO GAIN: The line-to-gain in any series is the zone in advance of the ball. A new series is awarded a team when they legally advance to the next zone.

MUFF: An unsuccessful attempt to catch or recover the ball. Ball becomes dead when it touches the ground after a muff.

STANCE: All players of both teams, except the snapper, may use any stance.

TEAMS: The game is played between two teams of seven to eight players per team.

ZONE: A zone is 20 yards wide. Four or five zones constitute the playing plus 10 yard end zones.

BCTC-KBA BASKETBALL RULES

1. All games will feature two (2) 20 minute halves with a running clock. Each team gets two 45 second timeouts per half that do not carry over. Halftime is 4 minutes. The clock will stop on injuries, timeouts, and dead balls in the last minute of each half. Overtimes will be 3 minutes and each team will receive 1 additional timeout. After 2 overtime periods, a third overtime will be played in a sudden death format (only in the regular season).

2. Players must be at least 17 years of age to play and have a parent's written permission if under 18. Every player on a team must have the same color jersey as the rest of their team. Each player must have a number on their jersey that is different than any other player on their team. THERE SHALL BE NO TAPE

NOR SHARPIES USED TO MAKE NUMBERS. EACH JERSEY/SHIRT MUST HAVE A REAL NUMBER ON THE FRONT AND/OR BACK. Each player's last name and number must be in the scorebook before the game starts. Blank jerseys will not be accepted as the number zero. Each number may not be more than 2 numerals. (Ex. # 120 is not acceptable) Failure to meet these requirements will result in a technical foul to the team for each offense.

3. All team personnel on the bench must be in uniform, in the scorebook, and their name must appear on your roster form. Violations will result in a technical foul to the team's bench and removal of the offending person/s from the bench.

4. Teams must have 4 players present and on the floor to start a game when the buzzer sounds. If they do not have 4 players it is a forfeit. If the team is expecting a 5th player late, the player must be in the scorebook prior to the start of the game or it will be a 1 shot technical foul with possession of the ball going to the opposing team. In case of a forfeit the teams may use the floor until 10 minutes before the start of the next scheduled game.

5. Free throws are played on the release of the shooter. It is illegal to have a foot on the block before the release. All other KHSAA rules apply. Also note the rule changes for the current season.

6. Complaints to the league director about officiating during a game by any team member (including team captain) are grounds for a technical foul and ejection from the game. This includes timeouts and halftimes. Any complaints must be made in a respectable manner by the team manager/captain to the league director AFTER the game is over. The league director will not accept, nor listen to complaints from fans, wives, girlfriends, parents, or kids and such complaints will result in an automatic dismissal from the building and are also subject to a technical foul being assessed to your team. The league director does reserve the right to correspond with team's team captains in writing only.

7. Any player receiving 2 technical fouls in a game will be ejected from that game and suspended for the next two games. "I forgot" will no longer be an acceptable excuse for trying to play in the next game after being ejected the previous week. If it is reported or the league director observes a player who was ejected from a game the previous week on the floor, the game will be halted immediately and a forfeit will be assessed. ANY PLAYER WHO GETS EJECTED FROM A GAME THE TEAM MANAGER/CAPTAIN WILL HAVE TO SIT A GAME WHEN THE EJECTED PLAYER GETS BACK.

8. Any player ejected from 3 games in the season will be removed from all KBA leagues and may receive a suspension for future leagues. Any team that receives 3 direct technical fouls will have their game ruled a forfeit and forfeit the next week's game. After a team has had 2 games ruled a forfeit because of 3 direct technical fouls, that team will be removed from the league with no refund. This rule can, and has, cost teams a number one seed and more favorable tournament positions. KBA implores you to pay attention to this rule. It will be enforced. Please remove any player from your team that could cost you a game because of behavior problems.

9. Fighting, threats and harassment towards KBA employees (staff, referees, or scorekeepers) are considered serious offenses and charges will be filed with the Lexington Police Department. KBA will have full authority in deciding the length of suspensions on a case by case basis and said decision is final. There are no appeals. Past precedence/behavioral history will have weight in the decision making process.

10. Fighting between 2 players on the floor will result in the immediate ejection of the players involved. At any time if the fighting escalates to more than the 2 people involved, the game will be called with both teams being assessed a forfeit. If a fight happens on the floor, any person that comes onto the playing floor that was not already in the game will be subjected to being banned from the facility until the next men's league. Any fan that goes onto the floor during a physical altercation will be banned from KBA for 1 year, there will be no exceptions. Fighting, regardless of circumstances, will not be tolerated.

11. Rosters and payments must be completed by the third game. You may add players until the third game has started. After that, no player may be added to any team barring any season ending injury. If your team does not have their full balance paid before the third game starts, your team will be replaced by one on the waiting list and you will not get to play that game. Each player on your team's roster must play 3 games during the regular season in order to be eligible for the tournament. Every game that an ineligible player plays in will be forfeited, including tournaments.

12. The HOME team is listed first and must supply the game ball. (BCTC will supply each team with a ball that will need to be returned following each game). If you do not bring a game ball you can pay a deposit of \$30.00 to get a ball. When the game is over you will return the ball back to the front desk and you will receive your deposit back.

13. All decisions of the league director are final. All decisions are for the good of the League.