

Edmonton Dragons Basketball Club

(EDBC)

Recreational Playing Guide

1 Purpose of Document

- 1.1 The purpose of this document is to provide a general guidance for the weekly recreational play in order to ensure a friendly and calm game play environment.

2 Scope of Guide

- 2.1 This guide is established to provide advisory rules for the recreational game courts of EDBC. Recreational game courts means the courts that are not used for the EBA team practice.

3 Advisory Rules

- 3.1 Rules and regulation listed in this guide are advisory only and can be altered where majority of the participants on one court agrees to do so, unless noted otherwise within the rule.

4 Players

- 4.1 All players must be registered members to play. There will be no exceptions. The club board member may check a player's ID or other identification proof (e.g. wechat chat history with the club) for verification purposes. THIS IS NOT AN ADVISORY RULE.

5 Court Use

- 5.1 One half court out of four half courts/two full courts is reserved for EBA team practice at all time. The other one full court and one full court are used for recreational games.

6 Game Type

- 6.1 The default game type is 5 on 5 full-court when there are less than or equal to 18 participant on one court.
- 6.2 The games should be split into 4 on 4 half-court games when there are more than 18 participants.

7 Jersey

- 7.1 All participants must wear proper athletic attire including proper court shoes, shorts and shirts/jerseys.
- 7.2 No jewelry is allowed.
- 7.3 Every participant should bring two jerseys to the game, one white and one dark. Two sided jerseys are acceptable and recommended for environmental purposes.

8 Teaming

- 8.1 Team can be formed with any of the following method
- 8.2 Voluntarily by Jersey color
- 8.3 Ball spin
- 8.4 Rock-paper-scissors in pairs
- 8.5 Any other creativity idea...

9 Game Scoring and Time

- 9.1 Full court games end when one team scores 5 points.
- 9.2 Half court games end when one team scores 7 points.
- 9.3 Both 2 and 3-pointers count as one point
- 9.4 Straight up to 5/7 – no win-by-2

10 Full-Court Game Player Rotation

- 10.1 Substitutions anytime you want – recommended during deadball or defense to offense transition.
- 10.2 Substitutions should happen between games so that everyone on the bench gets to sub-in, unless one player just subed out.
- 10.3 It is recommended and maybe enforced that every member gets the fair share of playtime.

11 Half-Court Game Player/Team Rotation

- 11.1 In situations where the courts turn into half-court games, if there are more than 6 teams formed, the losing team of whichever game finishes first should rotate with the sitting team. The sitting team may need to draft from the losing team if there are less than 4 players.

12 Foul Calling and Advisory Referee / Score Keeper

- 12.1 The offensive team calls the fouls.
- 12.2 The defensive team calls the violations and out-of-bounds.
- 12.3 Constant calling of trivial fouls and violations takes away from game time and general enjoyment of the game therefore should be limited. Chronic violator of this policy may be put on a removal list and the decision will be voted by the board.
- 12.4 There should always be an advisory referee on the bench if available to make the final arbitrary judgment call on fouls, out-of-bound, violations, score and etc when the on-court players cannot come to an agreement.

13 General Rules

- 13.1 All in-bounds are passed from behind the mid-court jump ball circle, other than after one team scores in a full-court game which in-bounds from behind the baseline.
- 13.2 All in-bounds from behind the mid-court jump ball circle must be checked by the other team.
- 13.3 The team controlling the ball must pass the ball at least once after the ball is checked.
- 13.4 In half-court game the ball must be cleared by stepping both feet outside the 3-pint line after each change of possession.

14 Alcohol and Drug Policy

- 14.1 Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the court. Failure to do so will result in suspension and removal from the club membership. THIS IS NOT AN ADVISORY RULE.

15 Court Marshal

15.1 Each week a court marshal will be assigned to

15.1.1 Count number of participant on the court and coordinate the game play type.

15.1.2 Oversee the playtime sharing.

15.1.3 Assign or act as the advisory referee and score keeper.

15.1.4 Enforce the alcohol and drug policy.

15.1.5 Oversee the general safety and enjoyment of the game play.

16 Club Policies and Procedures

16.1 When there is an conflict between this guide and the club overall policies and procedures, the club policies and procedures take priority.