



League
Policies

MCSL - League Policies

McMASTER



www.marauders.ca/communityleagues
www.imleagues.com/mcsl



League Policies

Zero Tolerance Guidelines on Conduct & Conflict

- All MSCL Conveners will ask any person in violation of these guidelines to leave the facility immediately when committing any of the following acts:
 - ***Swearing directly or verbally abusing another participant or staff.***
 - ***Intentionally pushing, shoving or making physical contact with another participant or staff.***
 - ***Making comments to instigate or incite an altercation with other participants, spectators or staff.***
- Any participant engaging in any of these acts will face a suspension upon investigation at the discretion of the MCSL League Office.

League Play

- **Levels of Play**
- **Self-Officiated Leagues**
- **League Games & Scores**
- **League Specific Rules**
- **Rescheduling Games**
- **Defaults or Forfeiting League Games**
- **League Standings and Tie Break Guidelines**
- **Spirit of Competition (SOC) Points**
- **First Aid, Emergencies and Reporting (Injuries, Blood, Concussions, etc.)**
- **MCSL Conveners**



League Policies

League Play

Levels of Play

- **Some things are true of all our community sports leagues and tournaments:**
 - Players and staff respect each other to create a safe and fun-first experience.
 - Competition is part of it, but not the whole thing; being active, together, is most important. Our leagues are run by members of the McMaster community, remember your connection to every other member within our community as you play.
 - Respect, safety and fun-first. It's not an accident this is in here twice. If you ever find yourself losing sight of this, take a deep breath: this is an active living outlet and we're here to socialize and have fun!
 - All our leagues are Recreational Play.
- **How To Play in 'MCSL Recreation' Leagues**
 - In our Recreational leagues, players range in skill level from beginners just learning the game to experts who have played for years. These players are also known as your 'friends.'
 - Regardless of ability or experience, players on both teams look out for each other: You may try hard, but your skills and experience never come at the expense of another player's, lesser skilled or otherwise. Likewise, you may be brand new to a sport and not know all - or any! - of the rules.
 - Overly-aggressive and competitive play has no place in our Recreational leagues, and, if you're the more skilled or experienced player, you don't aggressively steal, spike, etc. against lesser skilled players.
 - Quite simply: You play, together, for fun, as friends would. Includes regular game play and elimination playoffs.
- **Skill Levels and Divisions of Play**
 - Teams that finish in higher positions of a division may be moved up a level at the MCSL League Office's discretion at the end of a season.
 - Teams that finish in lower positions of a division may be moved down a level at the MCSL League Office's discretion at the end of a season.
 - Divisions may be reshuffled mid-season if the MCSL League Offices deems it is for the best interest of the teams in a particular division.
 - Leagues may be combined depending on the number of participants for each skill level.

Self-Officiated Leagues

- All MCSL leagues are self-officiated and players are expected to make their own calls to ensure the positive sporting behaviour and play of the league.
- **Participants are expected to call a foul/infraction when they have committed one; it is up to the discretion of the player committing the foul to do so.**
- **A captain can also call the foul/infraction for a player if they believe they have committed an offence.**
- The MCSL League Office expects players/teams to be open and honest about foul/infraction calls to uphold the integrity of the league.
- If there are discrepancies as to what can be classified as a foul in the MCSL Sport Rules, captains can pause the game to discuss discrepancies and inconsistencies amongst their teams.
- Opposing teams may stop the game and ask the MCSL Convener to intervene if a team is not making the proper foul/infraction calls.
- If a team/participant has a question or concern regarding a call they may discuss it with the MCSL Convener as long as it is communicated in a respectful manner.



League Policies

League Games & Scores

- All teams will play 9 regular season games and 3 playoff games (some playoff games may be play-in games or consolation games depending on the regular season standings).
- All teams are guaranteed 12 games throughout the season (regular season and playoffs included).
- Game scores will be recorded on the game sheet at the end of each game with participating captains signing off on the correct score after each game.
- If there is a discrepancy of the scores at the end of the game, the captain of each team can come to a resolution of the score discrepancy.
- The MCSL Convener can step in as necessary. If they are called upon to settle the score discrepancy, their decision becomes final.
- Discrepancies of scores must happen within 7 days of the game being played. Please contact communityleagues@mcmaster.ca to report any discrepancy of the score. After this 7 day window, scores originally reported will be final.

League Specific Rules

- **Game Times**
 - Players can arrive as early as they like for their games but will not be able to access the facility until 30 minutes before the beginning of the league night.
 - Playing times will start at the beginning of the hour (eg. 6pm) and end 10 minutes before the start of the next hour (eg. 6:50pm).
 - Games will all have a 50 minute game time. The clock will begin at the scheduled start of the game. Players are expected to begin and end the game on time.
 - Games may have different specifications which can be found in the **Sport Rules** for each sport.
- **Game Expectations**
 - A team captain (or designate) should present at every game a team plays.
 - Prior to the game start, captains are encouraged to meet each other and discuss any details with regard to game play (beginning possession, misunderstandings of rules, etc.).
 - Captains should be communicating if there are any issues during game play. Team participants should direct concerns to their captain to address it with the captain of the opposing team and/or the MCSL Convener.
 - If there is an issue that cannot be resolved by the team captains they are expected to request the assistance of the MCSL Convener to mediate the issue.
 - The MCSL Convener's decision will be final and all players are expected to accept it and play on.
- **Player Expectations**
 - Players are able to warm-up during the 10 minute transition time between games before their game time.
 - Players will not be allowed to warm-up in other parts of the DBAC Facilities.
 - Players are expected to wear some type of court shoe (basketball, tennis, jogging, etc.). A player is not allowed to play in street shoes, socks, or bare feet.
 - If there is a colour conflict between teams, the MCSL staff will give pinnies out to be worn. The **AWAY** team will be the team asked to change. It is NOT optional.
 - Jewelry is not to be worn by any participant during a game. The only exception is wedding bands, studs and medical bracelets.
 - All players wearing knee braces that contain plastic, metal, or bolts/screws - must have a cover.
 - Foul language, trash talk, or any other offensive actions or language will **NOT BE TOLERATED** and will be followed up in accordance with the **Spirit of Competition Guidelines**.



League Policies

Rescheduling Games

- Once your team is registered on IMLeagues, you will be offered to set your “time preferences” for game times on your night of play. Your team must be available for at least 2 timeslots.
- Once registration is completed, the league office will complete a season-long schedule (9 weeks of regular season play) for each team.
- **All teams should be prepared to play when they are scheduled.**
- Games cannot be re-scheduled to a different night due to facility availability.
- If games are cancelled due to the league incapacity, facility unavailability or inclement weather, the league office will be in contact with teams to discuss make-up games.
- **Make-Up Days**
 - Each league has a “schedule make-up day” throughout the season, that once a team provides at least a week’s notice, the league will move the game to the “make-up” day.
 - Teams will only be allowed to switch games to a make-up day once for the regular season.
- If there are team conflicts that are made known to the league, they will be considered when the regular season is being developed.
- **Playoffs**
 - The playoff scheduled will be developed once the regular season is completed and released within 48 hours of the league’s first round of playoffs.
 - There will be no make-up games in the playoff season.
- Games where teams play the incorrect opponent will not be rescheduled. The score will be reported as a tie.

Defaults or Forfeiting League Games

- **Defaults**
 - Teams that are unable to field a team (short players) and contact their opponent and the MCSL Office will be ‘defaulting’ their game.
 - The score for the game will be counted as a default on IMLeagues.
 - **Avoiding Defaults**
 - If you are able to show up with your available players to your game, Captains can discuss between each other if they want to come to an agreement on the number of players for this game (eg. 4v4 Basketball or 5v5 Volleyball).
 - Captains can waive the rules with regard to minimum players on the court but it must be decided before the game begins.
 - If Captains/Teams agree to play with modified numbers for that game, inform the MCSL Convenor and the game will count in the standings.
 - **All players should be aware and agree and if it is agreed upon, the game will count, it cannot be retroactively changed.**
 - If your team is supposed to win the game by default and you agree to play with modified numbers, the result will count towards the standings. You cannot retract the agreement once the game is played once the agreement is made on gameday and the game is played.
- **Forfeits**
 - Teams are expected to have enough players to meet the minimum numbers at the start of the game. Any team not meeting the minimum number of players **10 minutes** past the official start of game time will be subject to a forfeit.
 - Teams are required to have a minimum of players required by their sport (see sport rules) to avoid a forfeit.
 - Teams that do not show up to their game and do not notify their opponent or the MCSL Office within 48 hours of game time are considered to forfeit their game.



League Policies

- The score for the game will be recorded as a forfeit on IMLeagues (Please see sports rules for the forfeit score).
- Teams will lose a point in their standings every time they forfeit a game.
- If more than 48-hours notice is given prior to your game, the possibility of a rescheduled game on a future date may occur.
- Teams that acquire 3 or more forfeits for the season may be asked to leave the league without refund.

League Standings and Tie Break Guidelines

- All teams play the same number of games. Wins are worth 3 points, ties are worth 1 and losses are worth 0.
- Points will be tabulated and teams will be ranked by the number of points they have earned.
- To break a tie in the Final Standings:
 - a. **Head-to-head games** – If two teams have played each other in the regular season, the team with the most wins in these games will be given the higher playoff seed.
 - b. **Head-to-head points** - If two teams have played each other in the regular season, the teams with the most points in these games will have the higher playoff seed.
 - c. **Point Differential** – If two or more teams have the same number of points in the regular season, the team with the higher point differential (on IMLeagues) will be awarded the higher playoff seed.
 - d. **Defaulted Games** – If two or more teams have the same number of points in the regular season, the team with the least number of defaulted games will be awarded the higher playoff seed.
 - e. **Coin Flip** – if all aforementioned tie-breaking procedures are exhausted, a coin will be flipped to see who receives the higher playoff seed.



League Policies

Spirit of Competition (SOC) Points

Spirit of Competition means respecting the rules, respecting your opponents and their calls and maintaining your self-control at all times.

- **Who is involved?**
 - Every participant and MCSL Convener will have an active part in upholding these principles. A team's sporting behaviour will be measured by a rating structure of 1 - 5, called SOC ratings.
 - These scores are an indication of how well a team has upheld their positive sporting behaviour in a game.
- **Who Awards Points?**
 - During the regular season, captains rate opponents, MCSL Conveners rate both teams.
 - At the beginning of each game team ratings will start at "0" and stay at "0" on average, go up for positive and down for negative sporting behaviour.
 - All scores will be added up throughout the regular season and this will give a team its final SOC rating total.
- **Regular Season**
 - Teams must have a positive average SOC rating at the end of the regular season or they will be removed from the league and will not continue to the playoff season.
- **Spirit of Competition Rating Scale**
 - **5 - Excellent**
 - Excellent sporting behaviour towards opponents and teammates (e.g., team always maintains an outstanding attitude, captains always questions calls in a respectful manner and entire team shakes hands at the end of the game).
 - The entire team maintains self-control at all times.
 - No major penalties/incidents or game stoppages.
 - **4 - Good**
 - Good team sporting behaviour towards opponents and teammates (e.g., team always maintains a good attitude most of the game, no conflicts).
 - The entire team maintains self-control at all times.
 - No major penalties/incidents or game stoppages.
 - **3 - Average (expected starting point for rating teams)**
 - Good team sporting behaviour towards opponents and teammates (e.g., negative attitudes are limited to an individual rather than the entire team).
 - Lack of self-control is limited to an individual, not the entire team.
 - No major penalties/incidents or game stoppages.
 - **2 - Poor**
 - Poor team sporting behaviour towards opponents and teammates. Lack of respect shown towards opponents. Use of profane and/or vulgar language.
 - More than one team member shows a lack of self-control.
 - The game has to be stopped to warn players/teams about conduct.
 - If players/teams have been ejected, the team will automatically receive a 2 rating.
 - **Requires a detailed report.**
 - **1 - Not Acceptable**
 - Terrible team sporting behaviour toward opponents and teammates. Frequent use of profane and/or vulgar language acts of verbal or physical intimidation.
 - The majority of the team shows a lack of self-control and respect for opponents and/or officials.
 - If players/teams have been ejected and the game has been called off, the team will automatically receive a 2 rating.
 - If a fight occurs, the team will automatically receive a 1 rating.
 - **Requires a detailed report**



League Policies

First Aid, Emergencies and Reporting (Injuries, Blood, Concussions, etc.)

- If there is a minor injury during any game, participants will be assisted by the MCSL Convener on duty to provide any assistance necessary or minor treatment (band-aids, ice, tensor, etc.).
- If there is a major injury or emergency, the MCLC Convener becomes the first responder and will seek the assistance of the Facility Staff on duty.
- Support from Paramedics and Campus Security will be determined by the severity of the injury and the consent of the parties involved.
- MCSL and Facility staff will be required to fill out a McMaster University Incident form and will require information from the players involved.

MCSL Conveners

- MCSL Conveners are employed by McMaster Athletics & Recreation to assist in the game day execution of each sport in MCSL program.
- They aid in providing a safe, positive and inclusive sporting experience for all participants in the MSCL.
- They are expected to be treated with the appropriate level of respect by all participants.
- **Participant Relations**
 - MCSL conveners are tasked with providing positive customer services to all participants and other facility patrons.
 - **Responsibilities**
 - Record games scores and spirit rankings from all games. MCSL conveners have the right to question the validity of a **Spirit of Completion** score and change as they see fit.
 - Roster Checks – MCSL conveners have the right to question the eligibility of any player.
 - Handling any in-game injuries or issues and reporting.
 - Providing First Aid assistance when required.
 - Handling in-game situations relating to conduct or inappropriate behaviour.
- **Mediator**
 - MCSL conveners have an understanding of the league rules of their sport (but are not experts or officials/referees).
 - Disagreements between teams are expected to be resolved by team captains and players.
 - MCSL conveners can mediate when necessary to assist in the process. For any discrepancy that they have to make a judgment on will be deemed as the final decision and play should resume.
 - Assisting with the understanding and interpretation of league rules.
 - **Our MCSL games are self-officiated, the MCSL convener is not a game official/referee and will not be expected to make in-game calls.**
- **Facility and Game Management**
 - Ensures all facilities and resources for the game day are safe, maintained and ready for use.
 - Ensure all participants are following facility guidelines and protocols.
 - Management of game timekeeping and making adjustments to times as necessary.
 - MCSL conveners had the ability to suspend games at their discretion due to and not exclusively...
 - Conduct Incidents
 - Severe Injuries
 - Inappropriate Behaviour
 - Participant Conflicts