



MCSL - League Policies



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

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 Policies

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Team Captain Responsibilities

Captain Responsibilities

Team Captains are responsible for understanding and relaying the MCSL Policies & Procedures to their teammates, and ensuring a great sporting for all teams! They are also responsible for...

- Signing the game sheet before and after each game & marking the Spirit of Competition
- Ensuring their teammate's register and join their team roster on IMLeagues
- Notifying their opponent and staff if they are unable to field a team for a game (see 'Defaults')
- Notifying the MCSL Office if a game score is reported incorrectly on IMLeagues
- Attending any Captains' Meetings that league staff schedule (rare, but not unprecedented)

Team and Player Registration: Rosters, Eligibility & Waivers

As a registered MCSL participant, you must register and be listed on a team roster by week 4 of the regular season.

- **Registration**
 - This process includes creating a IMLeagues profile and joining the McMaster Community Sports Leagues Network and completing our McMaster & Athletics Waiver to be a participant.
 - You must complete the registration process and sign the waiver before you can compete in MCSL leagues.
 - This process also acknowledges acceptance of the MCSL Spirit of Competition and League Policies.
 - Teams that are using players who are not registered on their team will default their game and may be asked to leave the leagues without refund.
- **Rosters**
 - Each sport (Basketball, Volleyball, Soccer & Flag Football) roster size is capped at 12 players per season.
 - Each member on the roster must be registered on IMLeagues and sign the waiver to play in MCSL leagues by week 4 of the season.
 - Following the roster deadline; MCSL staff will do regular random roster checks.
 - Following the roster deadline; a team may challenge any player on their opponent's roster during the game and must be done by the team's captain. Any challenge must be requested prior to the end of the game.
 - **Players are responsible for having a valid ID at the game. If a player fails to have ID, they are considered to be ineligible and will be removed from the game.**
 - Any ineligible player caught playing in a game will result in following:
 - The player being removed from play by the MCSL convenor and the captain will be notified.
 - 1st offence: The team's captain will be suspended for the team's next game.
 - 2nd offence: The team's captain will be suspended for the team's next 3 games.
 - 3rd offence: The team's captain will be suspended for the remainder of the season (including playoffs).
- **Eligibility**
 - To be eligible to play on an MCSL team, you must be registered on IMLeagues and on a team's roster.
 - **'Gender' Requirements**
 - Our leagues often specify roster requirements, including a minimum number of women or men. As we work to understand the ways that we continue to exclude members of our community, we learn and adjust. We've identified we can do better in acknowledging and training our staff to understand gender as a spectrum and to respect and support our participants playing as THEY identify.
 - Every individual participating in MCSL has the right to compete as a member of the gender that **they** identify with; regardless of their gender at birth or if they in their own transition process.
 - **As members of an inclusive sport community, questioning another participant's gender-identity is incredibly disrespectful and unacceptable.**



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- **Example:** If an individual identifies as a woman, she will count towards the number of females her team is required to have on the playing surface at any given time.
- **Regular Season**
 - If teams are short players, any player that is on a registered team within the same Level of Competition (Recreation/Competitive) can fill in for the game.
 - The polite thing to do is let your opponents know that this is the case.
 - Players should not be playing in multiples games at a time.
 - Teams that use players that are not on a roster on IMLeagues can be subject to forfeiting the game and/or ejection from the league.
 - Teams that use players who are not listed on a team roster may be subject to default and/or ejection from the league.
- **Playoffs**
 - All players participating in playoff games **must** be listed on the team roster. Defaults may occur retroactively due to incomplete rosters.
 - To be eligible for the playoff season, all players must be registered on the team and have participated in at least 4 games (throughout the season) with their team.

Registration Issues / Refunds / Performance Bonds

- **Registrations**
 - Registration is completed by teams only when full team fees are paid and received either electronically via IMLeagues or in the McMaster Athletics & Recreation Registration Office.
 - Registration is completed on a priority basis on IMLeagues, your team should be paid for by the registration deadline and roster completed by the 4th week of the season.
 - Free Agents are welcomed and encouraged to register. We will place Free Agents on a team to compete together as a part of each league.
- **Refunds**
 - Full refunds will be provided up to the registration deadline for leagues.
 - Full refunds will not be granted after the registration period ends and the league begins.
 - After the league has begun, teams will lose 25% of their team fee to league administration. A pro-rated refund will then be done for the number of games played before cancellation.
 - There will be NO refunds due to defaulted, cancelled, or rescheduled games or games cancelled for injuries.
 - Teams or Individuals that have been suspended or removed from MCSL games or leagues due to conduct issues or breach of league policy will not receive refunds.
- **Performance Bonds**
 - In some of our leagues, Performance Bonds are included in the Registration Fee.
 - Performance bonds are related to behaviour in an effort to continuously uphold our values in a positive and inclusive sporting environment.
 - These bonds will be lost after a 2nd documented offence of a team's inappropriate conduct.
 - After the 3rd documented offence, the team can be removed from the leagues without refund.
 - If there are no issues with a team, the bond will be returned to the captain at the end of the season.

Team Uniforms

- It's always a good idea to bring both a light and dark shirt. That said, the plan is as follows: If your team doesn't have a designated colour (e.g., 'The Crossing-Guards' might always wear orange), then...
 - HOME TEAM wears **DARK SHIRTS**
 - AWAY TEAM wears LIGHT SHIRTS



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- **LIGHT GREY is NOT A COLOUR!**
- ...who's home and away? Check your IMLeagues schedule!

Team Names

- Team names that contain profanity, obscenities or any other words or sentiments considered offensive and/or inappropriate conflicting with any MCSL guidelines will not be accepted.
- If a name is not appropriate for the MCSL, teams will be contacted by the League Office and must change their team name upon request.

Appeals / Protests

- Protests of an officials' judgement will not be considered, and protests must be made in writing and submitted to the MCSL League Office within 24 hours of the game in question.
- **Items of Protest:**
 - **Rule Interpretation:** All rule interpretations (must be made by the team captain/representative at the time of the dispute; the MCSL Convener must provide a rule interpretation and explain it to both captains before play continues.
 - **Opposition Player Eligibility:** If the eligibility of your opposition is in question, notify the MCSL convener of your concerns; the game is to be played under protest.
- **Protest Procedure:**
 - **Inform:** MCSL convener that the game is under protest;
 - **Game Sheet:** Note the protest/appeal on the game sheet;
 - **Written Report:** All protests must be made in writing and submitted within 24 hours of the game in question to the Intramural Sports Program Coordinator.
 - Unless these procedures have been followed the protest will not be considered.

Player Minimum Age Requirement

- All players must be 19 years of age or older to register and play in MCSL Leagues.
- Participants may be asked by MCSL and David Braley Athletic Centre Staff to verify their age, if they are not representing themselves or falsely claiming their age, they will be asked to leave the premises and may be sanctioned to further disciplinary action by McMaster Athletics & Recreation.

Spectators at MCSL Leagues and Events

- Team spectators are welcome to view all MCSL leagues game.
- Spectators are considered to be the equivalent of team members; as such, their actions are the responsibility of the team captain and each spectator must abide by all MCSL rules and guidelines.
- MCSL members that are suspended or ejected from any programs are not welcome to attend as spectators.
- Children are also considered spectators; children that accompany their parent to a game must be closely monitored at all times and should not be left unattended within the DBAC facility.
- Parents must keep their children in a safe place that prevents them from interfering with the playing area.
- Teams can be penalized for interference from their spectators and spectators can be asked to leave the facility at any point by the MCSL Conveners and DBAC Facility Staff.



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Contact Information

- The League Office has access to your personal and contact information upon registration, it will be kept confidential and only MCSL staff will be able to access this.
- The IMLeagues system will allow each participant to enter contact information at their discretion for contact purposes throughout the season.
- Teams can communicate with each other through IMLeagues or via email.
- The captain can see other team's information on IMLeagues which can be useful in contacting teams in case of a default situation.

League Prizes

- Prizes are awarded to the first place playoff championship team in each pool.
- The current prizes for league winners are MCLS Nike Tshirts with the team name.
- Sizes will be collected from captains and Tshirts will be allotted for a 12 person roster.
- Prize packages, including the actual prizes or the number of prizes, are allocated at the sole discretion of the MCSL. Substitutions or exchanges may not be available.



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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**.



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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.



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- 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



Conflict Resolution

Unsportsmanlike Play (Abusive Language, Physical Altercations, Fighting, etc.)

- The MCSL will not tolerate any negative sporting behaviour within league play. These include
 - Aggressive or Rough play.
 - Abusive Language or Taunting (Racial Slurs, Threats, Bullying, Intimidation, Discrimination).
 - Fighting (Physical Altercations)
- For any instance deemed fighting or a physical altercation, teams or players will face immediate ejection from the game (instigators and retaliators) and investigations will be carried out for the incident. Each incident will be handled separately on a case by case basis and further investigations can lead to immediate termination of players or teams from the league and longer term bans can apply.
- The Captain of the team is responsible for the conduct of its players.
- Teams will be held accountable and responsible for the conduct of their individual players. If the player and/or entire team is involved, the team can be penalized for individual team member conduct issues.
- Players that are found to abuse our conduct guidelines can face disciplinary action (suspension and/or ejection) from the league without refund.
- Player/Team Misconduct reported by participants or staff will take very seriously and will follow a 3 step process and treated on a case by case basis.
 - **Incident Report 1** - Player or team receives a formal warning (either by onsite staff or coordinators).
 - **Incident Report 2** - Player or team receives a second warning (from coordinators) verbally and documented in writing.
 - **Incident Report 3** – Player or team is removed from the league without refund (with a full report documenting incidents and reasoning).
- Misconduct reporting can be done through email (via communityleagues@mcmaster.ca).
- The MCSL reserves the right to terminate a player's or team's participation, without refund, at its discretion due to game play conduct issues. In this case, documentation and reports with reasoning will be provided for the termination. In such cases, there is no appeal process and the decision of the MCSL is final.

Conflict Resolution

- All MCSL participants are expected to act appropriately in shaping to a safe, fun and inclusive sporting environment.
- Any acts of aggression towards other participants, physically or verbally abusive are not tolerated in our leagues.
- MCSL Conveners have the ability the ability to remove any participants displaying these behaviors.

Mediation Steps

- Captains should make an effort to speak to each other in open communication about player's behaviors should issues arise.
- Captains can stop the game if they feel tension is rising in the game and communicate further about finishing the game in a positive manner.
- Captains should also recognize that there are always 2 sides involved if a situation escalates. They should also be speaking to their own teammates about their behavior/conduct to reinforce the tenets of our positive sporting environment.
- **MCSL Conveners**
 - Captains of teams can speak to MCSL conveners for help in mediating any situation.



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- Have the ability to stop games at any time they see it necessary to tone the down the tension in any game.
- If they have to stop games more than 3 times to dissolve tension amongst teams, the game will be automatically called off and the team that was in the lead will be deemed the winner.
- MCSL conveners will report and document any incidents of conduct in which games have had to be called off.
- The League Office will lead any further investigations they see fit.

Alcohol Infractions

- Teams found or reported to have been Consuming Alcohol on McMaster Athletics & Recreation premises will be reprimanded as follows:
 - **1st Offence** – Verbal / Written Warning from the MCSL League Administration/McMaster University
 - **2nd Offence** – Removal of Team from League Play – (No Refunds)



League Policies

League Facility Information

Inclement Weather Guidelines

- **Indoor Games**
 - MCSL Games will not cancel games unless the DBAC facility or McMaster University are closing due to inclement weather.
 - If games are cancelled, participants will be notified via email as soon as games have been cancelled by the MCSL Office.
- **Outdoor Games** – TBD.

Parking Guidelines

- All MCSL participants should follow all parking guidelines and signage that are outlined and posted by McMaster Parking Services.
- MCSL is not responsible for any infractions or tickets issued by the McMaster Parking Services.
- MCSL bears no responsibility if you fail to comply with parking signs and university by-laws.
- MCSL is also not responsible for such things like tickets, towing or damages to cars or break-ins.

Lost and Found

- If you believe that you may have lost an item within our facility, please speak to the MCSL Convener after your game and they can let you know if they found anything or speak to the Facility Staff.
- All lost and found items are taken to the general lost and found at the Joan Buddle Service Desk (JBSD) in the DBAC Facility.
- If you have any questions about this, please contact the league office at communityleagues@mcmaster.ca.