



***Constitution and Rules of
Engagement***

Document Outline

ARTICLE I: Manifesto & Purpose (Page 3)

An overview of Courtsight's mission, values, and guiding philosophy.

ARTICLE II: CSL Executives and Community Members (Page 3)

Details the leadership structure and responsibilities of the Executive Council.

ARTICLE III: Game Officials (Page 4)

Roles, expectations, and rules are enforced by referees and desk officials.

ARTICLE IV: Discipline Committee (Page 5)

Structure, responsibilities, and authority of the Discipline Committee.

ARTICLE V: Sanctions (Page 5)

Penalties for misconduct, suspension appeals, uniform violations, and game forfeits.

ARTICLE VI: League Format & Regulations of Play (Page 7)

Includes:

- 3.0 Game Format
- 3.1 Scoring Point System (SPS)
- 3.2 Player Awards / Badges
- 3.3 Promotion & Relegation
- 3.4 Facilities & Operations
- 3.5 Regular Season & Playoff Player Eligibility

ARTICLE I: MANIFESTO & PURPOSE

At Courtsight, our mission is to deliver the best possible basketball experience in a safe, welcoming, and energized environment—fueled by a strong sense of community, camaraderie, and collaboration.

CSL is proudly built “For the Players, By the Players.” This guiding philosophy ensures that basketball remains accessible, fun, and competitive for everyone—from seasoned athletes to newcomers.

We believe in shared responsibility. By involving participants in league operations and community-building efforts, we harness the collective strength of our members to elevate the experience for all.

The following articles detail our approach to league operations, game logistics, and rules of play, offering a blueprint for consistent improvement and long-term growth. Through collaboration and shared ownership, Courtsight aims to create a league that is tight-knit, player-centered, and always evolving.

Key Game Rules for Officials to Enforce

Game Duration & Timing:

- **Regulation Time:** Each game consists of four 10-minute quarters played with running time.
- **Game Duration Adjustments:** If a game is behind schedule at halftime, the 3rd and/or 4th quarters may be shortened to 8 minutes at the discretion of the officials to ensure adherence to facility restrictions (to be communicated to captains by in-game commissioner)
- **Stop-Time Rule:** In the final 2 minutes of the 4th quarter, stop-time will be enforced only if the score difference is 10 points or less.
- **Timeouts:**
 - Two timeouts per half (do not carry over)
 - Live-ball timeouts are allowed
 - One timeout per overtime period
- **Overtime:**
 - No overtime during the regular season; ties stand
 - In the playoffs, games will proceed to continuous 2-minute stop periods until a winner is decided
- **Fouls:**
 - 5 personal fouls = player's disqualification (technical fouls count toward personal fouls)

- 5 team fouls per quarter = two free throws (penalty)
- Technical fouls = one shot
- 2 technical fouls = automatic disqualification
- **In-Game Conduct:**
 - No jewelry is permitted (earrings, chains, bracelets, etc.)
 - Unsportsmanlike conduct such as waving, clapping, yelling, stomping, or pretending to injure shooters = technical
 - Bench players on the court or at the scorers table = technical
- **Scorers Table Conduct:**
 - Players are only permitted to interact with scorers table to:
 - Get an update on team Scores
 - Get an update on team and player fouls
 - Get an update on Timeouts
 - All other interactions with the scorers table are not permitted, and can result in a technical foul
- **Uniform Compliance:**
 - Players without CSL shorts will be given a technical
 - Players without CSL jersey will be given a technical
 - Players without CSL jersey and shorts will be given 2 technicals
 - Jerseys must be worn unless the Commissioner grants explicit permission
 - Players who have ordered a CSL jersey and are waiting for it are exempt from all technical free throws
- **Player Eligibility:**
 - Players must play for their designated team only
 - No subs from other teams; all players must be on the official roster
 - Playoff eligibility requires players to attend at least 3 regular-season games
 - End-of-season award eligibility requires players to play at least 5 regular-season games
- **Team Requirements:**
 - Teams must have at least 5 players to start a game
 - 4v4 play is allowed with the opponent's consent
 - A minimum of 4 players per team to proceed; otherwise, the game is a forfeit
 - Games begin promptly if players are present. After 10 minutes, if a team cannot field enough players, it is a forfeit
- **Live Stream Game Review:**
 - For all regular season games, the referees call on the floor stands
 - For game altering plays in the playoffs, referees can leverage CSL Livestream to validate a call made on the floor through an Officials Time/Review

ARTICLE IV: DISCIPLINE COMMITTEE

Discipline Committee (DC) members are a group(3) of three Executive-appointed players who will serve as a jury to assess and administer sanctions and appeals or disputes. In addition, should any league participant, fan or affiliate of the league be caught in any altercation, unsportsmanlike conduct, violence or abuse of any kind, this group will investigate those incidents. CSL will not stand for that sort of negative behaviour and will act as necessary to have individuals removed from the league, should that be the case. The Discipline Committee will vote on matters, with a majority needed to validate their decision. Should the DC members be involved in acts of dispute or abuse, the CSL Executive will step in to make a ruling.

Members Include:

ARTICLE V: SANCTIONS

Any individual sanctioned or suspended in any form by the league shall be penalized in all capacities (Player, Council, Committee etc) from any league event for the duration of the discipline period.

Disciplinary actions for offences towards game officials, referees or other players are as follows (applicable to players/teams/league officials):

1.1 *Persistent criticism and disputing of game officials' decisions*

First Offence: Verbal warning at the discretion of the referee

Second Offence: technical foul.

Further Repetitions: ejection from the game, and potential league suspension should DC deem necessary. Any ejection will be reported to the Disciplinary Committee and the Executive by the two referees.

1.2 *Deliberate insulting conduct towards game officials (e.g., personally insulting remarks and/or allegations and/or physical contact with no degree of violence)*

First Offence: Direct Ejection with potential for suspension & league ban

Second Offence: League Suspension as directed by the discipline committee.

Further Repetitions: Potential league ban.

1.3 *Deliberate acts of aggression against officials (e.g. deliberate striking, kicking, charging, pushing)*

First Offence: ejection from the game and potential league suspension should DC need to be involved. Potential for police involvement.

Second Offence: League ban. Individual(s) not permitted to enter or participate in the league in any capacity and case will not be reviewed for a Calendar year. Upon a full year of banishment, reconsideration will be given for re-entry. Strong potential for police involvement.

1.4 Very serious physical violence against game officials (e.g. official is violently knocked to the floor or requires treatment for any injury sustained)

First Offence: League ban for life. Individual(s) not permitted to enter or participate in the league in any capacity and the matter will not reach any review period.

1.5 Deliberate violent physical contact against opponents (e.g. contact intended to deliver harm to an opposing player - deliberate punching or kicking, charging or pushing)

First Offence: ejection from the game and potential league suspension should DC need to be involved. Any ejection will be reported to the Disciplinary Committee and the Executive by the two referees.

Second Offence: League ban. Individual(s) not permitted to enter or participate in the league in any capacity, and the case will not be reviewed for a Calendar year. Upon a full year of banishment, reconsideration will be given for re-entry.

1.6 Very serious physical violence against opponents (e.g. player violently knocked to the floor or requires treatment for any injury sustained)

First Offence: League ban for life. Individual(s) not permitted to enter or participate in the league in any capacity, the matter will not reach any review period.

>Furthermore, all cases of misconduct and/or physical violence against game officials or other players may be escalated to Police services should the gravity of the situation deem their involvement. Disposition of all cases should be reported to the CSL Executive to take necessary action. Game officials involved in a case should submit a written report to the Executive within 48 hours, unless extraordinary circumstances prevent a timely delivery.

2.0 Suspension Appeals

Should any official, player or league member wish to appeal a suspension, they must file a formal submission with the DC, who will also relay to the Executive. This must be done within 48 hours of receiving suspension. While an appeal is in motion, the subject of the incident cannot participate.

3.0 Forfeits & Defaults

A team is permitted to begin a game with 4 players and the game will commence at face value. At the end of the first quarter, the two competing teams, with the referees acknowledgement, will have a chance to decide whether the team with less than 5 players accepts a loss and forfeits the game, or if both teams agree to play the remainder of the game as a 4 vs 4 format (treated as a 5 vs 5 with league rules and officiating), and the result of the proceeding altered format shall be the final decision, with no ground for dispute after the fact.

ARTICLE VI: LEAGUE FORMAT & REGULATIONS OF PLAY

3.0 Game Format: (60-minute block)

- 10-minute Warm-up. Time begins on the hour.
** If previous games are running behind, then warm-ups can be shortened accordingly at the discretion of the Executive or Council and the Referees.
- 4 - 10-minute Quarters.
- 1 - 2-minute Halftime.
- 8 minutes of spare time to cover 4 time-outs per game (30 seconds each) and any referee stoppage time.
- Time per quarter to be adjusted at halftime to cater to facility restrictions

3.1 Scoring Point System (SPS): To rank teams in the standings.

Win = 3pt, Tie = 1pt, Loss = 0pt, Forfeit = -1pt

Total points scored for and against will be recorded to tally +/- for point differential to be factored into standings should teams be tied in the standings. The higher point differential team will take the lead.

3.2 Player Awards / Badges

End-of-season awards will be given to players who demonstrate outstanding and consistent performances. MVP, Finals MVP, Overall Defensive Player of the Season, Scoring

Players of the week will receive notoriety and badges in recognition across various categories of in game performance, i.e. Rebounds, 3PM, Assists, Points, Blocks, Steals, and Handles. Names or titles for each of these assigned in the graphic/ media release.

In order to be eligible for season long awards, players must play at least 4 regular season games.

3.3 Promotion & Relegation

Courtsight Basketball uses a **promotion and relegation system** to maintain competitive balance and ensure teams are matched appropriately by skill level.

End-of-Season Movement

- At the conclusion of each season, the Division 2 (D2) champion will be promoted to Division 1 (D1) for the following season.
- The last place team in Division 1 (D1) will be relegated to Division 2 (D2).

To qualify for promotion or relegation, a team must have at least 5 returning players from the original roster.

If this condition is not met, the league may waive or re-evaluate the promotion/relegation based on roster changes or executive discretion.

In-Season Division Adjustments

To maintain fair competition, divisions may be restructured after the first two weeks of the season. This allows the league to assess each team's performance and ensure they are competing at the appropriate skill level.

All adjustments will be communicated directly to the teams and made in consultation with the Players' Council and league coordinators.

3.4 Facilities & Operations

Courtsight Basketball is privileged to use high-quality gymnasiums in collaboration with the City of Mississauga. All players, teams, and staff are expected to treat these spaces with respect and uphold the facility's standards and policies at all times.

Facility Conduct

- Respect the space: Show appreciation for the facilities and city staff by keeping the space clean and orderly.
- Clean-up: Each team is responsible for clearing their bench area and disposing of all garbage and recycling after their game.
- Food & Drink Policy: Only water and sports drinks are permitted inside the gym. Any food must be consumed during halftime or after games, and only in common areas away from the court.

First Aid

A first aid kit must be kept at the scorer's table for all games. It is the responsibility of the Executive Team and Players' Council to ensure it is stocked and present at every game.

Equipment & Setup

- A travel bag with all required equipment (score sheets, jerseys, tech, etc.) must be brought to or dropped off at the facility before each game.
- Staff and volunteers are responsible for setting up all gameplay components (scoreboard, cameras, scorer's table).
- Courtsight will coordinate with facility staff to utilize existing scoreboards and clocks in conjunction with CBL hardware and technology used for stat tracking and game footage.

3.5 Regular Season & *Playoff Player Eligibility:*

To ensure a fair, organized, and competitive experience, all players participating in the Courtsight League must meet the following eligibility requirements:

Regular Season Eligibility

- Waiver Required: All players must complete a waiver before participating in any league game.

- Official Registration: All players (excluding guest subs) must be registered in the Courtsight Player Portal with an assigned jersey number.

Playoff Eligibility

- All teams qualify for the playoffs, but individual player eligibility is based on the following:
 - Must have played in at least 3 regular season games
 - Must be registered and assigned to their team on the Courtsight Player Portal
 - Must have a completed waiver on file
 - Must wear a valid Courtsight jersey (no exceptions)

Failure to meet these requirements will result in ineligibility for playoff participation.