



## **Garrison Petawawa Inter-Unit Basketball By-laws** **Updated: MARCH 2026**

*PSP Petawawa Military Sports, in alignment with the Canadian Armed Forces (CAF) National Sports Policies and the current [FIBA rulebook](#), are required to produce and amend the local constitution and by-laws prior to the beginning of the season to meet requirements of local programming. The following is a breakdown and amendment of the by-laws for the 2025-26 Season.*

### **Dundonald Hall Facility Reminders (IMPORTANT FOR ALL PARTICIPANTS)**

1. Show up 5-10 minutes prior to your game starting. Our facility can get busy in the evenings with community members coming in to workout, members to play other IU sports, and community members using the pool.
2. Please arrive and have your military ID ready to be presented to front desk Staff. Unit PT gear is **NOT** a valid form of ID.
3. Inter Unit sports that take place in the STAGS Gym (basketball & volleyball) there are plenty of benches available for teams to use. Please ensure if moves that you return the facility space as you found it.

### **RULES**

1. Games will be played in accordance with the current [FIBA Rulebook](#).
2. The Constitution and by-laws are in addition to the existing FIBA rules. In the event of a conflict, the Constitution and by-laws will take precedence. FIBA will not apply to the following:
  - a. A player will be ejected for the current game if there has been two technical fouls received.
  - b. The shot clock will be set to 24 seconds.
  - c. Suspensions will follow the [CAF Sports Suspensions & Disciplinary Procedures](#).
  - d. A player is fouled out of the game on their fifth foul.
  - e. Teams will be limited to one Captain. This player should be identified on the game sheet and will be the only player allowed to approach the official.
  - f. The rule on bonus is when a team has accumulated 10 fouls/half, on the 10th foul, the bonus is in effect. A bonus in the last 2 minutes of a game where the teams are within 10 points of each other, a foul will constitute stoppage of the clock.





## GAMES

1. All games will consist of two twenty-minute periods straight time. The clock will only be stopped for the following reasons:
  - a. In the last 2 minutes of each half where the teams are within 10 points of each other;
  - b. When a time out is called; or
  - c. At the referees' discretion.
2. Overtime will be 3 minutes of straight time – if the game is still tied, the game will end regardless in a tie.
  - a. **During Playoffs, overtime will be 5 minutes of straight time.** The clock will be stop time in the last minute of play.
3. The half-time break will be three minutes.
4. Each team will be allowed one thirty second time-out/half. After a time-out has been called, the clock will not start again until the ball is in play.
5. Points will be awarded as follows:
  - a. Two (2) points will be given for a win, Zero (0) points given for a loss. League standings for playoff seeding will be calculated on a percentage base of accumulated points, with minimum of 50 % + 1 games played.
  - b. In the case of a tie, seeding preference will be given to the team that won the last head-to-head match.

## SCHEDULES

1. All schedules can now be found on our [NEW inter unit website](#).
  - a. Bylaws, schedules, scores, standings & more can be found on the new website.
2. Regular season games will be played as follows: **TBD.**
  - a. Timings could change based on the number of units registered for the season.
3. No games will be played on holidays such as Family Day, Valentine's Day and March Break.
  - a. Should any other holidays be identified, we will amend the schedule as needed.
4. As per the operational tempo of major and minor units within 4CDSB Garrison Petawawa and 2 CMBG, games will not be rescheduled for any games that are cancelled or missed during regular season or playoffs.





### **SUSPENSIONS & DISCIPLINARY PROCEDURES - \*NEW\***

1. All suspensions and disciplinary procedures will be assigned as per chapter 5 in accordance with the [CAF Sports Rule Book](#).
2. When a suspension is assessed the member's Sport Officer and Chain of Command will be informed.
3. The suspension is added to the CAF National Sports Suspension Database.

### **CANCELLATIONS & ATTENDANCE**

1. It is expected that all teams are to attend their scheduled games for the Inter Unit season.
2. Team may only cancel games due to **OPERATIONAL** reasons (training and exercises).
3. 48h notice of cancellation **MUST** be provided to the Military Sports Department or the team that does not show will be given a forfeit loss.

### **3 STRIKE POLICY**

1. No showing/not attending in inter unit sports without cancellation notice in unacceptable.
  - a. Strike 1 – Email is sent to OPI and Sport Officer
  - b. Strike 2 – Email is sent to unit Chain of Command, Sport Officer and OPI
  - c. Strike 3 – Unit is removed from the inter-unit league for the entire season and all those mentioned above are notified.

### **PROTESTS**

1. There will be no protests on any call made by the referee.
2. All protests shall follow the format below:
  - a. Protests must be lodged to the game referee and noted on the game sheet before the end of that game.
    - i. If a team fails to lodge a protest to the game official and have it put on the game sheet, the president will not entertain the protest.
  - b. The team protesting the game must present their protests in writing to the Military Sports Coordinator within 24 hours of the incident.
  - c. If time permits, the Sports Coordinator will call the Protest Committee to settle the incident before the next scheduled game. In all other cases, the Sports Coordinator shall make a ruling.
  - d. If the team is not satisfied with the decision rendered, their unit Sports Officer may appeal the decision to the Military Sports Coordinator who then reaches out to the Garrison Sport Officer and Base Commander for next steps.





### **TEAM COMPOSITION**

1. Roster must be submitted to the Military Sports Department **before the 1<sup>st</sup> game of the season.**
2. Rosters can be amended as needed. Players **MUST** be on the roster submitted to the Military Sports Department before they can play their first game.
3. There is no maximum number of players that a team can pool, however no more than 15 players, including the coach can be dressed and listed on the roster for each game.
4. A minimum of 4 players is required to initiate a game. Failure to present 4 players at the scheduled start will result in loss of the first set. A ten-minute grace period will be provided.
5. A **maximum of two (2) players can be loaned from the opposing team** as long as both team captains agree at the start of the game and if it is noted on the game sheet prior to the game starting.
  - a. Players playing in the game prior to or after the current game, may only be allowed to play as long as both team captains agree at the start of the game, and it is noted on the game sheet prior to the game starting.
  - b. Failure to note such changes may result in a forfeited game.
6. All draft pick-ups **MUST** come through the military sports department. A team and/or player cannot pick where they play.
7. Current game players/staff are the only people who should be seated on the players' bench – no children.

### **EQUIPMENT**

1. All inter-unit basketball equipment will be made available via the Inter-Unit Winter Sports Locker (cage at front desk).
  - a. Basketballs, game sheets, pinnies and score clock will be held in the cage for the season.
  - b. Please sign out the equipment on the clipboard at the locker. This will allow us to track usage and sanitation scheduling.
2. It is on the responsibility of units participating in the inter-unit basketball league to set up and tear down any equipment needed for the timing and ensure the equipment is returned as it was found. This includes benches and garbage cans.

### **ELIGIBILITY**

1. A player shall play for the unit, to which they are posted or attach posted at the time of the game, including play-offs, however, player may finish out the season with which





they began, provided the waiver form process is followed and both Team OPIs are in agreement.

2. A player may **NOT** be “borrowed” by any unit or group of units to which they are posted or attached posted to, except if a waiver has been granted or is specifically authorized by the League Committee. Waiver forms are available through the Military Sports Dept. Waivers are valid for one season and cannot be revoked by the issuing team.
3. A player is eligible to participate on any number of inter unit sports teams (exception – one hockey team unless a GRN player from OT/Women) formed by their unit/group of units to which they belong. This player is also eligible to play for the Garrison Representative Team. Each unit Commanding Officer has sole and absolute authority over the number and level of sports a player from his unit may participate in.
4. Any practices that occur outside of the allocated Inter Unit time slots are not considered part of the Inter Unit program.

#### **OFFICIALS**

1. The Military Sports Department along with the Manager of Fitness and Sports will select the Chief Official and officiating staff for the league.
2. The Chief Official will select the game officiating staff.
3. All officials must be part of the Military Sports mentor program or hold a current FIBA qualification.

#### **PLAY-OFFS**

1. All teams will be eligible for the play-offs unless they have not played 50% + 1 games during the regular season. They will not be seeded in the standings but will play in the playoffs.
2. League standings will be sent out to confirm final standings, prior to the playoff schedule being sent out. Standings will be updated weekly on the [inter unit website](#).
3. All Teams must submit their playoff team roster a minimum of 1 week prior to their first playoff game. **All players on the playoff roster must have played a min of 2 game in the regular season and should have their name on 2 regular season game sheets.**
4. The season will wrap up before March break.
5. Playoffs will not happen if 50% of teams in the league are affected by operational tempo.





**AWARDS**

1. A trophy and banner will be presented to the overall championship team based upon the outcome of the play-off games.
  - a. The trophy is to remain at DDH, the banner is for the winning unit to keep and display at unit lines.
  
2. If there are no play-offs, the championship team will be based on the highest tally of points accrued throughout the regular season. The Military Sports Department will keep the trophy display at DDH.

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