COALITION | WINTER LEAGUE RULES

RULES, REGULATIONS & UPDATES 2026–27

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1.0 LEAGUE FEES

Winter League entry fee: $3,195 per team

MULTI-DISCOUNT CHART

Number of teams	Discount
2–4 teams	$50 off per team
5–9 teams	$100 off per team
10 or more teams	$150 off per team

All league fees must be paid before teams are scheduled to play their first game.

Clubs paying larger amounts can be put on a payment schedule as designed by the Coalition League.

Teams paying fees in full by October 5, 2026 will be eligible to receive 12 basketballs as part of the early bird offer.

1.1 REFUND POLICY

If a Winter League game is cancelled due to poor weather, a facility issue, or any cancellation initiated by the Coalition League, each affected team will receive a refund equal to the Winter League registration fee divided by the number of games they are scheduled to play during the season, minus $65. This will be refunded or credited at the end of the Winter season.

If a team is removed because of compliance issues, a refund will not be given.

1.2 RESCHEDULED GAME REQUESTS

For any game a team wishes to reschedule to a different date after the final schedule is released:

- The cancelling team must be available for the new date.
- The opposing team must agree to the rescheduled date. If they are not available, the game will be deemed a 2–0 forfeit loss.
- A $65 fee will be charged to the cancelling team to cover gym costs for any game moved after the final schedule.

2.0 REGISTRATION DEADLINES

Registration closes on the posted deadline or when league capacity is reached, whichever comes first.

Division	Deadline
Boys U9–U14	October 11, 2026
Boys U15–U19	October 25, 2026
Girls U10–U14	October 19, 2026
Girls U14–U19	October 26, 2026

3.0 ROSTER RULES

Teams are allowed a maximum of 15 players on a roster.

All players listed on a roster must meet the required age specifications for that division. No late birthdays are accepted for age requirements.

Players may play on only one team in any specific age group (including Single A). Players may play on teams in older divisions, as long as they are within the same club.

Teams may have three call-ups from within the same club, **but these players must be included on the 15-player roster.** There is no limit on the number of games they can play up.

AGE CATEGORIES

Division	Birth year
U10	2017 or later
U11	2016 or later
U12	2015 or later
U13	2014 or later
U14	2013 or later
U15	2012 or later
U16	2011 or later
U17	2010 or later
U19	2008 or later

3.1 INDIVIDUAL PLAYER REGISTRATION/DEADLINES

New: All players must fill out the online individual registration form before the applicable deadlines in order to participate in Coalition League games or playoffs.

Division	Player Registration Deadline
Boys U9–U14	TBA
Boys U15–U19	TBA
Girls U10–U14	TBA
Girls U15–U19	TBA

3.2 ADDING PLAYERS

Teams can add players up until the deadlines indicated below, as long as rosters do not exceed the 15-player maximum. Added players must meet the age requirements and cannot be part of another club participating in the Coalition Winter League.

Players added must also complete online individual registration before participating in any games. All players added and registered online before the deadline are eligible for playoffs.

PLAYER ADDITION DEADLINES

Boys U9–U19 (all ages)	January 29, 2027
Girls U10–U19 (all ages)	1 day before League Play #3

4.0 GAME RULES

All Coalition Winter League games are governed by modified FIBA (International Basketball Federation) rules, whose rule books are adopted for use at all games.

RULE SUMMARIZATION CHART

Rule	U9–U10	U11–U12	U13–U14	U15–U19
Players to start	5, then 8 players by shift #4	Boys U11: 5 players Girls U11: 5, then 8 by shift #4 U12: 5 players	5	5
Ball size	Size 5 (27.5)	Size 5 (27.5)	Size 6 (28.5); U14 Boys Quest for the Ring only: size 7 (29.5)	Boys: size 7 (29.5); Girls: size 6 (28.5)
Free throw line	Can take a full step over the line (13')	15'	15'	15'
3-point line	NFHS (6m)	NFHS (6m)	FIBA old (6.25m); NFHS (6m); FIBA new (6.75m)	FIBA new (6.75m); FIBA old (6.25m); NFHS (6m)

No-charge semi-circle	Not in use	Not in use	Not in use	In use
Restricted area (key)	Old FIBA rectangle; NFHS (one spot up on free throws)	Old FIBA rectangle; NFHS (one spot up on free throws)	New FIBA rectangle; NFHS (one spot up on free throws)	New FIBA rectangle; NFHS (one spot up on free throws)
24-second shot clock	Not in use	Not in use	Not in use	In use

GAME DURATION, FOULS & PARTICIPATION

Rule	U9–U10	U11–U12	U13–U14	U15–U19
Game duration	Boys U9–U10: 1st half = 4 × 4-minute shifts; 2nd half = 2 quarters (open substitutions). Every player must play at least one of the four shifts in the 1st half. Girls U10: 8 × 4-minute shifts (2 shifts = 1 quarter); shifts 7–8 (4th quarter) are open.	Boys U11/U12: 4 × 8-minute quarters, no shifting. Girls U11: 8 × 4-minute shifts (2 shifts = 1 quarter); shifts 7–8 are open. U12: 4 × 8-minute quarters, no shifting.	4 × 8-minute quarters	4 × 8-minute quarters
Halftime	Minimum 2 minutes			
Overtime	Regular season: 1st OT = 2 minutes, starts with possession arrow 2nd OT = first to score, starts with jump ball. Playoffs: 2-minute extra shifts as necessary. Equal participation rules do not apply in overtime (open shifts). All overtime shifts = 1 time-out, and team fouls do NOT reset			
Team fouls/penalty	Penalty resets to 0 at the end of shifts 2, 4 and 6. Overtime: FIBA rules, no reset.	U11: resets at the end of shifts 2, 4 and 6. U12: resets at the end of each quarter. Overtime: FIBA rules, no reset.	Penalty resets at the end of each quarter. Overtime: FIBA rules, no reset.	Penalty resets at the end of each quarter. Overtime: FIBA rules, no reset.
Equal participation/substitutions	Boys U9–U10: each player must play at least 1 of 4 shifts in the first half; open subs in second half and all overtimes. Girls U10: equal participation in shifts 1–6 only; open subs in shifts 7–8 and all overtimes.	Boys U11: each player must play at least 1 of 4 shifts in the first half; open subs in second half and all overtimes. Girls U11: equal participation in shifts 1–6 only; open subs in shifts 7–8 and all overtimes. U12: no equal participation rules.	Does not apply	

Drop-back rule/pressing	Boys: pressing allowed in 2nd half only; fall back = 15 points. Girls: no pressing allowed.	Boys U11: pressing allowed all game; fall back = 15 points. Girls U11: pressing allowed for last 2 shifts (final quarter + overtime); fall back = 15 points. U12: pressing allowed all game; fall back = 15 points.	Drop-back rule enforced at 20 points or more. Pressing: no restrictions.	No drop-back rule Pressing: no restrictions.

4.1 PARTICIPATION RULES

The Participation Rule supports the growth and development of younger athletes, ensuring competition is suited to their age and skill level while promoting long-term development. Every child registered with the Coalition Winter League in U9–U11 girls and U9–U10 boys must participate under this rule. Coaches are expected to respect the intent of these rules and adhere to them.

In games where shifting is used, regardless of how many players are participating (subject to the minimum requirements in the chart), no player may play more than one shift more than any other player on the roster for that game. This applies only to the portion of the game requiring equal participation.

If a team violates the participation rule, it forfeits the game and the score is recorded as 2–0. If both teams violate the rule, the game is recorded as a 0–0 loss for both teams.

Important shifting notes

- Each player must complete a minimum of one shift per half.
- No player may play more than one shift more than any other player.
- Back-to-back shifts are permitted.
- For all Winter League games, a team must have 5 players at tip-off and 8 players by shift #4 to meet equal participation requirements. If these standards are not met, the game is forfeited (2–0); however, the game must still be played.
- If injuries or foul-outs leave a team with fewer than 8 players, the game is not forfeited on that basis. If a player is injured or fouls out in the first half, they do not have to play a shift in the second half.
- If Player #1 is injured within the first 1:59 of their shift and requires a substitute, the shift is assigned to Player #2 (the substitute). If Player #1 has played 2 minutes or more of the shift before needing a substitution, the shift is assigned to Player #1.

5.0 CODE OF CONDUCT

The league is committed to creating a positive and supportive environment for all players, coaches, officials, and spectators. Everyone must respect officials and event staff; disrespectful behaviour will not be tolerated. Spectators may be removed for unsportsmanlike conduct at the discretion of conveners and officials. If a coach or spectator is removed from the gym, they will be sent to the Review Board.

Basketball Ontario Network (BON) Review Board: serves as the league's disciplinary committee and is responsible for reviewing serious incidents, disputes, or conduct issues. The board has the authority to determine appropriate sanctions to ensure fairness, accountability, and a safe playing environment.

*****Addressing Spectator Misconduct*****

- Spectators may be removed for unsportsmanlike conduct at the discretion of league staff and officials.
- A coach may be asked to speak with the spectator and issue a warning regarding their behaviour. A warning is a courtesy, not a requirement, and may not be given in all situations.
- If the behaviour continues, or if the coach declines to assist, the spectator may be required to leave the facility. League conveners and officials reserve the right to require immediate removal without prior warning, depending on the severity of the behaviour.
- Failure of the spectator to comply may result in a forfeit being assessed to that team.

Any coach or spectator removed from the facility may be referred to the Review Board for further action.

5.1 ZERO TOLERANCE: FIGHTING & EJECTIONS

If a player or coach is ejected from a game, they receive an automatic one-game suspension. A second ejection results in a three-game suspension. A third ejection results in removal from the league.

If a referee or Coalition staff determines that a person instigated a fight, they will receive an automatic three-game suspension. A second offence, where they are deemed the instigator, will result in removal from the league.

Fights involving coaches, players, or parents/spectators are automatically referred to the Review Board. Any disciplinary action is at the board's discretion.

Full Coalition League Code of Conduct: https://coalitionbasketball.com/code-of-conduct/