UTM EXTRAMURAL MEN’S BASKETBALL
RULES AND REGULATIONS
NOVEMBER 5th 2013

All extramural participants are expected to abide by the UTM Department of Physical Education’s Fair Play Code.

FAIR PLAY CODE

Everyone who uses our Fair Play Facility should:

DEMONSTRATE RESPECT FOR ALL INDIVIDUALS
RESPECT THE FACILITY IN WHICH YOU PARTICIPATE
SHARE EQUIPMENT, SPACE AND FACILITIES WILLINGLY
MAINTAIN SELF-CONTROL AT ALL TIMES
CONDEMN VIOLENCE AND HARASSMENT IN ALL FORMS
ALWAYS ATTEMPT TO CONTRIBUTE TO THE BETTERMENT OF THE UTM EXPERIENCE

Rules for all Games

NO FOOD IS ALLOWED IN THE GYM. Drinks are allowed in sealable and unbreakable containers.

First team listed on the schedule is the home team.

If there is a conflict in jersey colours the guest team shall wear pinnies.

Defaulted game: Games start at 5 minutes after the hour. If 5 players are not present, the referee shall delay the game for 5 minutes. If 5 players are not present after the additional 5 minutes, the game shall be scored as a default. If the game starts within the 5 minute default time, the game will start with a delay of game technical foul. After the foul shots, the team shooting will start with possession of the ball at the ½ line.

Timing Format: Each game will consist of two 20 minute running time halves with a 1 minute half time break. If at any time in the last 1 minute of the 1st half or 2 minutes of the 2nd half of the game the score is within 10 points or less, the clock will stop on all whistles.

Extramural Men’s Basketball Tournament Rules

1. Teams are permitted to have a maximum roster of 12 players; Minimum number of players required to start a game is FIVE. Teams must begin play with 5 players. However, if a player fouls out or is injured the team may play shorthanded, if they do not have any substitutes.

2. Teams are allowed four 30 second time-outs per game. However, teams may use only two time-outs per half. All time-outs are 30 seconds in duration and the clock will be stopped during time-outs.

3. All players must have numbered shirts and be listed on the game sheet prior to entering a game.

4. Verbal abuse of the officials and/or other players will result in technical fouls. Players receiving 2 technical fouls (non-flagrant) during a tournament game are automatically suspended for the remainder of the game and must leave the gym. The player must also sit out of their team’s next scheduled game. Accumulated Game Ejections- If a player receives 2 game ejections of this nature, they are suspended for the remainder of the tournament.

5. If a team has two players ejected in the same game for technical fouls, the team will lose that game by default. This includes all round robin/pool play and play-off games.
6. Fighting, racial or homophobic slurs will not be tolerated. Flagrant technical fouls will be assessed in these situations. A Flagrant technical foul ejection can also be assessed if a foul is deemed as an intentional attempt to injure an opponent or as a fight. **A fight is defined as an attempted punch, kick or strike of an opponent. **NOTE: the minimum penalty for fighting is a minimum one year suspension from all OCCCR Extramurals. Players receiving a flagrant technical foul during a round robin/pool play or play-off game are automatically suspended for the remainder of the game and must leave the gym. Players receiving flagrant technical foul ejections will be further suspended from the remainder of the tournament.

7. A player receiving 3 single technical fouls within the tournament may continue to play in the game that he receives the technical, provided that it is not his second one of that current game. However, he is suspended from playing in his team’s next scheduled game.

8. Players must play in at least one round robin/pool play game to be eligible for the play-offs.

9. Point system: 3 points - win 2 points - tie 1 point - loss 0 points – default/forfeit

10. Round robin/pool play games, shall remain a tie if tied after the two-twenty minute halves. All play-off games will have a three minute overtime period, with the last two minutes being stop time. Overtime will begin with a jump ball and the teams will not change baskets. Time-outs do not carry over into overtime, however each team will be given one 30 second time-out per necessary overtime period.

11. Dunking during the pre-game warm-up or at half-time is illegal and players dunking at these times will be assessed technical fouls. Dunking during the games is legal provided the player does not grasp the rim. Grasping the rim while dunking will result in a technical foul.

12. The College/University 3-Point line will be used.

13. FOUL SHOTS- Players occupying spots on the lanes may enter the key after the shooter releases the ball on a foul shot attempt.

14. Only players/staff with the team may sit on the team bench during league games. No spectators are allowed on team benches. Coaches/Managers are permitted on the team bench, but they must be part of the Player Registration Form submitted to the Tournament Convenor prior to the first game.

15. NO CURRENT OUA/OCCA VARSITY BASKETBALL PLAYERS ARE ALLOWED. All players must be currently registered students/staff of the school they are representing. No alumni are permitted!

16. National Federation High School Basketball rules will apply to all other situations not mentioned above.

**FORMAT FOR BREAKING TIES AT THE END OF THE ROUND ROBIN/POOL PLAY**

1. Team(s) with the least defaults during round robin/pool play.
2. Record during head to head competition.
3. If all tied teams have played each other, +/- in all games between tied teams.
4. If all teams have not played each other, +/- in all games against all teams that the tied teams have mutually played, excluding defaulted games.
5. If # 4 still produces a tie, +/- in the second ½ of games against all teams that the tied teams have mutually played, excluding defaulted games.
6. Team with the most wins during round robin/pool play.
7. Team with the least points scored against for the round robin/pool play in games against all teams that the tied teams have mutually played, excluding defaulted games.
8. Team that scored the most points for the entire round robin/pool games in games against all teams that the tied teams have mutually played, excluding defaulted games.

If still tied after #1, then proceed to the second criteria, and so on until the tie is broken.