NUMBER OF PLAYERS
Teams are permitted to have a maximum roster of 15 players. Teams must play with 3 MEN and 2 WOMEN on the court at all times. No other combination is permitted (i.e. 2 men and 3 women). All team members listed on the game sheet must play during the game, unless they are injured. All players are required to wear numbered shirts. Numbers must be recorded next to names on the game sheet. Players are not required to have their shirts tucked into their shorts. A regulation women’s size basketball will be used for play.

DEFAULTS
Teams may begin with 3 players- 2 men and 1 woman. Teams have 5 minutes to reach this amount of players before the game is declared a default. However, if a player fouls out or is injured the team may play shorthanded. If injuries or fouls causes teams to drop below the minimum of 2 men and 1 women, the team will lose by default.

LENGTH OF GAMES
The games will consist of four (4) nine-minute quarters with the last 2 minutes of the last quarter played in stop-time format if the score is within 10 points or less. Half-time will be 2 minutes in duration. Teams are allowed four (4) 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.

POINT SYSTEM
3 points – win
2 points – tie
1 point – loss
0 points - default

RULES OF THE GAME

THE KEY TO THE GAME: The key is defined by the boundary lines and the key extends upward to the ceiling. Breaking the plane of the key with any part of your body constitutes entering the key. The high school federation key will be used for Coed Basketball.

- Male players that break the plane of the key with their foot, arm or hand will be assessed either a personal foul or loss of possession. Male players who run into the key on offense or defense to intentionally stop the play will be assessed with intentional fouls. The penalty for an intentional foul is 2 free throws plus possession of the ball on the baseline, closest to where the infraction occurred.
- If a male player enters the key while on offense, he must leave the key immediately and may not rebound or attempt to rebound. A loss of possession will occur and no personal foul will be assessed.
If a male player enters the key while on defense, the penalty will be 2 shot foul regardless if contact is made with the shooter. The person with the ball in the key, or the person closest to the illegal defender in the key, will shoot the foul shots.

- Men are permitted to take off outside of the key and glide into the key on a lay-up, shot or pass attempt, however must be in possession of the ball in these cases. They may not receive a pass while in the air, having jumped from outside the key (ie. no alley-oops). Male players that jump from outside the key with possession of the ball may shoot, make a lay-up, or pass the ball provided they do not hit the floor first.
- On defense, after a made basket the ball is dead and male players may enter the key to get the ball to inbound it.
- Female players are allowed in the key on both offense and defense however, they may only be in the key for less than 3 seconds. A three seconds in the key violation will result if the female player is still standing in the key after the 3 second count.
- Men can run out of bounds behind the key to get to the other side of the court, provided that they establish both their feet on the inside of the court boundary before receiving a pass.

1. Regular Season games shall remain a tie if tied by the end of the last quarter. 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 full time-out per necessary overtime period.

2. Dunking during the pre-game warm-up or at half-time is illegal. 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.

3. Only players on the team may sit on the team bench during league games. No spectators are allowed on team benches. Registered Coaches are permitted on the team bench, but they must be part of the Player Registration Form submitted to the League Commissioner prior to the first league game.

EJECTIONS

Verbal abuse of the officials and/or other players will result in technical fouls. Players receiving 2 technical fouls during a regular season or play-off game are automatically suspended for the remainder of the game and must leave the gym. Players must also sit out of their teams next scheduled game. All technical foul player ejections also result in a $10.00 fine, taken out of the team’s bond.

Fighting, racial slurs and excessive verbal abuse of officials will not be tolerated. Flagrant technical fouls will be assessed in these situations. Players receiving a flagrant technical foul during a regular season or play-off game are automatically suspended for the remainder of the game and must leave the gym. All flagrant technical foul player ejections will result in a $10.00 fine. Players receiving flagrant technical fouls are further required to appear before the UTM Review Board. NOTE: the minimum penalty for fighting is a minimum one-year suspension from Intramural Basketball.

A flagrant technical foul ejection counts as two technical fouls.

FINES AND PENALTIES

TEAMS:

Teams will be disciplined accordingly for the following 2 technical and/or 1 flagrant technical game ejections:
-ONE EJECTION during regular season - team probation for remainder of season
-TWO EJECTIONS during regular season - deduction of two points from the teams’ point total column
-THREE EJECTIONS during one season of play - team ejection from league and $20.00 fine
-THREE EJECTIONS during the play-offs - ejection from league and $20.00 fine

Teams who accumulate 2 technical and/or 1 flagrant technical game ejections from all league games must pay the following fines:

-7 technical fouls in regular season results in a $10.00 fine plus deduction of two points from the teams’ point total
-10 technical fouls at any time during the regular season and play-offs result in a $20.00 fine and the team’s ejection from the league

**NOTE:** 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 league and play-off games.

**PLAYERS:**

Players who are ejected from regular season or play-off games for 2 technical and/or 1 flagrant technical game ejection must pay the following fines:

-1<sup>st</sup> Ejection: results in a $10.00 fine plus a one game suspension
-2<sup>nd</sup> Ejection: results in a $20.00 fine plus suspension from the league

Players who accumulate technical and flagrant technical ejections from all regular season league games must pay the following fines:

-3 technicals results in a $10.00 fine plus a one game suspension
-5 technicals results in a $20.00 fine plus suspension from the league
(Note: Flagrant ejections count as 2 technical fouls and also require a Review Board Hearing).