NUMBER OF PLAYERS
Teams are permitted to have a maximum roster of 12 players. Teams must have 5 players present to begin. All team members listed on the game sheet must play during the game, unless they are injured. There are no gender restrictions for who can be in play at a time. 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, but a player’s shorts must be pulled up above their waist.

DEFAULTS
Teams must have the minimum of five (5) players by 5 minutes past the scheduled game time. If 5 players are not present after 5 minutes, the game will be recorded as a 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 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
A) 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.

B) 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.

C) 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. He 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 technicals in regular season results in a $10.00 fine plus deduction of two points from the teams’ point total
- 10 technicals 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:

- 1st Ejection: results in a $10.00 fine plus a one game suspension
- 2nd 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).