FIBA rules will apply to all other situations not listed below.

NUMBER OF PLAYERS
Teams are permitted to have a maximum roster of 15 players. Teams must play with a maximum of 5 players on the court at all time. Games may begin with a minimum of 4 players. Teams may play with a maximum of 3 players of any one gender on the court at a time. Only players dressed and ready to play are able to sign the game sheet and/or sit on the team bench. All players are required to wear numbered shirts. Players are not required to have their shirts tucked into their shorts. A regulation #6 sized basketball (size used in OCAA Women’s basketball league) will be used for play.

DEFAULTS
Teams may begin with 4 players. Teams have 15 minutes from the scheduled game start time to reach this minimum number 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 3 players on the court, the team will lose by default.

LENGTH OF GAMES
The games will consist of four 4 x nine-minute quarters with the last 1 minute of each quarter and the last 2 minutes of the 4 quarter played in stop-time format if the score is within 10 points or less. There will be 1 minute between quarters and 2 minutes at Half-time. Teams are allowed four (3) 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 either key with their foot, arm or hand will be assessed either a personal foul (when team is not in possession of the ball) or loss of possession (when team is in possession of the ball). 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 endline, closest to where the infraction occurred.

- If a male player enters the key while on **offense (in possession of the ball)**, 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 in possession of the ball will shoot the foul shots.

- Men are permitted to take off from 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. 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. Once they land, they must exit the key immediately, without affecting play of the players in the key or risk a turnover the defending team.

- 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. The three-second violation applies on offence. Review the FIBA rulebook for details on three-second violations.

- Players 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.

*Fighting, verbal slurs and excessive verbal abuse of officials will not be tolerated.* These incidents will be result in immediate ejection and must leave the gym. Ejected players are further required to appear before the UTM Review Board. **NOTE: the minimum penalty for fighting is a minimum one-year suspension.**