Revised July 2022

UTM INTRAMURALS - COED BASKETBALL

RULES AND REGULATIONS

All Coed Basketball rules are set out by FIBA with the following exceptions:

NUMBER OF PLAYERS

- All games will be played with a maximum of 5 players on the court for each team. A minimum of 3 players for each team is required to start the game
  - A minimum of 2 players of one gender are allowed on the court at a time
- Teams may use up to a maximum of 2 NOMADS*. (Read "Nomads" heading for further details)

All teams will have a maximum roster of 20 participants

DEFAULTS

- For every minute that a team is late their opponent will be given 3 point towards their total game score
- If a team does not have enough players by 10 minutes past the scheduled time, the team will lose by default
- The default score will be recorded as 10-0

LENGTH OF GAMES AND SCORING SYSTEM

- Games will consist of two 18-minute halves, with a 2-minute half time
- The league runs through a point system:
  - WIN = 3 points
  - TIE = 1 points
  - LOSS = 0 point
  - DEFAULT = -1 points

OFFICIALS

- The referee(s) will have the final decisions on all rules and disputes
- The referee(s) will be supplied for all UTM Intramurals games
- In the event no referee is available, participants may play on the honour system and call their own errors. Team captains/representatives are responsible for the conduct of their players

EQUIPMENT AND UNIFORMS

- A standard size 7 basketball will be used for play

- Players must wear numbered shirts of the same colour
    - Pinnies may be provided by the UTM Intramurals staff and return after the game/event is complete
- Proper athletic attire (no jeans or street shoes) and non-marking shoes must be worn

ELIGIBILITY

- Players (including late players) must check-in on the game sheet before every game in order to participate
- For eligibility rules, please refer to the UTM Intramurals Student Handbook

START OF GAME AND PLAY

- Final 2 minutes of the second half will be played in stop-time format, if the score is within 10 points
- Each team is allowed two 1-minute timeouts per game. Time-outs are not restricted to any halves
- Within the last two minutes of the second half, teams may advance the ball to half court after calling a time-out
- Players must notify the Game Manager if they want to substitute into the game
- The game will end once the regulation time ended and the official calls the game

FOULS & EJECTIONS

- If a player fouls out or is injured, the team may play shorthanded
- Five personal fouls for a single player will result in ejection from the game
- After 8 team fouls in a single half, the opposing team will go into penalty bonus – 1 for 1 free throws
- Two technical or unsportsmanlike fouls in a play-off or regular season game will result in ejection from the game, and suspension for the next game
- Fighting, verbal slurs and excessive verbal abuse of officials will **not** be tolerated
- An ejection will result in an appearance before the administration staff. *NOTE: the <u>minimum</u> penalty for fighting is a <u>minimum</u> one-year suspension*

TIE BREAKING RULES & PLAYOFFS

- Regular season games shall remain a tie
- Only playoff games will go into overtime
    - Any necessary overtime periods will be 2 minutes stop-time with no time-outs. It will begin with a jump ball

NOMADS

- * NOMAD: A player registered with the league who is used to by a team to compete in a game where they cannot field enough of their own registered players to begin the game or reach the max playing roster size
- Teams using a NOMAD must have 3 players from their roster signed in.
- Teams can only have a NOMAD if their team cannot field the maximum amount of players to begin a game.
- Once a team reaches a roster size of 5 registered players, the NOMAD(S) can no longer play in that game (A registered player is defined as a player on the original team roster).

- A NOMAD may not be added as a substitute and will no longer be permitted to play when a player on the original team roster signs in.