



# UTM INTRAMURALS - MIXED BASKETBALL

## RULES AND REGULATIONS

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

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As intramurals strives to uphold our values of inclusivity and diversity, we have outlined specific criteria for leagues to encourage all players to play. For mixed leagues, a distribution of gender identification exists, to encourage integrated participation. The identified maximums of each gender are to ensure balance in gameplay, but allow for individuals of any gender to still participate in the remaining roster spots.

### NUMBER OF PLAYERS

- There is a maximum of three (3) players per team on the court during gameplay
- Teams may have a maximum of two (2) players of any gender on the court at all times
- Teams are permitted a maximum roster of 5 participants

### DEFAULTS

- For every minute that a team is late their opponent will be given 4 point towards their total game score
- Games will start on time as scheduled with players in attendance as soon as roster minimums are met
  - A minimum of 2 players for each team is required to start the game
  - Teams may use up to a maximum of 1 NOMAD\*. (Read "Nomads" heading for further details)
- 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 50-0
- A team that loses a player to injury can continue to play the game without defaulting

### 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
- During timeouts the clock will stop
- 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

## 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 – 2 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 minimum penalty for fighting is a minimum one-year suspension*

## TIE BREAKING RULES & PLAYOFFS

- Overtime will begin with a jump ball
- Regular season games will have a sudden death overtime
  - First basket scored will determine the winner
- Any necessary overtime periods in the playoffs will be 2 minutes stop-time
- Timeouts do not carry over into overtime

## **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 2 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 3 registered players, the NOMAD 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.
- A NOMAD may not be used during a playoff game.

