UTM INTRAMURALS - CO-ED BASKETBALL
RULES AND REGULATIONS

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

NUMBER OF PLAYERS
➢ Games may begin with a minimum of 4 players and a maximum of 5 players on the court.
  o Minimum of 2 per gender are required to be on the court at all times.
  o A maximum of 3 players of one gender are allowed to be on the court at a time.
➢ Teams are permitted a maximum roster of 15 players.

DEFAULTS
➢ If a team does not have enough players by 5 minutes past the scheduled time, the team will lose by default.
  o The default score will be recorded as 10-0
➢ If the team drops below 3 players on the court, the team will lose by default.

LENGTH OF GAMES
➢ Games will consist of two 20-minute halves, with a 5-minute half time (as per referee’s discretion).
➢ The final 2 minutes of the second half will be played in stop-time format, if the score is within 10 points.
  o If the difference becomes 10 or less at any point within the last 2 minutes, the clock will stop on all whistles

OFFICIALS
➢ The referee will have the final decisions on all rules and disputes
➢ The referee will be supplied for all UTM Intramurals games
➢ In the event of 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 6 basketball will be used for play.
➢ Players must wear numbered shirts of the same colour.
  o Pinnies may be signed out from the RAWC Control Desk at no charge.
➢ Shirts do not have to be tucked into their shorts.
➢ 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.
- No spectators are allowed on team benches, except for a Registered Coach and/or team captain on the team roster.
- For eligibility rules, please refer to the UTM Intramurals Student Handbook.

SCORING SYSTEM
- The league runs through a point system:
  - WIN = 3 points
  - DRAW = 2 points
  - LOSS = 1 point
  - DEFAULT = 0 points

PLAY
- No shot clock will be used during the play
- If a player fouls out or is injured, the team may play shorthanded.
- Players are allowed to guard the opposite gender but cannot double team
  - i.e. 2 females guarding 1 male or 2 males guarding 1 female
- Rough play by any gender will not be tolerated. Any fouls deemed to be excessive by the official will be considered a technical foul
- Maximum of one player per gender is allowed in the key at a time.

TIME OUTS
- 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.

FOULS & EJECTIONS
- 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 bonus – 2 free throws per foul.
- Two technical 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.

END
- The game will end once the regulation time has been played and the official calls the game.

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