UTM INTRAMURALS - OPEN BASKETBALL
RULES AND REGULATIONS

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

NUMBER OF PLAYERS
- Games may begin with a minimum of 3 players and a maximum of 5 players on the court
- Teams are permitted a maximum roster of 12 players

DEFAULTS
- If a team does not have enough players by 5 minutes past the scheduled time, the team will lose by default
- If the team drops below 3 players on the court, the team will lose by default
- The default 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 point
  - LOSS = 0 point
  - DEFAULT = -1 point

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
- Shirts do not have to be tucked into 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
  - Failure to check-in on the game sheet will affect playoff eligibility
Revised January 2022

- No spectators are allowed on team benches, except for a Registered Coach and/or team captain on the team roster

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 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
- 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

COVID-19 SPECIFIC RULES
- Participants must check in with a valid UCheck and their T-card at the beginning of the games. Participants must be registered on IMLeagues or will not be able to participate
- All players will show the Game Manager their T-Card, and allow the Game Manager to verify the number and wait in the designated area for the Game Managers instructions
- All players must sanitize their hands when they arrive at a hand sanitizing station and wait in designated area
- Participants will need to maintain social distancing and wear their masks when waiting for the Game Managers instruction
- All players will wear masks until they are ready to play and while sitting on the team bench during games
- Masks are highly encouraged during the games
- Equipment will be switched and sanitized between each set by Game Managers during the match or if the ball comes in contact with a participants head
- Following the match, participants will be required to verify the score with the Game Manager
  - No signature will be required on the Game Sheet by the Team Captain
Once the score has been verified players will be asked to leave the playing area for the next game to begin.

No spectators will be allowed to watch the game.