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 4 players and a maximum of 5 players on the court.
- Teams are permitted a maximum roster of 20 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 & PLAY
- Games will consist of two 20-minute halves, with a 5-minute half time (as per referee’s discretion).
- 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 time outs 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.

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 signed out from the RAWC Control Desk at no charge.
  - T-Cards are required to sign out pinnies.
- 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
- No spectators are allowed on team benches, except for a Registered Coach and/or team captain on the team roster.

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

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.*

END OF GAME
- The game will end once the regulation time ended and the official calls the game.

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.