



CO-ED BASKETBALL RULES

ELIGIBILITY

1. Each participant must have **one (1)** of the following:
 - a. Valid Student ID.
 - b. Proof of payment of appropriate player fee.
2. A **maximum of two (2)** current University of Lethbridge Basketball players per team (includes coaches).
3. All participants must be registered on the official roster, must check in with the supervisor for each game and have picture ID at all times. Additions are permitted up to the second last week of the regular season (wk 5). No additions are allowed from week 6 to the end of Playoffs.
4. All participants on the official team roster must play at least **two (2)** regular season games to be eligible to play in play offs.
5. **Five (5)** players per team are permitted on the floor at the same time.
6. **Co-Ed Rule** – teams may have a maximum of **four (4) of the same gender (m/f/n)** on the floor at the same time.

Inclusivity

At the University of Lethbridge, we value equity, inclusion and diversity. University of Lethbridge acknowledges the commitment to representing the diverse communities we serve. And while we have gender-based leagues, they are inclusive of the LGBTQ2S+ community, transgender and genderqueer persons. We encourage participants to play where they feel comfortable.

GAME

1. Each game will consist of two **twenty (20) minute** halves, running time. A **three (3) minute** intermission will be allowed between periods. Teams will switch ends after each period (including overtime periods).
2. All regular season games may end in a tie. During regular season, if a game is within 5-point difference, the last minute will be stopped time. In the event of a tie, after regulation time during a playoff game, a **five (5) minute** overtime period will be played. If still tied, this procedure will be repeated.
3. For **Play Off games only**, the clock will be stop-timed for the final **two (2) minutes** of each period (including overtime period(s)).
4. Only **one 30-second timeout** permitted each period per team. This includes all overtime periods. Any player on the court may request time-outs.
5. A **ten (10) minute** default rule will be enforced. Therefore, each game must start by ten minutes past the scheduled start time.

STANDINGS

1. League standings will be determined by the results in Fusion Play.

RULES - Official NCAA rules will apply except:

1. The three-point line **is** in effect.
2. The referee **must** handle the ball in the frontcourt, but **not** in the backcourt.
3. Substitutes may only enter the court during stoppages of play. Enter and exit at centre court.
4. Thirty second clock is applicable, if in the **referee's opinion**, a player/team is **deliberately delaying the game**, the **thirty (30) second** rule may be enforced. (**Rule:** loss of possession)
5. The rule of **one (1) for two (2)** will be used for all Free Throws. If the first free throw attempt goes in the basket, the free throw shooting team will receive 2 points automatically. However, if the first free throw attempt does not go into the basket, the free throw shooter will not get an additional shot (i.e. no points will be awarded). Play will resume as normal. (**Exception:** If a player is fouled while in the process of shooting and the shot goes into the basket, **three (3) points** will be awarded to the shooting team automatically.)
6. At the start of the first and second halves, the referees will tabulate the first fouls committed by each team (note: Technical fouls will be included in this tabulation). After the seventh foul has occurred, the One for Two (2) rule will begin on the next foul. The start of any overtime period **will not** nullify the first 7 fouls of the second half. Thus, the One for Two (2) rule will continue in effect for the remainder of the game.
7. "An **intentional foul** is a personal foul which, in the opinion of the Official, was deliberately committed by a player against an opponent. It is not determined by the severity of the act, but is the contact which appears to be premeditated or designed." (1) (Rule: free throw and possession)
8. **Technical foul – the individual will have to take a sub and sit out until the ref indicates it is all right for the player to return to play.**
9. **Hanging on the rim of the basket** during pre-game warm-up or during the game will result in a technical foul and automatic game ejection.
10. A ball that is **tied-up** between two (2) or more players of opposing teams will result in a side out with the team that lost the jump ball at centre taking first possession than alternating possession for every tied-up ball after that.

DISRESPECT TO THE SUPERVISORS OR REFS, FIGHTING, UNSPORTING CONDUCT, OR DELIBERATE INTENT TO INJURE WILL NOT BE TOLERATED AND WILL RESULT IN AN AUTOMATIC EXPULSION FROM OUR LEAGUES

WINNING IS NOT EVERYTHING - PARTICIPATE AND HAVE FUN!!

scott.whiteside@uleth.ca

Phone: 317-2856

Location: PE121



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4401 University Drive

Lethbridge, Alberta

T1K 3M4 , Canada