

General Rules

1. Schedule - All games are to be played at the time, date and place specified on the schedule. A five (5) minute grace period is given to teams if they need a little more time for players to make it to the game. The game clock will start running no later than the conclusion of the grace period.

2. Roster: Teams are not limited to the number of players per roster as long as they meet the league fee and gender specific qualifications.

3. Forfeits -

If you know you may not be able to field a full team, please call a BHAMSSC representative at least forty-eight (48) hours in advance and we will try our best to reschedule your game and avoid a forfeit

- Call: 205-644-8341
- Email: havefun@bhamsportandsocial.com

Game Forfeit Policy

- The first team forfeit will result in a game loss and a \$25 forfeit fee.
 - 100% of the forfeit fee will be awarded to the opposing team in the form of a gift card to the league sponsor bar.
- The second team forfeit will result in an automatic elimination from the championship playoff, a game loss, and a \$25 forfeit fee.
- The third team forfeit will result in removal from the league, a game loss, and a \$25 forfeit fee.

How to avoid a forfeit!

- Invite guest players to fill in for missing roster players! The only thing a guest player needs to do is fill out a waiver when he/she gets to the field OR [grab a Guest Player Pass from the Website!](#)

4. No show officials - In the off chance that our league officials do not make it to the game, teams have a choice to self-officiate or mutually agree upon an official (team member or spectator). Games will not be rescheduled. Game will count as official game.

5. Roster Checks

- Roster checks are mandatory during playoff games.

6. RAIN OUTS -

- SEE WEATHER POLICY

7. Overly Competitive Players: All BHAMSSC sports are intended to be recreational (unless designated as a competitive league at registration.) Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of a BHAMSSC staff member.

5v5 Men's/Women's Basketball

1. Format

- Teams must have a minimum of four (4) players present to start a game.
 - Teams unable to meet the format minimums may play an official match, with the consent of the opposing captain.
- Games are played in two 20-minute halves. With a 5 minute halftime.
 - The clock will stop in the first half with less than one (1) minute remaining on all shooting fouls.
 - The clock will stop in the second half with less than two (2) minutes remaining on all whistles, as long as teams are within 15 points.
- Each team will receive two (2) timeouts per half. Timeouts do not carry over.

2. Equipment

- League basketballs will be provided. Teams are allowed to play with a player's ball, if both teams consent. League is not responsible for any lost or damaged player items.
 - Men's regulation size 29.5"
 - Women's regulation size 28.5"

3. Scoring

- Free Throw shots are worth one (1) point
- Field Goals (within the 3- point arc are worth two (2) points
- Field Goals (beyond the 3-point arc are worth three (3) points

4. Gameplay

- POSSESSION

- The game will begin with a tip-off at half court will determine the possession arrow.
- Second half possession will be given to the team that lost the first half tip-off. All other changes of possession are covered under the JUMP BALL section below.

- JUMP BALL

- Jump balls will be awarded based on the direction of the possession arrow
- A jump ball will occur when:
 - The ball is held steady between two opposing players
 - The ball goes out of bounds and there is uncertainty regarding last contact
 - The ball settles on the basket support
 - A double foul is charged
 - A simultaneous free throw violation by opposing players

- THROW-INS

- Following a score, the opposing team may throw-in anywhere behind the end line. Following an out of bounds infraction or non-shooting foul, the ball is given to the opponent by the referee at the spot near where the violation occurred. The inbound player must:
 - Release the ball without breaking the plane of the playing court
 - Release the ball (by throwing) within 5 seconds
 - Not move from the designated throw-in spot.

- TIMEOUT

- Each team has two (2) 1-minute timeouts per half. Timeouts do not carry over into overtime. Each team is awarded one timeout per overtime period.

- If a timeout has been called during the first thirty-eight minutes of the match prior to free-throw attempts, the clock will resume upon the start of “live” play
- SUBSTITUTIONS
 - Each team is allowed unlimited substitutions when ball is not in play. Referee must be notified of request to substitute players. Scorekeeper must be notified of substitutes by jersey number.
- CONTACT
 - To hold, push, trip, or charge into an opponent is illegal contact. This must be tempered by the fact that fast movement in the restricted area will result in some physical contact. When no advantage is gained from contact, it is generally allowed.
 - The first player to establish a position on the court without contact has priority.
 - The player moving into the path of another player when contact occurs is generally responsible for contact.
 - Players have the right to all space within their vertical base.
- FOULS
 - Players called for illegal contact will be charged with a personal foul.
 - Each player may accrue up to five (5) personal fouls a game prior to disqualification.
- FREE-THROWS
 - Free-throws are awarded as follows:
 - One free-throw for a shooter whose goal is successful and is fouled while shooting
 - Two free-throws for a shooter whose attempted goal is unsuccessful or any intentional foul

- One free-throw plus an additional free-throw (one and on) for a common foul after the bonus rule goes into effect.
 - If the first shot is successful, the second free-throw is allowed.
 - If the first shot is missed, play continues.
 - No free-throws are awarded for common fouls prior to the bonus for double fouls
 - Intentional and flagrant fouls are two shot free-throws. Opponents and teammates may not touch the ball until the free-throw has touched the rim.
 - Players from either team must remain in position along the lane until the ball leaves the shooter's hands. Opponents are assigned the first space from the basket on either side of the lane.
- **TECHNICAL FOULS**
 - Technical fouls are generally committed when the ball is dead:
 - Disrespectfully addressing or contacting a referee (see Referee section)
 - Unsportsmanlike language, gestures, etc.
 - Delaying tactics: after a score or before a throw-in
 - More than the allowed number of players on the court
 - Fighting/roughhousing
 - Technical fouls will the offended team receiving two free-throws with no

5. Overtime

- During the regular season there will be no overtime period.
- In the event of a tie during the playoffs, teams will compete in 3-minute overtimes until a winner is declared.