

The Official Rulebook of Big League Basketball

Big League Sports is a SOCIAL co-ed sports league first and foremost.

This code of rules governs the playing of Basketball games in Big League Basketball divisions. Any rule or situation not expressly defined here will default to NBA rules. All calls made by the Game Head Referee (GHR) are final.

NO WHINING! – The first and foremost rule of the game is to have fun. If you are hoping to recapture your athletic glories from the past, this is not the league for you. Absolutely no whining will be tolerated during the course of a game. Be gracious whether you're winning or losing. This is a social league. Keep a relaxed attitude, meet new people, and have a good time.

NO ALCOHOL AT THE FIELDS OR GYMS! – The consumption of alcohol is PROHIBITED BY STATE LAW at all Big League Basketball playing fields. Anyone seen violating field policies will be immediately asked to leave the grounds. Continued violations by individuals or groups will result in permanent removal of the players from the league and/or team forfeits. Individuals (players, fans, or friends of players), at the discretion of BigLeagueSports, will be ejected immediately if they are found bringing alcohol, weapons, or controlled substances to any venue or sponsor bar in use by BigLeagueSports; if they're suspected of excessive pre-game alcohol consumption; if they're suspected of abusing a controlled substance; or if they're deemed unruly or a danger to themselves or others at any time. Furthermore, anyone who is ejected from one of our venues or sponsor bars will be required to petition the League for reinstatement before participating in or attending any subsequent BigLeagueSports events. These policies are in place for the safety, enjoyment, and continued camaraderie of all players, the sponsoring venues, sponsor bars, and the entire league.

REFEREES ARE PEOPLE TOO! – Our Referees are not pros, they're people just like you, so please treat them with respect. Their interpretations of rules and their judgments on the field are final. Any aggressive behavior in their direction (or anyone else's direction) will not be tolerated and may result in suspension or expulsion from our leagues; let's avoid that.

CAPTAINS – Each team shall have one or two Captains who are charged with making sure that only players registered on their team are participating on their team's behalf. Any team playing with an unregistered player is subject to forfeiting that game and expulsion from the league. Only captains may dispute calls on the field, and must remain cool throughout. Captains are responsible for their players understanding the rules. Captains are ultimately responsible for making sure their team provides referees. Failure to provide referees will result in severe penalties for your team, including forfeits in the standings. Please provide players that are knowledgeable with BLB rules. Captains must stay in contact with BLS and attend any required league meetings, communicating any changes in regards to scheduling or rules with his/her team. Captains are responsible for any trash left by his or her team after each session of play.

STANDINGS – Standings are ordered by Standings Points [calculated as (2*Wins)+Ties-Forfeits]. The first tiebreaker is Head-to-Head performance among all tied teams, followed by points allowed, followed by points scored, followed by a coin flip.

EJECTED PARTICIPANTS – Any ejected individual must get approval by Maurice Reep, President of BIGLEAGUE SPORTS & ENTERTAINMENT, prior to attending or participating in future games, leagues, or hosted events, including Post-Game Parties. Attempted participation without approval is subject to further penalties. Rulings may include, but are not limited to, probation, game/league suspension, or permanent expulsion.

WEATHER - In the event the games have been started and then have to be called off due to inclement weather while underway, the games will be restarted from the beginning if less than half of the game has been played and will be called or resumed from the stoppage of play if gameplay crossed the half-game mark. Any games postponed for weather may be rescheduled and information on the rescheduled game will be sent to all players and game staff by email.

FORFEITS - Teams should report to the fields at least 15 minutes before their scheduled starting time of the game. A game will be ruled a forfeit if any of the following occur:

- No one from one of the teams is present at game time
- The minimum number of players are not present (3)
- Improper conduct by one or more players on any team
- Teams will receive a forfeit loss of 10-0 in the official standings, if they have not shown up by the scheduled game time.
- Teams will forfeit if they have not shown up by the scheduled game time.

Exceptions can be made if a team is waiting on a couple of players (e.g. transit issues) with the understanding that the delay will cut time from the end of their game, and that the final decision is subject to the Referee's discretion

SEASON ABANDONMENT - Registered teams that miss two weeks of play will be considered to have abandoned their place in the league. Teams in this category will be contacted by a BL member to confirm their status. Teams failing to respond within two business days will be removed from the season schedule and will forfeit their registration fees. Teams that do respond will be required to supply reasoning for lack of attendance and petition the league for reinstatement. Season abandonment and reactivation decisions will be made on a case-by-case basis at the sole discretion of the league management and must be resolved before returning to play in the current season or in subsequent seasons.

TEAM T-SHIRTS

- Each player on an official team roster will receive a league-issued shirt on week 2 of the Season unless there is an unforeseen problem. Shirt sizes and ink colors are not guaranteed based on availability. You always need your Team T-Shirts.
- Team T-Shirts are also used by staff at the sponsor bar to determine whether a player is eligible to receive league discounts.
- Names, nicknames, numbers, and team logos are all welcome additions to the Team T-Shirts. Please also feel free to bedazzle, tie-dye, or apply patches to them, if you are so inclined.

PLAYOFFS AND AWARDS -

- Regular season team standings are determined by number of wins and point differential.
- Teams not advancing to the Playoffs will be awarded a Friendly Game if they choose.
- Top teams will advance to the Playoffs.

GAME PLAY

Playing time is two 18-minute halves with a running clock game. The clock will run continuously throughout the game, stopping ONLY during the last 2 minutes of the half/game for fouls and during team timeouts.

RULES

- **Remember, this is a social League. Keep a relaxed attitude, meet some new people, and have a good time.**
- **There should be equal playing time for all Players, regardless of gender.**
- **You always need your T-Shirts.**
- **Please treat our referees with respect.**
- **It's best to be gracious whether you're winning or losing.**
- **Any aggressive behavior will not be tolerated and may result in suspension or expulsion from our Leagues.**

- **Please be on time. We recommend showing up at least 15 minutes early to avoid any confusion and the chance of forfeiting.**

5v5 Full Court Rules

Format

- **A team consists of a minimum of 10 players. 5 Players will play at once.**
- **Full-court 5-on-5 basketball (if shorthanded, teams must have at least 3 people on the court to not forfeit).**
- **Maximum 4 males on the court at any given time; if you are playing with 5 Players on the court, there must be at least 1 female player on the court at all times or you have to play one player down.**
- **Teams are unable to begin a game with less than 3 players.**
- **Teams must start at game time if the minimum numbers of players are present.**

Possession

- **Possession Changes**

Putting the Ball Back in Play

- **The ball changes possession after each basket unless a foul is awarded. The ball must be PASSED in from the start of a possession in order to attempt a shot on net.**
- **The referee must handle the ball after an out of bounds is called or a foul is awarded.**

Free-Throws

- **The referee will signal the ball in play for free throw attempts. Teams must line up promptly for foul shots. Officials will penalize teams attempting to consume time by using stalling tactics. Officials may order stoppage of time and charge a technical foul. Two free-throws will be awarded for each technical foul committed. After 9 total-team fouls the opposing team will get a 1-and-1. After 12 total-team fouls the opposing team will get 2 free-throws.**

Timeouts & Substitutions

- **Will take place AFTER a converted basket, timeout, a foul shot, or any stoppage of play. The substitute must get an official's attention and wait to be called in. A technical foul will be charged to the team for failure to abide by this rule. There must be a fair rotation of all players throughout the game. This means both men and**

women get time, both on the bench and on the court. Referees may require substitutions to ensure this.

- Each team is allowed one (1) one minute time-out per game.
- If play is stopped by a teammate to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.
- Player substitution is permitted during any dead ball situation

Live Ball/ Dead Ball Possession

- The ball changes possession after each scored basket and brought out of bounds and passed in play by the opposing team.
- Jump balls will be called by the Official and awarded through alternating possessions.

Fouls

- Any player who accumulates 5 fouls in a single game will be disqualified from that game "fouled out". Once a team accumulates 9 total fouls the opposite team will be awarded with 1-and-1 foul shots for every additional foul. Once a team reaches 12 fouls in a single game they will be awarded with 2 foul shots for every additional foul.

Defensive Hand Check

- When a defensive player reaches in coming across the offensive player's hand or body will result in a foul. If player is in a shooting motion he/she will receive two foul shots. If it was on the ground it will result in the offensive team taking the ball out of bounds and passing it in play. The clock will not stop unless it is within the last two minutes of the game.

Blocking Fouls

- If a defensive player impedes onto an offensive player with too much force by using their body to alter an offensive player's route they will be charged a foul for blocking.

Offensive Charge

- When the offensive player is in motion and the defensive player has two feet firmly planted without motion, knocking the defensive player over, they will be called for a foul at the referee's discretion.

Technical Fouls

- (Again, at the Referees Discretion) will result in two free throws and possession of the ball goes to the offended team. If a single player receives two technical fouls in a single game, he/she will be ejected.

Stalling or Deliberate Attempts to Freeze the Ball

- This will result in loss of ball possession. The referee may issue a verbal warning before taking away possession

Three-Second Lane Violations

- “Three Seconds in the Key” will be called.

Free-Throws

- The Referee will signal the ball in play for free throw attempts and teams will line up promptly and in the correct places for foul shots. The officials will penalize teams attempting to consume time by using stalling tactics. Officials may order stoppage of time and charge a technical foul.

After every made basket the ball must be taken out of bounds and passed in play by the opposite team. If a player does not dribble the ball when in possession he/she will be called for travelling. They have ten seconds to cross half court.

Scoring

- Each field goal is worth two points.
- A successful shot from beyond the three-point line (21 ft arc) is worth three (3) points. The player shooting the ball must have both feet completely behind the arc when initiating the attempt.

Overtime Procedure (RPS winner gets to choose if they want to shoot first or second)

- Tie-breaker #1- Each team chooses one player, you each shoot one free throw, if someone makes one and the other person misses, the team who makes it wins, if both teams miss it, you continue until someone makes it. The first time both teams make it, you move to tie- breaker #2
-

*** Tie- breaker #2- Each team chooses one player, you each shoot one 3 point shot from anywhere behind the arc. If someone makes one and the other person misses, the team who makes it wins. If both make or miss it, you continue until there is a winner.**

MOST IMPORTANTLY!

THIS IS A SOCIAL LEAGUE: Have fun and make new friends. The game may or may not go your way, but the beer is still cold and cheap afterwards!