

GAME RULES

BASKETBALL INDOOR – COED 5v5 WITH REFS

GEAR & SAFETY EQUIPMENT

- All players must wear the BSSC provided jerseys with clearly identifiable numbers. Any player not adhering to this will not be allowed to participate in league play.
- Jewelry (including watches) and hats are not permitted to be worn during the game.

PLAYERS & ROSTERS

- There can be any number of players on a team roster, and rosters are open to players of all gender identities and expressions. For coed basketball, rosters must have a minimum of 1 player who identifies as a woman (“female player”). After this minimum is satisfied, all other roster spots are open to any gender.
- Teams consist of five players on the floor at one time. Teams must have a minimum of 4 players, including one player who identifies as female, to avoid a forfeit. If a team has 2 forfeits in one session they are disqualified from playoffs. Further forfeits may result in being eliminated from the rest of the schedule.
- All players must be listed on and have signed the team’s official roster to be eligible to play.
- Players may be added to the team's roster up until the last week of the season. After the last week, the roster is frozen.
- Team players must compete in at least 1 regular season game to be considered eligible for the playoffs.
- Players may be listed on more than one roster within a league, however for playoffs they may **ONLY** play for **ONE** team per division/level. Please contact Program manager for further clarification.

DURATION OF GAME

- Jump ball to start the game, alternate possession for the rest of the game when necessary.
- There will be two 20-minute running time halves. The game clock will start on time, regardless if the teams are ready to play or not. The only exception will be if the court is not ready for play. In this circumstance, once the court is ready for play, the clock will start. Teams will have a 5 minute “grace period” before a forfeit is declared. During the 5-minute period (as time is running off the clock), the team that is ready to play will get 2 points for each minute that runs off the clock. If both teams are not ready, the clock will still run, however points will not be awarded until one team is ready to play. Then 2 points will be awarded from that point on, until both teams are ready to play, or the 5 minutes have passed.
- Once a game reaches halftime, the game will be considered official. If a game must be stopped and cannot resume play for any reason after that point and before the final buzzer, the score at the time of interruption will be considered the final score.
- Teams are allotted 3 thirty second time outs per game. You may not use more than 2 in the second half. Overtime: 1 time out per team.
- Overtime is 2 minutes in length.
- During the final minute of a game or overtime, if the score differential is 10 points or less, the clock will stop on all whistles.

SCORING

- Traditional scoring system will be used: 2 points for shots made inside the 3-point arc and 3 points for shots made beyond the 3-point arc.
- Free throws are worth 1 point.
- A scorekeeper will keep track of the score either on a flip score board or actual scoreboard. If no scorekeeper is available, the score is to be maintained by the substitutes on each team. Referees will monitor this.

FOULS & VIOLATIONS

This is an officiated league, with 2 referees per game. League is played under the National Federation of HS basketball rules.

- The use of profanity, vulgarity, taunting and the verbal abuse of players and/or officials will not be tolerated. Offending players will receive a technical foul. Two technical fouls in one game will result in ejection. Players with repeated instances of poor behavior will be removed from the league.
- An ejection will automatically result in a one game suspension, which must be served during the team’s next scheduled game, unless appealed to the Program Manager. If the individual ejected from the game cannot be identified, the team captain will serve any suspension.

- There are 6 personal fouls maximum per player
- Scorekeepers will keep track of total team and personal fouls.
- Teams can only sub on dead balls

TIE BREAKER PROCEDURE TO DETERMINE PLAYOFF SEEDING

The following criteria will be used to determine seeding for playoffs (within each conference) in case of a tie in record. Division ties are not always broken this way since divisions can have different numbers of teams.

- 1) Any team with 2 forfeits is automatically disqualified from playoffs and may be removed from the league
- 2) Any team with a forfeit is automatically seeded lower
- 3) Head to Head (only if all tied teams played each other and equal number of times)
- 4) Record against common opponent
- 5) Strength of schedule (Total *number of points earned by all teams played against*)
- 6) Record against each common opponent starting at the top, one team at a time
- 7) If still tied, any team with a forfeit is automatically seeded lower
- 8) Coin toss

* If multiple teams are tied, go through criteria until one team is determined stronger (or weaker) than the rest, then start at the top again with the "new" tied teams.

DISPUTES & FEEDBACK

In the absence of the Program Manager, any "game-time" decisions regarding any issue should be discussed with the following people present: the referee and both team captains (or a team rep if the captain is not present at the game). The referee will have the final say on any issue that arises before a game. Any player or team that wishes to file a formal complaint, protest, or feedback must email the Program Manager within 24 hours of the incident. They will respond as soon as possible after receiving it.

Boston Ski & Sports Club reserves the right to add, change, or modify any rule at any time.