

The Filipino-Asian American Basketball League of Maryland

Basketball Game Rules

It is the intentions of the Organizers to have rules that will regulate the games at the same time develop the skills of the participants in the spirit of sportsmanship. The competition shall be held in accordance with the General Rules of the Games and those of the International Amateur Basketball Federation (FIBA).

I. Venue: Katie Fitzgerald Victory Youth Center, 14129 Seneca RD. Darnestown, Maryland 20874:

1. Cigarette smoking and drinking alcoholic beverages are not allowed inside the building.
2. Glass containers are not allowed inside the building. Only plastic and paper containers are allowed.
3. Only food and drinks purchased at the concession stands are allowed inside the building.
4. Let us help keep the place clean so that our host will continue to accommodate us. After your game, please pick-up your trash.

II. League Format

A. Regular Games

1. Each team is guaranteed eight (8) games.
2. At the opening day, teams will draw lots to determine the schedule for that day. The Organizer will provide the schedules for the succeeding games for the coming weeks.

B. Play-off Games

1. The top eight (8) teams in each Division will advance to the play-off games. 1st vs. 8th, 2nd vs. 7th, 3rd vs. 6th, 4th vs. 5th. Winners advance to Semi-finals, then to Finals. If there are two brackets, the top 4 teams from each bracket will advance to playoff games.
2. In case of a tie the criteria for play-off seeding will be 1) head to head results, 2) point differential in head to head games, and 3) record against other teams in the play-offs. A team that has

defaulted a game, will not be included in the tie breaker and would occupy the lowest seed. If there are two or more teams that have defaulted, the tie breaker applies to them to determine which will occupy the higher seed AFTER the teams that did not default.

III. Player Eligibility

1. Must be a Filipino, of Filipino origin or of Asian origin. Organizers may ask for proof of heritage.
2. Must read and sign Basketball Release and Waiver of Liability. For minors below 18 years old, parent or guardian need to also read and sign Basketball Release and Waiver of Liability.
3. Must play at least two (2) regular games to be eligible to play in the play-offs.
4. Players on Seniors Division (33 years and above) should be born in 1976 or earlier.
5. Players in Senior division can also play in the Open division.

IV. Rosters

1. Each team can have up to fifteen (15) players. All fifteen (15) players can play in every game.
2. Submit rosters and registration forms on the first game.
3. Deadline to submit final Roster is on third game third game.
4. No additional changes will be made to roster after the third game.
5. Teams cannot use players not in their roster. Teams cannot borrow players from other teams.

V. Fees:

1. All fees should be paid on the first game.

VI. Team Requirements

1. Submit Team Roster.
2. Submit signed Basketball Release and Waiver of Liability for each player.

3. Submit Registration Form and Fees on or before opening day.

VI. Uniforms

1. Uniforms of all players should be the same color and have numbers in front and back. No number on jersey cannot play.
2. All jerseys should be tucked in at all times.
3. Jewelries are not allowed in the hard-court.

VII. Game Conduct

1. A player who throws a punch either initially or in retaliation will be suspended for two seasons (example--Fall and Winter). If in the following year the player is suspended again for throwing a punch, he will be banned from the league for life. This player can ask for re-instatement depending upon the discretion of the Commissioner.
2. A player who commits a flagrant foul and gets thrown out by the referee will be suspended. The commissioner or deputy commissioner will determine the number of games suspension depending on the severity of the flagrant foul and based on consultation with the referee. We need to have this in place to prevent any injuries caused by flagrant fouls.
3. A player or coach receiving two technical fouls will be thrown out of the game.
4. Only coaches will be allowed in the hard-court to act as peacekeepers.
5. Only coaches and players are allowed in team bench.

VIII. Protest

1. Judgment calls rendered by the referees are final and cannot be submitted for protest.
2. Other protest must be submitted in writing to the Commissioner one hour after the conclusion of the game. A fee of \$50.00 must be paid by the protesting team.
3. Opposing team must be furnished a copy of the protest within 24 hours.

4. The Commissioner will provide his decision of the protested game within three days.
5. If the protest is in regards to player eligibility and the protestor won the protest, all of the games in which the player in protest have played, those games will be forfeited. We rust coaches that your players are eligible, but if the organizers have doubts you have player(s) that are questionable, the organizers may ask for birth certificate, valid driver's license and/or passport.

IX. Game Forfeiture

1. Teams lacking five (5) players at start time, may begin the game with four (4) players. The team with four (4) players must have their fifth player by the start of the 10th minute of the first half; that player must be on the team roster.
2. If there are only three players, we will wait for five minutes for the fourth player. If the fourth player does not show up, game is forfeited. .
3. If on the 10th minute of the first half, the 5th player does not show up, the game will be forfeited.
4. A penalty of \$100.00 will be fined to any team who informs an FABL official they are not coming. A penalty of \$200.00 will be fined to any team who informs us they are not coming less than 24 hours before their game. The fine will have to be paid before your next game.

X. Game Format

1. Five (5) minutes warm-up. Games will be played in two halves. Each half is twenty (20) minutes running time. Break between halves will be three (3) minutes. First overtime is three (3) minutes. Second and succeeding overtime will be two (2) minutes.
2. Time stoppage will be on the last one (1) minute of the first half and last two (2) minutes of the second half and in overtime. Clock stops on all time-outs and all whistles blown by the referees.
3. Shot clock will be implemented in 30 second time frame.

XI. Fouls

1. Five (5) personal fouls per player. The fifth (5th) foul the player graduates to the bench.
2. On team fouls, the one on one penalty on the seventh (7th) team foul and two shots penalty on the tenth (10th) team foul per half. Team fouls rules will continue in overtime.
3. A technical foul is awarded two free throws and ball possession after the free throws.
4. A technical foul is considered as personal and team foul. Players and coaches receiving two technical fouls is an automatic ejection from the game.
5. Flagrant Fouls - see Game Conduct.

XII. Time-outs

1. Time-outs will be thirty (30) seconds duration.
2. Two thirty (30) seconds time-outs are allowed per half and carry-over one unused time-out to second half.
3. One thirty (30) seconds time-out allowed in overtime. One time-out each team in overtime.