



JERSEY SHORE ATHLETIC GROUP

WINTER BASKETBALL LEAGUE

RULES & REGULATIONS FOR 2010 SEASON

PURPOSE

ORGANIZED SINCE 1997 IN ORDER TO BRING FILIPINOS & THEIR FAMILIES CLOSER TOGETHER THROUGH THE GAME OF BASKETBALL

1.0 COMMITTEE MEMBERS

Vic DeGracia, Ceasar Morte, DV Del Valle, Tottie Felibrico, Alex Cayetano

2.0 LEAGUE FORMAT

- 2.1 **Open & Senior Division:** There will be **single** round robin for the regular season. Post-season participation will be based on win-loss record. The 1st & 2nd in team standings will get a “bye” for the first round of playoffs. The 7th seed and below in team standings are eliminated. There will be an elimination round to fill the final two slots for the semi-final round - Game A will be 3rd vs. 6th and Game B will be 4th vs. 5th. Semi-final round will be 1st vs Game B winner and 2nd vs. Game A winner. Winners in semi-finals will play for the championship. There is no consolation game for 3rd place.
- 2.2 **Peewee, Bantam, and Junior Divisions:** There will be **double** round robin for the regular season. Playoffs will be based on win-loss record. Semi-final pairings will be 1st vs 4th seeds and 2nd vs 3rd seeds.

3.0 TEAM LINE-UP

3.1 ELIGIBILITY TO PARTICIPATE

- 3.1.1 To be consistent with our purpose, participants must be of Filipino ancestry or related to Filipino through marriage or adoption. Any exceptions must have the approval of the committee by majority vote. The committee reserves the option to ask for supporting documents for evaluation.
- 3.1.2 **Open Division** – all players must be at least **(16)** years old. There is no maximum age limit in this division.
- 3.1.3 **Senior Division** - all players must be at least **(35)** years old. No exceptions. The committee reserves the option to ask for supporting documents for evaluation.
- 3.1.4 Peewee Division – all players must be under **(13)** years old. Any exceptions must have the approval of the committee by majority vote.
- 3.1.5 Bantam division - all players must be under **(15)** years old. Any exceptions must have the approval of the committee by majority vote.
- 3.1.6 Junior Division - all players must be under **(17)** years old. Any exceptions must have the approval of the committee by majority vote.
- 3.1.7 Teams can list up to (15) players in their line-up. No more additions are allowed to the team line-up after the **3rd** game of the season. All players must be listed and have signed their respective **Team Waiver Form**.
- 3.1.8 Players below 18 years old are considered minor and required to have their parents or guardian sign our **Minor Waiver Form**.
- 3.1.9 Injured players can be replaced anytime during the regular season. Players replaced due to injury cannot return to the team line-up anymore. Injured players cannot be replaced once the playoffs started.
- 3.1.10 If an ineligible player is exposed, all games where the same player participated are forfeited and recorded as a loss for the team.

3.1.11 Players are allowed to play in two divisions provided they are qualified on both.

3.2 ELIGIBILITY FOR THE PLAYOFFS

3.2.1 Players must accumulate at least half “eligible” games during the regular season in order to participate in the post-season. Any exceptions must have the approval of the committee by majority vote.

3.2.2 Games where players showed up but did not play will be counted as “eligible” games for those players.

3.2.3 Injured players can continue to accumulate “eligible” games by being present at their bench during their games.

3.2.4 Replacement players (for injured players) must accumulate their own “eligible” games. Games already accumulated by the players they replaced can be counted as their own.

3.3 TEAM CONTACT PERSONS

3.3.1 Every team must name (2) contact persons as their official representatives. They will be contacted by the committee on league issues and are expected to disseminate the information to their respective teams. We prefer to have their home telephone no., mobile phone no., and email address. All changes to the schedule, weather related or otherwise, will be disseminated through the team representatives.

4.0 PARTICIPATION FEE

4.1 Team participation fee is **\$800** for **Open Division**; **\$600** for **Seniors Division**; and **\$300** for **Peewee, Bantam, and Junior Divisions**. At least half is due at the start of the season and balance due at the start of the 3rd game.

5.0 TEAM UNIFORMS

5.1 **Open & Senior division** teams will be responsible in providing for their own uniforms. League requires at least same color shirt with a number in the back. No two players on the same team should wear the same number in the same game. Players are not required to wear the same number in every game. Players without uniforms are not allowed to play as requested by referees and game table personnel.

5.2 **Peewee, Bantam, and Junior Divisions:** Uniforms will be provided by the league. Non-JSAG teams will be responsible for their own uniforms.

6.0 LEAGUE SCHEDULE

6.1 See Separate sheet for Game Schedule. Please note that the schedule might change during the course of the league due to weather, availability of venue, etc. Changes will be communicated through the contact persons of each team only.

7.0 GAME RULES AND OFFICIALS

7.1 NFHS rules will be followed.

7.2 Only certified IAABO referees will be allowed to officiate during games.

8.0 GAME TIME (unless notified otherwise)

8.1 **REGULAR SEASON** - See Game Schedule for details. We will use two courts simultaneously.

8.2 **PLAYOFFS** – See Game Schedule for details

8.3 INSUFFICIENT PLAYERS

Teams can only play if they can dress at least (4) players. Opposing team is not obligated to reduce its number of players to match the other team. If a team can only dress (3) or less players, then the game is forfeited and recorded as a loss for the team.

8.4 TARDINESS

Due to time constraints (we pay the court by the hour), all games will start promptly at the assigned time. If the team is unable to assemble at least (4) players (10) minutes after scheduled game time, the game is forfeited and recorded as a loss for the team.

9.0 PLAYING TIME

9.1 GAME CLOCK

9.1.1 Regulation period is two 20-minute halves with “running time”. “Running time” means only during timeouts (called by teams or injury) that the game clock will be stopped. However, the last 2 minutes of 2nd half will change to “stop time” only if the difference in score is less than 10 points. During this part of the game, as long as the difference in score is 10 points or more, game clock will remain “running time”. It will switch to “stop time” once the score difference becomes less than 10 points and will revert back if the difference in score goes to 10 points or over again. For “stop time”, game clock stops whenever the referees blow their whistle. Game clock re-starts upon referees hand signal.

9.2 OVERTIME

In the event the score is tied at the end of regulation period, there will be 2-minute overtime period. Overtime period will be played with “stop time”. The overtime format will be repeated until there is a winner.

9.3 TIMEOUTS

All timeouts are 30-seconds only. Each team is given (3) timeouts in regulation period which they can use anytime during the game. Each team is given one additional (1) timeout in every overtime period.

9.4 SHOT CLOCK - The 30-second shot clock is applied during the entire game.

10.0 FOULS

10.1 PERSONAL FOULS

Each player is only allowed maximum of (5) personal fouls during each game – regulation and overtime periods included. The 5th foul considers the player “fouled-out” and cannot return to the game.

10.2 TEAM FOULS

Team fouls are counted by halves. Teams are in penalty situation when 7th team foul is committed. To all non-shooting fouls, 7th -9th team fouls award the opposing team free throws “1-on-1” while the 10th and beyond awards automatic two free throws. Team fouls are carried over to overtime period.

10.3 FLAGRANT FOULS

Each player is only allowed maximum of (1) flagrant foul per game and (2) per season. Every flagrant foul is an automatic ejection from the game and comes with 1-game suspension. With (2) flagrant fouls in same season, the player is banned to play for the rest of the season.

10.4 TECHNICAL FOULS

Each player is only allowed maximum of (2) technical fouls during each game. The 2nd technical foul in the same game is an automatic ejection from the game which comes with an automatic 1-game suspension. Technical fouls are personal fouls but not counted as team fouls. Technical fouls award the opposing team two free throws and ball possession.

11.0 TEAM STANDINGS

Win-loss record in the regular season determines the “seedings” for the playoffs (para. 2.0). In the event of a tie, the first tie-breaker will be their record against each other. If there is still a tie, the second tie-breaker will be the point differential of the final scores of the games they played against each other only. If there is still a tie, the third tie-breaker will be the final score average of all the games they played for the season.

12.0 UNSPORTSMANLIKE BEHAVIOR

12.1 FIGHTING

Any player ejected from a game due to fighting will get an automatic suspension. A punch, slap, or kick thrown will result to an automatic suspension from the league for at least (1) year. Investigation and final decision rests upon the committee and all decisions will be through a majority vote.

12.2 LEAVING THE BENCH

Players leaving the bench and stepping on the court during any on-court altercation will get an automatic (1) game suspension. Only the players on the court, coaches, and referees are allowed in the court during those instances. Any exceptions must have the approval of the committee by majority vote.

13.0 AWARDS

13.1 Team trophies each will be awarded to Champion and Runner-Up teams.

13.2 Individual trophies will also be awarded to MVPs.

The committee will pick via majority vote and award individual trophies for Regular Season MVP and Playoff MVP.

Released 08Jan2010.