



# FILIPINO AMERICAN SPORTS ASSOCIATION OF MICHIGAN

*"Where fun is how the game is played."*

## **FASAMi Mens/Junior/PeeWee BASKETBALL RULES**

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**Revision Details : Revision 2**

### **1.0 TEAM COMPOSITION**

- 1.1 A team may consist of 15 players maximum on the roster.
- 1.2 One of the players will be the team captain who shall be indicated in the score sheet.
- 1.3 Only the players recorded on the official team roster submitted to FASAMI can play in the match. Player changes on team line up are allowed only before the third game of the elimination round.
- 1.4 Both the team captain and coach are responsible for the conduct and discipline of their team members.
- 1.5 During the game, only the coach and player on the court who has ball possession can call for time outs. Only the coach and Team captain can ask for explanations on rules and referee calls.
- 1.6 Only 1 import can play at any given time. An import is defined as non-Filipino descent but married to Filipino. A technical foul shot will be awarded to the opposing team per violation. Extra import is required to exit the game prior to its resumption.
- 1.7 You have to be able to play active in at least 3 elimination games to play in the play-offs and Finals.

### **2.0 EQUIPMENT**

- 2.1 A player's equipment consists of a jersey, shorts, socks, and sport shoes.
- 2.2 Player's jerseys must be numbered in the front or back. In case a player enters the game and does not have a team Jersey, 2 points will be automatically given to the opposing team. This rule is applicable only after the second elimination game.
- 2.3 It is forbidden to wear objects that may cause injury or give an artificial advantage to the player.
- 2.4 Players may wear glasses or lenses at their own risk.
- 2.5 Games are played at regulation basketball ring height.  
\*\*\*\* Standard basketball court for open, masters and Juniors while non-standard court for Pee wee. All championship games will be played using Standard court.
- 2.6 Games are played with a regulation size basketball except for Pee wee.

### **3.0 GAME MECHANICS**

- 3.1 There will be 4 quarters/periods played.
- 3.2 10 minutes a quarter/period with a running time.
- 3.3 Stop clock will take effect with 2 minutes remaining in the last quarter of the game, only on conditions where there is a 10 pt or less score difference.
- 3.4 Score will be counted by 2-pointers and 3-pointers, with 1-point free throw shots.
- 3.5 5 foul limit per player. Penalty shots given on 7 team fouls/half during regular time & 3 team fouls during overtime.
- 3.6 A technical foul will be assessed with disorderly conduct.  
The opposing team will shoot 1 technical free throw and gain ball possession.
- 3.7 In the event of a tie, the game will go into a 2 minute overtime period. Clock to be stopped only during free throw situations. No timeouts allowed during overtime period.
- 3.8 For Pee wee, No full court defense is allowed.

### **4.0 DEFAULT, PROTESTS AND INCOMPLETE TEAM**

- 4.1 If a team refuses to play after being summoned to do so, it is declared in default and forfeits the match and hands the win over to the opposing team.



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- 4.2 A team that is not on the playing court on time or does not have 5 players during gametime after 5 minutes from schedule will be declared in default with the same result as 4.1. 2 Points will be awarded to the winning team.
- 4.3 All player eligibility protests shall be in written form clearly stating the subject and grounds for protest addressed to the Sports Coordinator. The protest request can be submitted before or the day after the game. A decision will be released/posted on the (fasami.org) website once all the Fasami Basketball committee officers have finished the review. Any team/player found to violate the player eligibility rules due to a protest will result to an automatic loss regardless of outcome of the actual game.
- 4.4 Referee's decision is FINAL and can not be overturned. No protest requests are allowed on Referee calls.

## 5.0 LIMITATION OF SUBSTITUTIONS

- 5.1 Substitutions can be made for as many as the team desires. One or more players may be substituted at the same time.
- 5.2 Any player may substitute a player in the court.

## 6.0 TIME OUTS

- 6.1 All time-outs that are requested last for 20 seconds, with the clock stopped.
- 6.2 Each team is allowed two time-outs per half. Time outs do not carry over during overtime
- 6.3 A 1-minute game break is given during the halftime period.
- 6.4 A 30 second break is given after the end of each period except for the Halftime break.

## 7.0 PARTICIPANT'S CONDUCT

- 7.1 Participants must know the "Official Basketball Rules" and abide by them.
- 7.2 Participants must accept referees' decisions with sportsmanlike conduct without disputing them.
- 7.3 In case of doubt, clarification may be requested only through the team coach or captain.
- 7.4 The referee gives a warning to any player who does not follow the proper sportsmanlike conduct. Maximum of two warnings are allowed to each player, after which the player will be thrown out of the game. Two of such suspensions will result in the player being barred in FASAMi-sponsored events unless lifted by the majority of officers.

Each member of the team must read and abide by the **FASAMI Code of Conduct**.

### **IMPORTANT:**

Fighting will **NOT** be tolerated. In the event of a fight, parties involved will be kicked out of the league or suspended.

- a.) Any player other than the 5 active players on court who enters the playing court during any altercation will be suspended for 1 game. The suspension will be effective on the next game.
- b.) Any Player/Coach who throws a punch to another player in the court will be fined and suspended for 7 consecutive games for the first offense. The number of game suspension carries over to the next calendar year in case the remaining suspension is not completed during the current year.
- c.) A player/coach thrown out of the game must leave the playing court during the resumption of the game.
- d.) Fines for punching/violent verbal altercations are as follows ; First offense \$75, Re-instatement from LIFETIME BAN \$150. Payment must be received by the Fasami Treasurer prior to re-instatement of player to any game. A player/coach found violating this rule will result to TEAM sanctions to be decided by Fasami Officers.



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- e.) Oral insults, flagrant fouls to hurt anybody which results to a player/coach being thrown out of the game by the referee will be dealt with suspensions. This type of offense does not require any monetary fines. However, a one game suspension will be served for the next game.
- f.) Second Offense for a single player due to unsportsmanlike conduct like punching, violent verbal altercation will result in a **LIFETIME BAN unless reinstated by a unanimous vote by FASAMI Officers.**