



FILIPINO AMERICAN SPORTS ASSOCIATION OF MICHIGAN

"Where fun is how the game is played."

FASAMI WOMENS 3 ON 3 BASKETBALL RULES

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Revision : Rev. 1

1.0 TEAM COMPOSITION

- 1.1 A team may consist of 3 players minimum & up to 10 players maximum on the roster. Only 3 players at a time are allowed to play in the court during the game.
- 1.2 Only Female players who are 17 yrs. of age as of April 1, 2011 are eligible to play.
- 1.3 In the event during the game where only 1 or 2 players are remaining on the court due to Foul, Injury situations the ball will be inbounded outside the 3 point line.
- 1.4 Only the players recorded on the score sheet can play in the match. Once the team captain or coach has signed the score sheet the recorded players cannot be changed.
- 1.5 Both the team captain and coach are responsible for the conduct and discipline of their team members.
- 1.6 During the game, only the team captain and coach can call for substitutions and ask for explanations on rules and referee calls.
- 1.7 No import can play at any given time.
- 1.8 You have to be present in 3 elimination games to play in the play-offs.

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.
- 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 half-court regulation basketball net height.
- 2.6 Games are played with a regulation size basketball.



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3.0 GAME MECHANICS

- 3.1 There will be 2 periods played. 20 minutes each half.
- 3.2 First period team to gain Ball possession to be determined via Coin Toss. Opposing team gains ball possession for 2nd period.
- 3.3 12 minutes a period with running time.
- 3.4 Each team is allowed 1 time out per period. A timeout lasts for 2 minutes. Timeouts per period do not accumulate to the next period. Only the team who has ball possession can call a timeout ON the court. Players OFF the court can call a timeout during deadball (Foul call, Injury / Free throw) situations.
- 3.5 Stop clock will take effect with 2 minutes remaining in the game, only on conditions where there is a 10 pt or less score difference.
- 3.6 Score will be counted by 2-pointers and 3-pointers with 1-point free throw shots for non- act of shooting fouls on penalty situations. 2 free throw shots for MISSED Act of shooting foul. If a shot is made after a foul, 1 extra free throw is given to the player.
- 3.7 5 foul limit per player. 7 team fouls / period allowed without Penalty shots.
- 3.8 A technical foul will be assessed with disorderly conduct.
 - The opposing team will shoot one technical free throw and gain ball possession.
- 3.9 In the event of a tie, the game will go into overtime and the first to score 3 points wins the game. A coin Toss will be used to determine which team will gain first ball possession.
- 3.10 Each time a team scores the ball possession shifts to the opposing team. The ball is to be Thrown in from the outside lines of the court except the baseline.
- 3.11 Each time the offensive team misses a shot and the ball possession shifts to the defensive team it has to be taken outside of the 3 second zone by the defensive team before a shot can be made. However, the offensive team does not have to take the ball outside the 3 second zone if the shot is missed.
- 3.12 Tournament will be Double Round Robin Eliminations and a Championship Game for the top two teams.



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4.0 DEFAULT 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.
- 4.2 A team that is not on the playing court on time or does not reach 3 players after 5 minutes from schedule is declared in default with the same result as 4.1.
- 4.3 However, if the tardy team meets the minimum player requirements before the 5 minute time allowance, 2 points will be automatically given to the opposing team plus ball possession at the start of the game.

5.0 LIMITATION OF SUBSTITUTIONS

- 5.1 Substitutions can be made for as many as the team desires during dead ball situations. 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 2 minutes, with the clock stopped.
- 6.2 During all time-outs, the players in play must stay within the court.
- 6.3 Each team is allowed 1 time-out per period.
- 6.4 A 5-minute break is given between periods.

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**.



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IMPORTANT:

Fighting will **NOT** be tolerated. In the event of a fight, parties involved will be kicked out of the league and suspended from **FASAMi** for **ONE FULL** calendar year.

Oral insults, flagrant fouls, and intentional actions to hurt anybody will result in being thrown out of the game for your first offense. Second offense results in a one-game suspension, one year suspension after 1 more incidence.

Two year consecutive and non-consecutive one year suspensions will result in a **LIFETIME BAN unless reinstated by a unanimous vote by FASAMi Officers.**