



## **Basketball**

### **GROUND RULES**

1. The latest version of the Official Basketball Rules of the International Amateur Basketball Federation (FIBA) will be adopted for the competition. The English text shall be accepted to be used in settling any dispute on the interpretation of the rules.
2. Cases of general nature shall be resolved according to the Constitution and By-Laws of the MNCAA.
3. Technical problems shall be resolved according to the current rules of FIBA and/or by the MNCAA Technical Committee and Board of Trustees (BOT).

### **1. TEAM COMPOSITION**

- 1.1. A team will be composed of fifteen (15) players. All are allowed to play. A team may also have a maximum of five (5) officials that can sit on the bench. These include the coach, assistant coach, trainer, scorer/statistician and utility.
- 1.2. Only eligible players whose names and pictures appear in the gallery will be allowed to sit on the bench.
- 1.3. In the absence of the head coach, any of the assistant coaches or the official school representative can coach the team.
- 1.4. In the absence of all officials, an endorsement from the School Representative to the Commissioner and/or any Executive Council member prior to the game, through an authorization letter, call, text message stating the substitute must be made. The Commissioner verifies the endorsement with the Executive Council.
- 1.5. In the absence of any official coaching staff member, the team will lose by default, only if the (5) required players are present.

### **2 TEAM UNIFORM**

- 2.1 The team shall have two (2) sets of uniforms, light and dark colored or reversible.

- 2.2 The first team named in the schedule shall wear the light (left side of the scorer's table) and the second team named will wear the dark (right side of the scorer's table) colored uniform.
- 2.3 Shirts and shorts shall be of the same dominant color on both front and back.
- 2.4 T-shirts worn under the uniform regardless of style shall not be permitted.
- 2.5 Sportswear undergarments will be permitted provided it will not be exposed outside the uniform. If exposed, it should be of the same color as the uniform or any plain color.
- 2.6 All players must tuck their shirt into their playing shorts at all times in the playing court, except when the uniform (shirt) is tailored not to be tucked-in.
- 2.7 A jersey team uniform shall have numbers in front and back with the family name on top of the number at the back. The shorts should bear the number same as the jersey.
- 2.8 All team shall use numbers 0, 00, 1-99.
- 2.9 A team using the wrong color uniform will not be allowed to play, thus forfeiting the game.
- 2.10 Rules on gallery versus actual jersey numbers – discrepancy on the gallery and actual jersey number or changes in the jersey numbers must be done in writing by the official representative and approved by the Screening Committee or Executive Council prior to the team's first game.
- 2.11 Eye Protection – Only sports goggles are allowed.
- 2.12 Officials plus utility personnel sitting on the bench must wear shirt with collar, long pants and shoes.
- 2.13 Strictly NO caps or hats are allowed in the team bench area and the playing court.
- 2.14 Only Team Officials wearing the official ID cards issued to them will be allowed to sit on the bench.

### **3 TOURNAMENT FORMAT:**

#### **3.1 SENIORS DIVISION FOR (5) TEAMS:**

- 3.1.1 single round
- 3.1.2 Top 4 crossover; R1 vs R4; R2 vs R3

- 3.1.3 If rank 1 team has no loss, the team gains the twice to beat advantage in the semi-finals. With a loss they play the knock-out game.
- 3.1.4 Winners play for the best of 3 championship
- 3.1.5 3<sup>rd</sup> place to be determined by their rank.

#### **4. OFFICIAL BALL:**

- 5.1 The official ball to be used is size (7) ball.

#### **5. RESOLUTIONS OF TIES:**

- 5.1 If the following points shall be taken into account to decide the ranking of teams:
  - Match Won – 2 points
  - Match Lost – 1 point
  - Match Defaulted – 1 point
  - Walk out or Forfeiture – 0 point
- 5.2 In case of two (2) way tie, winner over the other.
- 5.3 In case of three (3) or more ties, GOAL DIFFERENCE will be applied.  
Goal Difference = Points For – Point Against

#### **7 FORCE MAJEURE:**

Twenty (20) minutes after a force majeure has occurred, the following rules will be applied:

- 7.1 If it occurred during the first half of the game, the game will be played from the start. The game will be rescheduled.
- 7.2 If it occurred after the first and second half onwards, all scores, fouls, team fouls, the time remaining, time outs, will be carried over when the game is rescheduled and only team members present and ready to play in that particular game will be allowed to play.
- 7.3 If it occurred during the last two minutes of the game, the team with 20 points lead will automatically win the game.

#### **8 SANCTIONS:**

- 8.1 Player(s) disqualification with two (2) unsportsmanlike will be based on FIBA Rule Art. 37.
- 8.2 Team Officials/Members rejected by the Game Officials will be penalized with a one (1) game suspension (next scheduled game). Repetition of the game offense shall ban the team officials/members for the rest of the season.

- 8.3 Accumulated technical or unsportsmanlike fouls slapped to any Team officials/Members shall be sanctioned accordingly.

## **9 GAME TIME IS FORFEITURE TIME**

- 9.1 A team will lose by forfeiture if the Table Officials (TIMER) signals the start of the game and cannot field-in five (5) players ready to play.
- 9.2 The opponent will be declared to have won the game by forfeiture.
- 9.3 In case of walk-out, refer to the MNCAA Constitution and By-Laws.

## **10 RESTRICTIONS**

- 10.1 Student-athletes should sport a look that highlights femininity.
- 10.2 Student-athletes are not allowed to expose any tattoos.

## **11 TYPHOON SIGNALS**

- 11.1 For typhoon signal number (2), games in the Seniors Division will be postponed. All games will be rescheduled.

## **12 UNFORSEEN**

- 12.1 Any matter not covered by the Ground Rules shall be reported by the Commissioner to the MNCAA Executive Council for immediate action.

## **SUPPLEMENTARY RULES**

### **1. BENCH DECORUM**

- 1.1. All player substitutes and bench personnel should sit on the bench at all times with the exception of acknowledging good plays and after a successful basket.
- 1.2. The school representative may sit in the bench provided his/her function is restricted to maintaining bench decorum. He/she is not allowed to have verbal communication with the table and/or game officials pertaining to the game
- 1.3. Either the Coach or the Assistant Coach can remain standing during the game but only one of them is permitted at any given time.
- 1.4. PENALTY
- 1<sup>st</sup> Offense – the team shall be given a warning through the Team Captain in the court.
- 2<sup>nd</sup> Offense – the team shall be given a last and final warning through the Team Captain in the court and will be publicly announced. The scorer shall record the warning.
- 3<sup>rd</sup> Offense – an indirect technical foul shall be charged to the Coach.

## **2. TIME OUTS**

- 2.1. The Game Clock Operator shall sound the:  
1<sup>st</sup> Buzzer – fifty (50) seconds before the time out shall elapse.  
2<sup>nd</sup> Buzzer – the game shall be resumed immediately by the Game Officials.
- 2.2. The fifty (50) second time out shall be utilized by both teams and the game shall resume after one (1) minute.
- 2.3. No conditional time outs.
- 2.4. During the time outs, cheering and beating of drums should not be allowed.

## **3. CORRECTABLE ERROR**

- 3.1. Awarding free throw(s) to the wrong basket.

## **RULES OF CONDUCT (FOR PLAYERS AND TEAM OFFICIALS)**

1. During a dead ball, and the game clock is stopped:
  - 1.1. The Team Captain or the Head Coach may communicate in a courteous and calm manner with the nearest Game Official during the game to obtain information.
  - 1.2. The Head Coach or the Assistant Coach may communicate in courteous and calm manner with Table Official to request a time out or to obtain information.
2. Players thrown out by the Referees during a game shall automatically be suspended on his/her team's next schedule game. However, the Board of Trustees reserves the right to impose stiffer penalty depending on the severity of the action committed. Repetition of the same incident, refer to the MNCAA Constitution and By-Laws.
3. Player taunting, trash talking and other gesture by any participating team member that will incite the opponents or the spectators shall be given:
  - 1<sup>st</sup> Offense – warning to the team/player(s)
  - 2<sup>nd</sup> Offense – any player of the same team, a technical foul shall be charged.
4. Player(s) disqualified under FIBA Rule Art. 39 – Fighting rule can play on their teams' next game, provided the said player(s) are not involved in a fight or in situation that may lead to a fight.  
Team members involve in a fight shall be suspended on their next three (3) games. Repetition of the same incident, refer to the WNCAA Constitutional and By-Laws.
5. Team Officials and players may direct their questions about the game to their school representative.
6. Use of unpleasant gestures and profane language towards Game Team Officials and co-players shall be sanctioned accordingly.
7. Team(s) found to have fielded ineligible player/s will forfeit all the games played by the team. The Executive Council reserves the right to further implement sanctions.

## **RULES OF CONDUCT (FOR PARENTS AND SUPPORTERS)**

1. Team followers or parents must always behave during the game and set an example to the players.
2. Identified followers or parents displaying unsportsmanlike behavior/conduct to the game officials or to the opponent, the game will be stopped and the game official will request the Coach to call the followers' attention, if the said follower/parent will not stop, the Coach will be charge with technical foul and the said follower/parent will be asked to leave the vicinity of the venue or the team may lose by forfeiture.