

NOVADECI INTERCOMPANY BASKETBALL LEAGUE LEAGUE RULES & REGULATIONS

I. TEAM COMPOSITION

1. Each participating team must be composed of a minimum of eight (8) and a maximum of fifteen (15) players.
2. Out of the 15-player roster:
 - a. Only twelve (12) players shall be listed in the official player rotation for each game.
 - b. The remaining players shall be considered reserves.
3. Reserves may only be activated and allowed to play in the following cases:
 - a. To replace an injured or suspended player in the active rotation.
 - b. In the case of an absence due to justifiable reasons (e.g., work-related, personal emergency)
 - c. Provided the change is communicated to and approved by the organizing committee at least 1 hour prior to the game time.
 - d. A maximum of 3 reserves may be activated per game to fill vacant slots in the 12-player active list.
 - e. Teams must still maintain a maximum of 12 active players per game.
4. All teams must officially declare the following team officials:
 - a. Team Manager
 - b. Head Coach
 - c. Assistant Coach
5. Each team must also designate one (1) Muse, who must be of legal age.

II. PLAYER ELIGIBILITY

1. All players must be:
 - a. At least eighteen (18) years old on or before the opening day of the league
 - b. Bonafide employees of their respective companies at the time of registration and throughout the duration of the tournament
2. Professional basketball players are not eligible to participate. This includes any individual who is currently or has previously played under the following leagues:
 - a. Philippine Basketball Association (PBA)
 - b. Maharlika Pilipinas Basketball League (MPBL)
 - c. Pilipinas Super League (PSL)
 - d. National Basketball League (NBL)
 - e. Filbasket
 - f. PBA D-League
 - g. Other international leagues
3. Falsification of documents or misrepresentation of player eligibility shall result in immediate disqualification and permanent banning of the player involved.

III. TEAM ROSTER AND SUBSTITUTION POLICY

1. Final team line-ups must be submitted by the deadline set by the organizing committee.
2. Player replacements or revisions to the submitted line-up will only be accepted up to one (1) working day before the official league opening. No player substitution shall be entertained after this deadline, except in cases explicitly allowed by the organizing committee due to exceptional circumstances.

IV. GAME PARTICIPATION REQUIREMENTS

1. A player must have participated in at least three (3) elimination round games in order to be eligible for participation in the playoff rounds.
2. All players must line-up and attend the opening ceremony, wearing their complete team uniform, and participate in the official orientation and rules briefing.
3. Wearing of jewellery by the players during the game is strictly prohibited.
4. Players with long nails are not allowed to play.

V. UNIFORM AND EQUIPMENT POLICY

1. Players are required to wear their official uniform (jersey) during every game. Failure to do so will disqualify the player from participating in that game.
2. Only rubber-soled shoes are allowed on the playing court to ensure safety and preserve court condition.
3. Coaches are required to wear at least a t-shirt, long pants, and rubber slippers while on the team bench. Coaches not in proper attire shall not be allowed to coach or sit on the bench during the game.

VI. GAME RULES

1. General

- a. No player, coach, team official, or team member shall be allowed to serve as a game official (e.g., referee, scorer, table official) in any match within the league.
- b. All players included in the official player rotation must have their last names and jersey number listed on the score sheet prior to the start of the game.
- c. Only team members including the coach are allowed on the players' bench during the game.
- d. The team captain or coach shall sign the Official Score sheet after every game.
- e. The decision of the game officials (referee & committee) is final.
- f. Latest FIBA rules shall be observed in all games, except where superseded by these league-specific regulations.

2. Punctuality

- a. A team must have at least five (5) players and a coach/team captain in the playing court at the exact time schedule of a game.
- b. A grace period of 10 minutes will be given, otherwise the incomplete team will lose the game by **DEFAULT**.
- c. The team who loses by **DEFAULT** will be considered to have lost by **30 points** while the opposing team will be credited with **five (5) points winning quotient**. The winning quotient points will **NOT** be credited to any player of the winning team.
- d. The team who loses by **DEFAULT** shall not be entitled to any form of refund for the fees paid.
- e. Teams who loses by **DEFAULT** for two consecutive games will be **DISQUALIFIED** for the remainder of the season and their entry fee will be forfeited.

3. Game Clock

- a. A three-minute pre-game warm-up will be given to both teams before the game begins. No games will start before the scheduled time unless mutually agreed by both coaches.
- b. Each game shall be played in four (4) quarters for ten (10) minutes each.
- c. For all players to have playing time, the first two quarters (1st & 2nd Quarter) shall be played by a different set of players every 5 minutes of game clock.

- d. The first three (3) quarters shall be played in running time. During running time, the game clock will not be stopped on time-outs and free throws except only for injury, emergency, change of players in accordance with Rule VI(11) or when a game official calls time-out.
- e. The last quarter of the game shall also be played in running time except for the last two (2) minutes. The game clock shall not be stopped also in the 4th quarter if the winning team leads by twenty-five (25) points or more.
- f. The first Overtime (OT) period will be played in five (5) minute running time except the last two (2) minutes. If a second overtime is needed, it will be a sudden death overtime where the first team to score wins.
- g. The games will have a one (1) minute interval between quarters and a two (2) minute half-time break.

4. Time Outs

Each team shall be entitled to the following time-outs:

- a. Two (2) thirty (30) second time-outs in the in the first half (1st & 2nd Quarter), three (3) thirty (30) second time-outs in the second half (3rd & 4th Quarter)
- b. One (1) twenty-second time-out for overtime

5. Fouls

- a. Teams shall be limited to commit only four (4) defensive fouls each quarter. Two (2) penalty shots shall be awarded to the fouled player when the team foul limit per quarter is exceeded.
- b. Players shall be limited to commit only four (4) personal fouls (any combination of defensive, offensive, technical & unsportsmanlike) each game. When this limit is exceeded, the player will not be allowed to play in the remainder of the game.

VII. DISCIPLINE AND CONDUCT

1. General Rules

- a. Team Managers, Coaches and Captains should familiarize themselves with this Rules & Regulations and must at all times be responsible for the discipline of their players.
- b. All team members are expected to treat all game officials with respect and courtesy.
- c. Only the coaches and/or team captains are allowed to approach the committee's table for verifications and/or complaints during the game;
- d. Players who are under the influence of alcohol will not be allowed to play. Coaches who will be found the same shall be side-lined.
- e. Random drug tests may be conducted by the organizers during the course of the league. Players and/or coaches who fill be found "Positive" or refuse testing will be immediately ejected and banned from playing in his team's succeeding games of the season.

2. Technical Fouls and Penalty Guidelines

- a. Players and/or coaches who commits two (2) technical fouls in a game will be ejected from the playing court. Grounds for a technical foul are enumerated as follows:
 - i. Disregarding warnings given by the officials;
 - ii. Disrespectful conduct (i.e. hostility, taunting, profanity, spitting, etc.) towards the officials, team members of same and opposing team, and spectators.
 - iii. Waving/placing hand(s) near the opponent's eyes;
 - iv. Excessive swinging of elbows;
 - v. Deliberately delaying the game;
 - vi. Deliberate grabbing of opponent's uniform;

- vii. Excessive trash-talking;
 - viii. Taunting or fight instigation;
 - ix. Cursing towards the officials, team members of same and opposing team, and spectators;
 - x. Spitting;
 - xi. Obscene signing (dirty finger);
- b. Players and/or coaches who are ejected due to technical fouls shall be suspended for one (1) game effective on his team's next game. Additionally, a fine of **Php 500.00 for every Technical Foul** will be imposed and must be settled otherwise the violator(s) will not be allowed back into the game and/or the team's succeeding games.

3. Unsportsmanlike Conduct and Penalty Guidelines

- a. Any player who commits an unsportsmanlike foul during a game shall be penalized with a Php 2,000 fine per offense.
- b. If a player commits two (2) unsportsmanlike fouls in a single game:
 - i. The player shall be automatically ejected from the game
 - ii. The player shall be suspended for the next two (2) official games
 - iii. The total fine shall be Php 4,000 for the two offenses
 - iv. The suspension is non-appealable and takes effect immediately in the next scheduled games.
- c. The fine(s) must be settled before the player is allowed to resume participation in the succeeding games.
- d. Repeat offenders (i.e. those imposed with suspension penalty) shall be permanently disqualified from the league.
- e. Players who commit a combination of Technical and Unsportsmanlike Fouls in single game shall be immediately ejected from the game.
- f. Team members, players and team supporters/spectators who consciously and intentionally hurt another shall be immediately ejected from the playing court.
- g. Players and coaches involved in a physical fight, scuffle, or initiation of malicious altercation and/or exhibits hostile or violent behaviour within the venue vicinity shall be immediately escorted out and perpetually banned from playing in the league. Physical fight may be the case when someone intentionally throws a punch or kick or any physical contact not related to basketball upon another individual.
- h. Teams are responsible for any damages to the facilities and equipment in the playing court that are caused by them. Any damages to the facilities/equipment or misconduct will result in ejection from the game and forfeiture of the paid fees, unless otherwise settled.
- i. Team(s) who will "walk-out" in-game shall automatically lose by DEFAULT.

4. Prohibited Acts/Items

The following are prohibited inside the gym:

- a. Eating
- b. Smoking
- c. Alcoholic beverages
- d. Prohibited drugs
- e. Deadly weapons

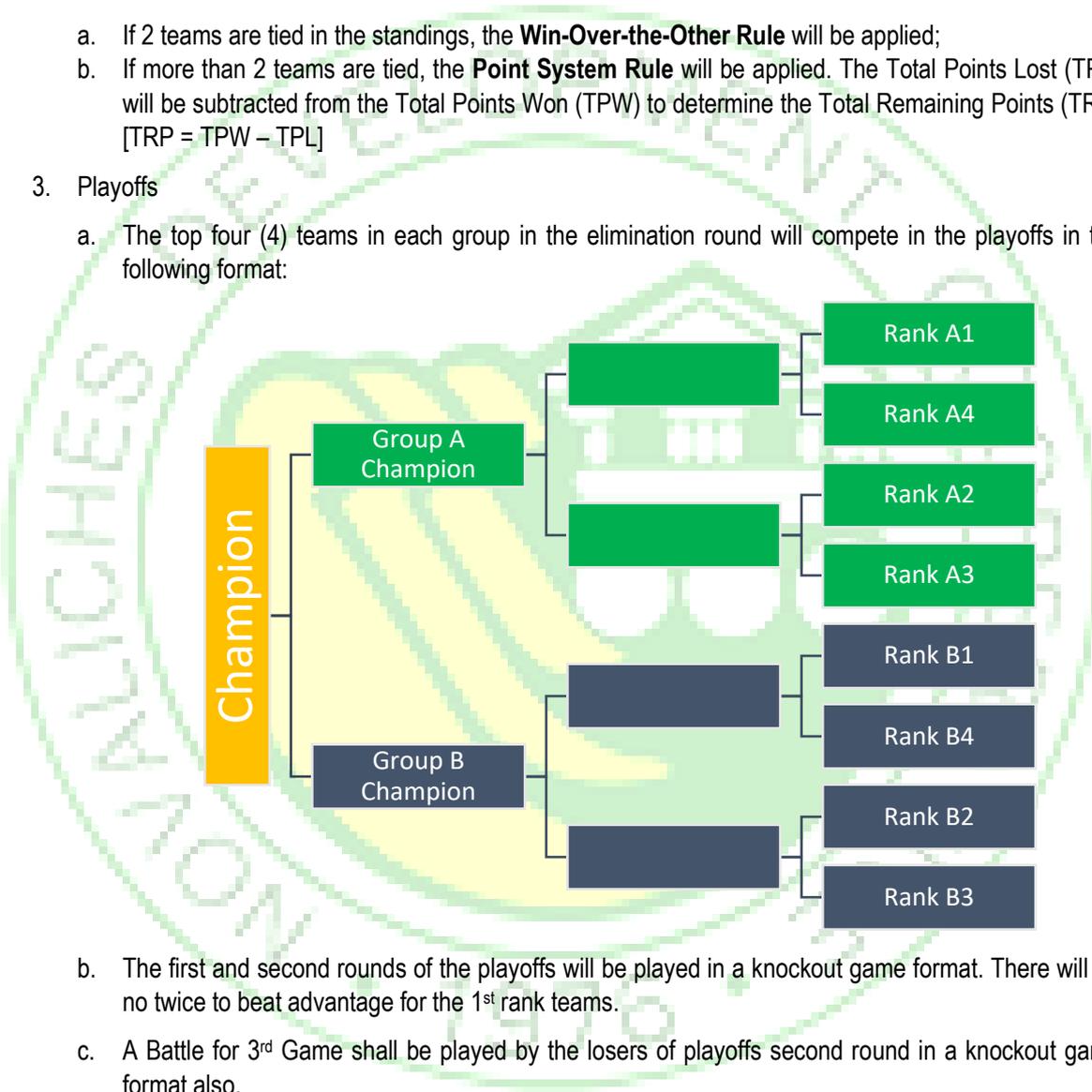
VIII. GAME STOPPAGE

If a game is stopped due to unavoidable circumstances, the following conditions shall apply:

1. The game will be resumed on a rescheduled date adopting the score, remaining time and other statistics of the game when it was stopped.
2. Players who are absent during the stopped game shall not be allowed to play on the rescheduled game.
3. Postponed or stopped games will be rescheduled at the end of the round.

IX. GAMES FORMAT

1. Elimination round will be in a single round robin format. Teams will be grouped into two groups.
2. Tie Breaker Rules
 - a. If 2 teams are tied in the standings, the **Win-Over-the-Other Rule** will be applied;
 - b. If more than 2 teams are tied, the **Point System Rule** will be applied. The Total Points Lost (TPL) will be subtracted from the Total Points Won (TPW) to determine the Total Remaining Points (TRP) [TRP = TPW – TPL]
3. Playoffs
 - a. The top four (4) teams in each group in the elimination round will compete in the playoffs in the following format:



- b. The first and second rounds of the playoffs will be played in a knockout game format. There will be no twice to beat advantage for the 1st rank teams.
 - c. A Battle for 3rd Game shall be played by the losers of playoffs second round in a knockout game format also.
 - d. The Championship Round shall be played in a Best of Three Series.
4. Game clock regulations shall govern the Elimination Rounds & Battle for 3rd games. For championship games, game clock shall be stopped in accordance with FIBA rules.

X. PROTEST PROCEDURE

1. Protests for player eligibility shall be raised to the organizers, in writing, 24 hours after the opening day. Protests for eligibility beyond this period will not be entertained.

2. In-game protests may be made immediately after the game. The protesting team should make a **“UNDER PROTEST”** note on the Official Score sheet. No protests will be entertained when this condition is not met.
3. The protesting team shall submit necessary proof to prove their protest within 24 hours after the game has ended. Failure to do so will render their protest invalid.
4. The protested team may counter the protest by submitting necessary proof within 24 hours after the game has ended. Failure to do so will render the protesting team’s protest valid when the other party has provided the necessary proof.
5. The NOVADECI Basketball League organizers will review valid protests and render their decision within 3-5 working days. All decisions will be final.
6. Any **judgement call** made by the referee is/are not a ground for protest. **The referee’s decision is final.**

XI. GENERAL CONDITIONS

1. By submitting entry/registration into this event, every participant accepts responsibility for all injuries and indemnifies the organizers, host facility, and all others who have put this event on. All participants shall be required to sign a waiver form provided by the organizing committee together with the registration packet. If the player is below 18 years old, his parent or guardian and a photocopy of the latter shall sign his waiver’s valid ID with 3 sample signatures must be provided.
2. This is a friendly tournament organized to strengthen the spirit of cooperativism. We expect coaches, players, fans and spectators to be on their best behaviour. Violators will be asked to leave the facility.
3. The event organizers reserve the right of final decision pertaining to any action committed by a player, coach or fan. They also reserve the right to change and/or modify any of the rules mentioned herein for the best interest of the players.

XII. PRIZES

To be announced separately.