



# 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 the accepted one 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 WNCAA.
3. Technical problems shall be resolved according to the current rules of FIBA and its' Interpretation and/or by the WNCAA Technical Committee and Execon.

## GROUND RULES

### 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. (this also applies to the Team Officials)
- 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 five (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-shirt worn under the uniform regardless of style is NOT permitted.
- 2.5 Sportswear/undergarments will be permitted provided these are not exposed outside the uniform. If exposed, any plain color is permitted (but only one color for the whole team).
- 2.6 All players must tuck their shirt into their playing shorts at all times in the playing court.
- 2.7 The 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. IDs MUST be laminated with proper ID lace. Players “NO ID, NO PLAY”.

### 3 TOURNAMENT FORMAT:

#### 3.1 MIDGETS DIVISION

- 3.1.1 **For 5 teams** – Double round, Top 2 play for the championship; 3<sup>rd</sup> place to be determined by their rank. If R1 sweeps the elimination, R1 will have the twice to beat advantage in the championship, No sweep, Best of 3
- 3.1.2 **For 6-9 teams** -Single round; Top 4 crossover; winners’ play for a best of 3 championships; 3<sup>rd</sup> place to be determined by their rank.
- 3.1.3 **Regulation Time** – 4x8 minutes.
- 3.1.4 **Free Throw line** –All provisions in the FIBA rules will be applied.
- 3.1.5 **Team Foul Penalty** – Free throws will be awarded on the 7th foul.

#### 3.2 JUNIORS DIVISION

- 3.2.1 **1<sup>st</sup> Eliminations:** Single Round Robin
- 3.2.2 Teams will be grouped in to two (2): Group A and Group B with 6 teams each.
- 3.2.3 Top Four (4) of each group will advance to the Quarter Finals – Elite Eight that would be ranks 1, 2, 3 and 4 for each group.
- 3.2.4 **2<sup>nd</sup> Eliminations:** For Ranking Purposes
  - 3.2.4.1 Group A rank 5 (AR5) vs. Group B (BR5) will play 1 game  
Winner of AR5 vs BR5 will be ranked 9, loser will be ranked 10

AR5\_\_\_vs. BR5\_\_\_\_\_ W=R9 L=R8

- 3.2.4.2 Same scheme will be used for AR6 vs BR6 (and so on) and will be Ranked 11 and 12 respectively.

#### 3.2.5 QUARTER FINALS: Elite Eight (8)

- 3.2.5.1 Group Cross- over, Knock-out game
- 3.2.5.2 Qualified teams will occupy the designated slots indicated

below:

QFg1 (E1) A1 \_\_\_\_\_ vs (E8) B4 \_\_\_\_\_ W= SF1 L=R8  
QFg2 (E2) B1 \_\_\_\_\_ vs (E7) A4 \_\_\_\_\_ W= SF2 L=R7  
QFg3 (E3) A2 \_\_\_\_\_ vs (E6) B3 \_\_\_\_\_ W= SF3 L=R6  
QFg4 (E4) B2 \_\_\_\_\_ vs (E5) A3 \_\_\_\_\_ W= SF4 L=R5

Winners will advance to semi-finals.

**3.2.6 SEMI-FINALS: Final Four (4)**

**3.2.6.1** Crossover, Knock-out games

**3.2.6.2** ANY TEAM THAT SWEEPS THE ELIMINATIONS AND QUARTER FINALS WILL GAIN THE 2X TO BEAT ADVANTAGE IN THE SEMI-FINALS

**3.2.6.3.** Qualified teams will occupy designated slots indicated below:

SFg1 SF1\_\_ vs SF4 \_\_\_\_\_ W= F1 L= P3-1

SFg2 SF2\_\_ vs SF3 \_\_\_\_\_ W= F2 L= P3-2

Losers SFg1 and SFg2 will play for third (3<sup>rd</sup>)

Winners SFg1 and SFg2 will play for championship

**3.2.7 FINALS:**

**3.2.7.1** Play for 3<sup>rd</sup> place (knock-out game)

Loser P3-1 \_\_\_\_\_ vs Loser P3-2 \_\_\_\_\_ (W=R3 =LR4)

**3.2.7.2** Championship; Best of Three (3) series

Winner F1 \_\_\_\_\_ vs Winner F2 \_\_\_\_\_ (W=R1 L=R2)

**3.3 SENIORS DIVISION**

**3.3.1 FOR (5) TEAMS: Format 1**

**3.3.1.1** 1 group, single round

**3.3.1.2** R1 - (BYE) waiting for championship

**3.3.1.3 QUARTER FINALS:**

SQF1 R2 vs R5 ; Loser R5

SQF2 R3 vs R4 ; Loser R4

**3.3.1.4 SEMI - FINALS**

SSF1 WSQF1 vs WSQF2 ; Loser R3

**3.3.1.5 FINALS**

Winner of SSF1 will play for the championship against R1.

If R1 sweeps the elimination, R1 will have the twice to beat advantage in the championship, No sweep, Best of 3.

**3.3.2 FOR (6-9) TEAMS: Format 2**

**3.3.2.1** ELIMINATIONS: 1 GROUP; single round.

**3.3.2.2** SEMI-FINALS: Top 4 Cross-over;

R1 vs R4 =W F1 =L R4

R2 vs R3 =W F2 =L R3

**3.3.2.3** If R1 has no loss, the team gains the twice to beat advantage in

the Semi - finals, with a loss, they will play a knock-out game

**3.3.2.4** FINALS: Winners **F1 & F2** will play a Best of 3 Series - Championship.

**3.3.2.5** 3rd place to be determined by their rank.

#### **4 LEAD ADVANTAGE RULE**

4.1 MIDGETS – 25 points lead

4.2 JUNIORS – 30 points lead

4.3 A team leading by 25/30 points or more will not apply full and half court press. Only zone defense is allowed.

4.4 The team will allow their opponent to bring the ball to their **frontcourt** with no pressure applied.

4.5 The game officials will remind the coaches on this rule when it is about happen.

4.6 PENALTY:

4.6.1 1<sup>ST</sup> OFFENSE – a WARNING to the whole Team

4.6.2 2<sup>ND</sup> OFFENSE – a TECHNICAL FOUL charge to the offending player as Personal Foul and will count in the TEAM Fouls.

4.6.3 The TECHNICAL Foul of this nature will NOT count as one (1) of the TECHNICAL Fouls or a combination of UNSPORTSMANSHIP FOUL that may lead to the player's disqualification.

4.7 This Rule shall apply during a Frontcourt throw-in:

4.7.1 There will be "NO PRESSURE" applied to the player taking the throw-in.

4.7.2 There will be "NO INTERCEPTION" during throw-in when a pass is made outside the restricted area.

#### **5 OFFICIAL BALL:**

5.1 The official ball to be used is size (6) ball.

#### **6 RESOLUTION OF TIES:**

6.1 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

6.2 In case of two (2) way tie, winner over the other.

6.3 In case of three (3) or more ties, **FIBA GOAL DIFFERENCE** system 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 1st Half of the game, the game will be played from the start. The game will be rescheduled.

- 7.2 If it occurred **after** the 1st Half or the 2nd 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 leading by 20 points will automatically win the game or if the losing team concedes.

## **8 SANCTIONS:**

- 8.1 Player(s) disqualifications 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 forfeit if the Table Officials (the 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 **walkout** refer to the WNCAA 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.
- 10.3 Maximum of two(2) international student-athletes are allowed in the official line-up. However, only one (1) international student athlete at a time, can field in during the game.

## **11 TYPHOON SIGNALS**

- 11.1. There will be no games in the Midgets Division when typhoon signal number(1) is declared.
- 11.2. For typhoon signal number (2), games in the Juniors and Seniors Division will be postponed.
- 11.3. All affected games will be rescheduled

## **12 UNFORSEEN**

- 12.1 Any matter not covered by the Ground Rules or the FIBA Rules as reported by the Commissioner to the WNCAA Executive Council (& together with the Technical Committee when present) 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 a 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 scheduled game. However, the Executive Council reserves the right to impose stiffer penalty depending on the severity of the action committed. Repetition of the same incident, refer to the WNCAA 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 involved 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 would 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 charged 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.