



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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1.0 TEAM COMPOSITION

- 1.1 A team may consist of 3 players minimum & up to 5 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 or over 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 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. The extra import is required to exit the game prior to its resumption. Proof of Marriage is required in case a protest is received by the Sports Coordinator.
- 1.8 For out of State Residents. Player/s must be physically present in at least 2 elimination games to play in the play-offs and Finals. Valid (Un-expired) State ID or Drivers license will be required to prove Michigan Residency. Windsor, Canada residentst are excluded from this rule.

2.0 EQUIPMENT

- 2.1 A player's equipment consists of a jersey, shorts, socks, and sport shoes.
- 2.2 Players 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 half-court regulation basketball net height.
- 2.6 Games are played with a regulation size basketball.

3.0 GAME MECHANICS

- 3.1 There will be 2 periods played.
- 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.



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- 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.

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.
- 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.
- 4.4 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.
- 4.5 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 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.



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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 3-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**.

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.
- 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.**