



OFFICIAL BASKETBALL RULES 2017

TOYOTA FINANCIAL SERVICES BASKETBALL TOURNAMENT

Powered by:



As approved by
KOTC Basketball Organizing Services
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ACCREDITED AND GOVERNED BY:



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Art. I General Provisions

1. Except otherwise stated below, all games will be played under the FIBA Official Basketball Rules 2014:
<http://www.fiba.com/pages/eng/fc/FIBA/ruleRegu/p/openNodeIDs/897/selNodeID/897/baskOffiRule.html>
2. The Technical Committee (TC) shall serve as the policy making body of KOTC Basketball Organizing Services, who shall review and implement these rules and regulations at all times, as well as having the right to amend or supersede its portions accordingly. Consequently, it has the power to make decisions on any point not specifically covered by these rules.
3. The proper conduct of the game demands the full and loyal cooperation of the players and team bench personnel with the Referees and/or officials. Any deliberate non-cooperation or non-compliance with the spirit of sportsmanship and fair play shall be dealt with in accordance with the rules set forth by the Technical Committee.
4. Only the assigned coach and/or captain shall be allowed to communicate with the Officials in a courteous manner to obtain information, however, only when the ball becomes dead and the game clock is stopped. Similarly, they are allowed to go to the official's table to in a courteous manner only to obtain statistical information.
5. Only the equipment provided by KOTC Basketball Organizing Services, and approved by the Referees, shall be considered official. Statistical information and decisions arising from such equipment, including digital tablet or laptop, scoresheets, videos, films, pictures or any equipment, visual, electronic, or otherwise shall be considered final.

Art. II Tournament Format and Player Eligibility

1. The participating twenty-four (24) teams shall be grouped into three (3) brackets of eight (8) teams each.
2. Elimination Round: Single Round Robin: Each team will play against all of its seven (7) opponents once in the elimination round.
 - a. The top four (4) teams of each bracket will advance to the playoffs.
 - b. Ranks #1-#3: Determined via Bracket Leaders.
 - c. Ranks #4-#12: Determined via Team Standings, then Point Differential of all 2nd to 4th seeds
3. Playoffs:
 - a. Round-of-12 (Knockout): Rank #1 vs Rank #12; Rank #2 vs Rank #11, etc.
 - b. Round-of-6 (Knockout)
4. Semifinal Round
 - a. Remaining 3 teams will have a single round-robin (2 games each). Top two teams will advance to the finals
(If 3 teams 1-1, Quotient under Art. VIII, Sections 2 and 3 will apply)
5. Finals (Best of Three)
6. All teams are required to attend KOTC Basketball Organizing Services' pre-tournament meeting.
7. All teams may register and field a maximum of Fifteen (15) players per game.
8. No new players can be added to the lineup once the tournament begins, unless otherwise approved by the Technical Committee.

9. A player who resigned at any time during the tournament will only be eligible to play up to the last day of employment.
10. A player who misses all his/her elimination games will be allowed to play in the playoffs onwards.
11. The Technical Committee has the right to forfeit, disqualify, and/or declare a Technical Committee's penalty where ineligible players in the respective divisions are fielded.
 - a. Unless otherwise given a Technical Committee's penalty, if player(s) are proven ineligible in the respective division prior to the playoffs, the team will be forfeited - all previous games wherein the player(s) were fielded will be overturned. Statistical points under Art. V, and tiebreakers under Art. VII shall will apply.
 - b. Unless otherwise given a Technical Committee's penalty, if player(s) are proven ineligible in the respective division during the playoffs, the team will be disqualified - the subsequent opponent shall automatically advance.
 - c. Unless otherwise given a Technical Committee's penalty, any inaccurate information entered in the registration form shall be subjected to penalties under Art. II, Section 11a and 11b.

Art. III Uniforms

1. The uniform of the team members shall consist of:
 - a. Shirts and shorts of the exact same design.
 - b. Proper footwear and socks, not necessarily of the exact same colour
2. Each team member shall wear a shirt numbered on the front and back, with the following conditions:
 - a. Players on the same team shall not wear the same number.
 - b. Players shall use numbers 0 and 00 and from 1-99 only. After the 2nd game, the number assigned to each player shall be permanent for the duration of the tournament, and will no longer be allowed to change numbers.
3. No switching of jerseys, and placing of tape or any other form of adhesive to change the design will be allowed, unless otherwise approved by the Technical Committee one (1) day prior to the start of the game.

Art. IV Player/Team Penalties

1. Since KOTC Basketball Organizing Services advocates sportsmanship and fair play, any form of unsportsmanlike behavior and/or flagrant acts of aggression will not be tolerated. Referees will be given full discretion to give penalties.
2. The Technical Committee reserves the right to exclude and/or ban from the venue any player, assigned coach, captain, and/or guest who impose or inflict any form of verbal or physical abuse towards the officials during the course of the game. Players, assigned coaches, captains, and/or guests hereby undertake to course any form of grievance or complaint on any game or Event directly to KOTC and shall not publicly defame, insult or slander KOTC, its officers, employees, staff and personnel in any form of media, social media or any other forms.
3. Penalties and Fees
 - a. Penalty Fee Matrix for Team

	FIBA Reference	Tournament Fee	Tournament Sanction
Game lost by forfeit or default (1 st offense)	Arts. 20 and 21	PHP 3,000.00	Final warning
Game lost by forfeit or default (2 nd offense)	Arts. 20 and 21	PHP 3,000.00	Tournament Suspension
Game lost by forfeit or disqualification from player eligibility	n/a	PHP 3,000.00	One (1) year ban from any KOTC Basketball Organizing Services' event

b. Penalty Fee Matrix for Individual Players and/or Team Bench Personnel

	FIBA Reference	Tournament Fee	Tournament Sanction
Technical Foul (non-contact foul, behavioral in nature)	FIBA Art. 36	1 st Offense: n/a 2 nd Offense: PHP 300.00 3 rd Offense: PHP 1000.00	1 st Offense – Final Warning 2 nd Offense – One (1) Game Suspension 3 rd Offense – Tournament Suspension
Unsportsmanlike Foul (contact foul, not a legitimate attempt to directly play the ball, hard and excessive)	FIBA Art. 37	1 st Offense: n/a 2 nd Offense: PHP 300.00 3 rd Offense: PHP 1000.00	1 st Offense – Final Warning 2 nd Offense – One (1) Game Suspension 3 rd Offense – Tournament Suspension
Disqualifying Foul (flagrant unsportsmanlike action)	FIBA Art. 38	1 st Offense – n/a 2 nd Offense: PHP 1000.00	1 st Offense – One (1) Game Suspension 2 nd Offense – Tournament Suspension
Fighting (physical interaction between 2 or more opponents, leaving the confines of the team bench)	FIBA Art. 39	1 st Offense: PHP 2000.00	Tournament Suspension

- c. Judgment calls of the Referees shall be considered final. However, for the purposes of downgrading tournament fees or sanctions, a player must seek approval from the Referee immediately after the game, otherwise the penalty remains.
- d. A player who is suspended will be automatically ineligible to receive individual awards – Mythical 5, MVP, etc.
- e. The Technical Committee shall inform the assigned coach and/or captain of the tournament fees and sanctions prior to the team's next game.
- f. The assigned coach or captain shall settle tournament fees prior to the team's next game, if no refundable amount was given, or if the entire refundable amount has been used.
- g. Tournament fees by a team not paid by the assigned coach or captain prior to the start of the team's next game shall be declared a game lost by forfeit under FIBA Art. 20.1.
- h. Tournament fees by an individual player not paid by the assigned coach or captain on his behalf prior to the start of its next game shall not be allowed to play, however a team under FIBA Art. 4 can still play if it is not in violation of FIBA Art. 20.

Art. V Game Lost by Forfeit and Default

1. Teams must have a least five (5) players before tip-off. The following rules will apply if they do not complete this after 10 minutes of the scheduled tip-off:
 - a. Additional 5 minutes will be given in exchange for a technical foul and free throw for the opposing team.
 - b. If after the 5 minutes and the team still does not complete the five (5) players, the result shall be declared as game lost by forfeit.
 - c. The winning team via forfeit may use the court hours for a practice game. Rates will apply for Referee services.
 - d. For point differential purposes of game lost by forfeit, refer to Art. 7, Section 4.
2. A team shall lose a game by forfeit if, during the game, its actions prevent the game from being played, and/or it refuses to play after being instructed to do so by the Referee.
3. A team shall lose a game by default if, during the game, the team has fewer than 2 players on the playing court ready to play.
4. The statistical points that the winning team will receive from a game lost by forfeit or default will be based on their averages per game pre or post forfeiting or defaulting game, plus an additional 10 statistical points for the game won. The team who lost the game by forfeit or default will receive 0.00 statistical points.
5. In case of a team walkout, the result shall be declared as a game lost by forfeit. No game stats of the team will be considered. All members who were present at the game shall be suspended for the remainder of the tournament, and in the next KOTC Basketball Organizing Services' tournament. In addition, the Technical Committee may exercise its right to ban the team from entering the venue where the walkout occurred, upon written agreement of the venue.

Art. VI Protest Procedure

1. If, during a KOTC Basketball Organizing Services' official competition, a team believes its interests have been adversely affected by a decision of an official, or by any event that took place during or after a game, it must proceed in the following manner:
 - a. The assigned coach or captain shall, immediately during or after the game, inform the Technical Committee verbally that his team is protesting against the result of the game.
 - b. The assigned coach or captain shall then send to the Technical Committee his team's written protest through a hard copy or e-mail within 24-hours after the verbal intent. Any other forms will be considered invalid. Protest form to be found at: <https://kingsofthecourt.ph/downloads>
 - c. The Technical Committee shall resolve the case, and reply through a hard copy or e-mail, no longer than five (5) days from the submission of the required documentation and protest fee.
 - d. Should the decision be in favor of the protesting team, the forfeiting/penalized team may submit a final appeal, which must be in written format through hard copy or e-mail.

2. KOTC Basketball Organizing Services has the right, in its own initiative, to conduct a thorough investigation and evaluation regarding the matter, including but not limited to, ask any team to comment regarding protests or show cause, consult with higher bodies (e.g. Samahang Basketbol ng Pilipinas), and/or use precedents. Once decisions have been made, these are considered final and irreversible, except otherwise granted under Art. VI, Section 1e.
3. The Referees, in cases of buzzer-beaters, shot-clock violations, and other relevant technical issues will conduct the review, and will make the final decision. Use of Instant Replay System (IRS), if present, shall only be applied in situations provided in the FIBA Official Basketball Rules – Summary of Changes 2014:
https://www.fiba.com/downloads/Rules/2014/OBR_Summary2014_V6.pdf
4. Videos, films, pictures or any equipment, visual, electronic, digital, or otherwise, may be used to determine responsibility in matters of discipline or for educational (training) purposes only after the game has ended under FIBA Art. C.

Art. VII Tiebreakers

1. Win-over-the-other rule will apply for two teams with identical records.
2. Win-over-the-other rule will apply for three or more teams with identical records, if:
 - a. One team wins all its elimination round games against the teams it is tied with
 - b. One team loses all its elimination round games against teams it is tied with.
3. Point Differential system will apply for two, three or more teams with identical records, if:
 - a. No team was able to win all its elimination round games against the teams it is tied with. It is the sum of the winning margins minus the sum of the losing margins for teams who are tied against one another. (Points for minus points against).
 - b. No team was able to face each other in the eliminations. It is the sum of the winning margins minus the sum of the losing margins for all their elimination games. (Points for minus points against).
4. In cases of forfeitures or defaults, the score will be 20-0. The winning margin will be equal to 20 for the team that wins by forfeit or default, while the losing margin will be 0 for the team that loses by forfeit or default.
5. If teams still have equal point differentials, win-over-the-other will be reapplied to the remaining teams. If not applicable, point differential system will be reapplied to said teams.
6. If teams are still tied after the #5 scenario, seeding will be based on the point differential system against their first common opponent or until the next common opponent where the tie is broken.

Art. VIII Officials: Duties and Powers

1. The **Referees** shall exercise all duties and powers stated under FIBA Art. 46, and have the power to make decisions on any point not specifically covered by these rules. The Referees' power shall begin when they arrive on the playing court, and end when the game clock signal sounds for the end of the playing time, if no circumstances under Art. IV, Section 2c and Art. VI occur.

- a. The game shall be administered under FIBA's 2-Person Officiating during the elimination and playoff round
 - b. The game shall be administered under FIBA's 3-Person Officiating during the semifinals and finals
2. The **Technical Committee Officer (TCO)**, if present, shall sit on the official's table, exercise all duties and powers stated under FIBA Art. 45.3 and Art. 47, supervise the work of the Technical Committee Associate (TCA), and to assist the Referees in the smooth functioning of the game. In addition:
 - a. Determine, before the game, the Referees who will officiate
 - b. Determine, before the game, each team's assigned coach and/or captain
 - c. Brief each team's assigned coach, and/or captain, if needed, regarding their duties and powers under FIBA Art. 6 and Art. 7
 - d. Record all penalties under Art. IV, and send detailed reports to the Technical Committee regarding any issues and/or concerns needed for review.
 - e. Exercise the duties and powers of the Technical Committee Associate (TCA), if needed.
3. The **Technical Committee Associate (TCA)** shall sit on the official's table, and exercise all duties and powers stated under FIBA Art. 48, including but not limited to, record team names, player names, scores, and all relevant statistics via a digital tablet or laptop, if present, or a scoresheet. If a scorekeeping and/or statistical error is recognized:
 - a. During the game, the Technical Committee Associate must wait for the first dead ball before correcting on his digital tablet.
 - b. At the end of playing time and less than 24 hours after each game, the error shall be corrected, even if this correction influences the final result of the game
 - c. At the end of playing time and more than 24 hours after each game, the error may no longer be corrected. The Referee or the Technical Committee Officer, if present, must send a detailed report to the Technical Committee.
 - d. In the event of any technical malfunction and the game records are no longer retrievable, all relevant individual statistics will be based on the averages per game pre or post game, plus an additional 10 statistical points for the winning team. Final score, however, shall remain, if retrieved from any relevant source.
4. The **Scoreboard Operator (SO)** shall sit on the official's table, and exercise all duties and powers stated under FIBA Art. 49 and 50. In the case of any discrepancy between the Scoreboard Operator and the Technical Committee Associate (TCA) which cannot be resolved, the statistics via a digital tablet or laptop, if present, or a scoresheet shall take precedence and the scoreboard shall be corrected accordingly.

Art. IX Others

1. Any player, assigned coach, and/or captain under the influence of liquor or drugs shall not be allowed to play or sit on the team bench.

2. Team bench shall be exclusive only for the players, assigned coach, and captain. Guests shall be by the bleachers and/or seats for the audience. Any behavior of guests detrimental to the spirit of the sportsmanship and fair play, shall be dealt with accordingly by the officials.
3. Players, assigned coach, captain, and guests undertake to conform and adhere to the rules and regulations set forth by respective venue/s of KOTC Basketball Organizing Services. It shall not be held liable for any structural or equipment damage which they may cause during the game. Consequently, KOTC shall not be held liable for any lost or damaged belongings of the players, assigned coach, captain, and guests.
4. KOTC Basketball Organizing Services has the full discretion in cancelling or postponing games due to a force majeure event, such as but not limited to acts of God (any natural calamity, flooding, earthquake, etc.), war, riot, or acts or threats of terrorism, and shall reschedule the event to another date and/or a suitable venue acceptable to the teams.
Should a game be cancelled at any time during the game, it shall be rescheduled and continue from the exact scenario from the time the game was postponed, which includes official score, official time, team/personal fouls, and player statistics. Players not present in the postponed game will not be allowed to play in the rescheduled game.
5. Swapping and/or changing of game schedules will only be allowed once all teams involved in the swap have agreed, and if the venue permits. Once game schedules have been changed, it will be final and irreversible. Schedule adjustment request must be communicated at least a week before the scheduled game, otherwise it shall be considered invalid.
6. Should a game start later than the scheduled time, the game may be played on running time during the first two or three quarters, depending on how delayed the game is. However, the last 2 minutes of the 4th period will be played according to FIBA Art. 49.2. The Scoreboard Operator, however, may decide to shorten the warm-ups of both teams, as well as dead ball situations to ensure the game be played according to FIBA Art. 49.2.