

**Next5Hoops** was organized primarily to promote an enjoyable event by bringing sports enthusiasts together into an event that would sustain camaraderie and sportsmanship. The Next5Hoops adopts FIBA (International Basketball Federation) Rules and House Rules set by the Technical Committee:

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## TEAMS

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1. A team member is eligible to play when he has been authorized to play for a team according to the regulations of the organizing body of the competition.
2. Each team shall consist of no more than eighteen (18) team members, and only fifteen (15) team members are entitled to play in a game, including a captain.
  - o A maximum of five (5) team followers will be allowed to sit on the team bench that have special responsibilities, e.g., physiotherapist, statistician, etc.
  - o Spectators must sit on the audience unless there is no available seat for audience on the venue.
3. No player may be added to a team once the tournament officially started.
4. Players who did not play in the elimination round at least twice will not be allowed to play in the playoffs.
5. The team captains and representatives are entirely responsible to make sure that their players fully understand the tournament rules and regulations.

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## PLAYING REGULATIONS

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1. **Time-out.** Each time-out shall last forty (40) seconds.
2. **Game Clock** – Running time will be implemented for the entire game except for the last 2 minutes of the 4<sup>th</sup> quarter and overtime period. Game clock will be stopped in the events of a time-out, a free-throw and calls made by the referees.
3. Each game will start as scheduled. The only time that the games will be rescheduled is if there's heavy downpour (upon the announcement/decision of the tournament director), emergency (through voting of the board members) and if there are venue problems (upon the announcement/decision of the tournament director).
4. **Grace Period.** A ten-minute grace period will be allowed for tardiness. The team will be penalized a technical free throw after the grace period. Game forfeiture will be awarded on the 15<sup>th</sup>-minute marker. A team must have at least 5 players to start the game.
5. Coaches and teams are expected to check in at least 15 minutes before their scheduled game.

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## FOUL

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### PLAYER/TEAM INFRACTIONS

1. A player who gets thrown out of the game will be suspended the next game.
2. A player who committed an unsportsmanlike foul (except in an attempt to stop the fast break) will have to sit-down for 3 minutes. Succeeding players of the same team that will be charged the same offense will have to sit-down for 5 minutes.
3. A player who accumulates a total of three (3) technical fouls and/or unsportsmanlike fouls within the season/league will automatically be suspended the next game.
4. Any actions or incidents that occur during and after the game, on and off the court that are witnessed by the tournament officials are subject to sanctions.

- i. The tournament director and the board members have the authority to impose additional sanctions against individuals or teams whose conduct they deem is detrimental to the league.
- 5. A referee has the authority to call a technical foul on a player who taunts or trash talks.
  - i. Any overt dissent either verbal or non-verbal by a player will not be tolerated. If, in any form of disrespect or discredit is made by a player towards a referee or about a referee's decision, a technical foul will be assessed.
  - ii. Excessive trash talk may merit one (1) game suspension. Repetition of said offense, will give the player two (2) game suspensions.
- 6. Unnecessary contact to a game official is a valid reason for disqualification.
- 7. A player suspended due to fighting is prohibited to appear on the games where he is suspended.
- 8. Clarifications on calls during a game will only be entertained with the head coach or team captain when the ball is dead and game clock is stopped at the same time.
- 9. Decisions made by the tournament director and/or board are final and cannot be contested or disregarded. Referee's decision is final except during buzzer beating shots in the last quarter/overtime wherein the referees shall convene and review if the shot indeed was made before the buzzer.

**SANCTIONS**

PLAYER/TEAM VIOLATION	PENALTY
Technical / Unsportsmanlike Foul	PHP 500.00
Disqualifying Foul	PHP 2,000.00 plus 1 game suspension.
Game Forfeiture	PHP 2,000.00
Team Walk-Out	PHP 1,000.00 plus 1 game suspension / player.
Unnecessary Contact to a Game Official	PHP 3,000.00 plus 1 game suspension.
Fielding an Ineligible Player	PHP 3,000.00 plus team will be assessed a loss.

- i. Penalty/ies should be settled before the team's/player's next game or will be ineligible to play. Failure to settle the penalty on the succeeding game is subject to game forfeiture.
- ii. A player assessed with a technical foul or unsportsmanlike foul will be ineligible to receive the Mythical Five and/or Most Valuable Player Awards.
- iii. If a team fields an ineligible player for the second time, the team shall be disqualified from playoff contention.

**OTHERS**

**CLASSIFICATION OF TEAMS**

If 2 or more teams have the same win-loss record of the games between them, further criteria will be applied in the following order:

- Number of defaults and walk outs;
- Win over the other rule;
- Quotient system vs. tied teams
- Quotient system vs. teams from the same group
- Quotient system vs. all the teams in the league

**PROTEST PROCEDURES**

No games will have their results overturned or set for a rematch as a result of game technicalities such as officiating, timer or scorer issues.

The only time results can be overturned is if a team fielded an ineligible player. The team that has been adversely affected must submit their protest within 24 hours through the official representative. To make the protest valid, it must be made, in writing and be accompanied by a deposit of Php 3,000.00, as security.

If the decision of the Technical Committee is in favor of the protesting team, the deposit will be refunded. All protests must be with evidence.

**GAME STOPPED DUE TO MAJEURE**

In the event that a game is stopped due to force majeure (e.g. power failure, roof leakage, shattered backboard, natural calamity, etc.), the game shall be replayed from the time the incident occurred.

In this case, team fouls and personal fouls, score, time remaining and all other related game factors shall be carried over when the game is continued to be played exactly from where it was stopped. Players who didn't play during the game will not be allowed to play in the continuation of the game.

In case of power outage, a maximum of 30 minutes waiting period shall be provided. If within this period the power is not restored, tournament director / board members shall order the suspension of the game.