



OFFICIAL BASKETBALL RULES 2017

of

Telecoms Basketball League (TBL)

As approved by
TBL Executive Committee
Makati City, 19 January, 2017

Valid as of 28 January 2017

ACCREDITED AND GOVERNED BY:





TELECOMS BASKETBALL LEAGUE (TBL) HOUSE RULES

Commissioner: James Gregorio, KOTC

Head of Technical Committee: Mark Lester Villegas, KOTC

Head Official: Ronald Bermejo, KOTC-SBP

E-mail: james.gregorio@kingsofthecourt.ph

Contact: 0917-8507227

Rules and Regulations:

I. General Provisions:

1. Except otherwise stated below, all games will be played under the 2014 Official FIBA rules. <http://www.fiba.com/pages/eng/fo/FIBA/ruleRegu/p/openNodeIDs/897/selNodeID/897/baskOffiRule.html>
2. The Commissioner and Head of Technical Committee shall serve as the policy making body of the Telecoms Basketball League (TBL), who shall review and implement the rules and regulations at all times, as well as having the right to amend or supersede portions of the league rules and regulations accordingly.

II. Tournament Format

1. Elimination round: Single round-robin; each team will play against all of its five (5) opponents in their once in the elimination round.
2. The top 4 teams of each bracket will advance to the playoffs
 - a. Rank #1 to #3: Determined via Division Leaders
 - b. Rank #4 to #12: Determined via team standings, followed by quotient of all 2nd to 5th seeds
3. Round-of-12 (Knockout): Rank #1 vs Rank #12; Rank #2 vs Rank #11, etc.
4. Round-of-6 (Knockout)
5. Semi-final round: 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 will apply)
6. Finals (Knockout)

III. Player Eligibility

1. Open to all players coming from telecoms companies/businesses.
2. Teams must be composed of players from the same telecoms company/business to be eligible to play.
 - a. Exception: AirLive and Smart/PLDT Global
 - b. All players who played in Seasons 1 and 2 are automatically eligible to join, regardless if he still currently employed, with exception to player eligibility item no. 6.
3. Teams must be composed of players who are full-time employees of the telecoms company/business for at least 3 months before date of opening.
 - a. Only a maximum of five (5) contractual players are allowed per team.
 - b. Once the teams have been finalized, additional players will not be accepted, unless otherwise approved by the commissioner.
4. No current professional, semi-professional, and collegiate basketball players.

ACCREDITED AND GOVERNED BY:





TELECOMS BASKETBALL LEAGUE (TBL) HOUSE RULES
 Commissioner: James Gregorio, KOTC
 Head of Technical Committee: Mark Lester Villegas, KOTC
 Head Official: Ronald Bermejo, KOTC-SBP
 E-mail: james.gregorio@kingsofthecourt.ph
 Contact: 0917-8507227

5. No former professional and semi-professional basketball players (PBA, D-League, PBL, MBA, ABL).
6. No former collegiate basketball players (Team B included), unless he is inactive for at least twelve (12) years, ~~and unless he has played at least eight (8) games last season.~~
7. Teams may register a maximum of 20 players. However, a player who misses all of his elimination games will not be allowed to play in the playoffs, even if he is registered.
8. Proof of employment must be submitted via soft copy prior to the opening (COE Company ID, or ITR)
9. Any inaccurate information placed below will strictly be subject to forfeiture of the games and/or commissioner's penalty where the players with incorrect information were fielded.

IV. Waivers, Uniforms, Registration Fees, and Player Eligibility:

1. Waivers must fully be understood, signed, and submitted to the technical committee before the team's 1st game.
2. Teams are required to have the same top jersey and shorts for all their players on their 1st game.
3. Jerseys without last names are acceptable. Jersey numbers must be unique from his teammates, switching is strictly prohibited. No placing of tape or any other form of adhesive to change the name and/or number will be allowed. Jersey Numbers must only be up to two (2) digits.
4. Tournament Fees must fully be settled on or before the team's 2nd game. "No pay, no play" rule will be applied.
5. No new players can be added to the lineup once the tournament begins.
6. Failure to declare current and/or former collegiate varsity players will result in the forfeiture of the games, and/or commissioner's penalty, where these players were fielded.

V. Player/Team Penalties:

1. Since TBL advocates camaraderie and sportsmanship, any form of fights and unruly behavior will not be tolerated. Referees and/or acting commissioners will be given full discretion to give penalties.
2. Penalties and Fees
 - a. Penalty Fee Matrix for Team

	FIBA Reference	Tournament Fee	Tournament Penalty
Game lost by forfeit (1 st offense)	Art. 20	None	None
Game lost by forfeit (2 nd offense)	Art. 20	None	Tournament Suspension & in the next TBL tournament
No muse on opening day	None	P 4,000.00	None
Less than 7 players at the Parade on Opening Day	None	P 4,000.00	None
Non-appearance of a Team at the Parade on Opening Day	None	P 5,000.00	None

ACCREDITED AND GOVERNED BY:





TELECOMS BASKETBALL LEAGUE (TBL) HOUSE RULES

Commissioner: James Gregorio, KOTC
 Head of Technical Committee: Mark Lester Villegas, KOTC
 Head Official: Ronald Bermejo, KOTC-SBP
 E-mail: james.gregorio@kingsofthecourt.ph
 Contact: 0917-8507227

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

	FIBA Reference	Tournament Fee	Tournament Penalty
Technical Foul (guilty of flagrant acts of aggression, violent, harmful)	Art. 36.1 Art. 36.2	1 st Offense: None 2 nd Offense: PHP 300.00 3 rd Offense: PHP 500.00	1 st Offense – Re-assessment 2 nd Offense – One (1) Game Suspension 3 rd Offense – Tournament Suspension
Technical Foul (non-contact, non-violent, disrespectful communication to officials or the opponents)	Art. 36.3.1	1 st Offense: None 2 nd Offense: PHP 300.00 3 rd Offense: PHP 500.00	1 st Offense – Re-assessment 2 nd Offense – One (1) Game Suspension 3 rd Offense – Tournament Suspension
Unsportmanlike Foul (hard, excessive contact)	Art. 37	1 st Offense: None 2 nd Offense: PHP 300.00 3 rd Offense: PHP 500.00	1 st Offense – Re-assessment 2 nd Offense – One (1) Game Suspension 3 rd Offense – Tournament Suspension
Disqualifying Foul (flagrant unsportsmanlike)	Art. 38	1 st Offense – PHP 300.00 2 nd Offense: PHP 500.00	1 st Offense – One (1) Game Suspension 2 nd Offense – Tournament Suspension
Fighting	Art. 39	PHP 1000.00	Tournament Suspension

- c. A player who is suspended will be automatically ineligible to receive individual awards – Mythical 5, MVP, etc.
- d. Penalty Fees, team or individual, shall be informed to the team’s governor involved by the league officials on/before the team’s next game.
- e. Penalty Fees, team or individual, shall be paid by the team governor prior to the team’s next game, if no refundable amount was given.
- f. Penalty Fees by a team not paid by the team governor prior the start of its next game shall be “Game lost by forfeit” under FIBA Rule Art. 20.1.
- g. Penalty Fees by an individual player not paid by the team governor prior 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 Art.20.

ACCREDITED AND GOVERNED BY:





TELECOMS BASKETBALL LEAGUE (TBL) HOUSE RULES

Commissioner: James Gregorio, KOTC

Head of Technical Committee: Mark Lester Villegas, KOTC

Head Official: Ronald Bermejo, KOTC-SBP

E-mail: james.gregorio@kingsofthecourt.ph

Contact: 0917-8507227

VI. Defaults and Forfeitures:

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 technical free throw/s for the opposing team.
 - b. If after 5 minutes and the team still does not complete the five (5) players, the opposing team will be given discretion to win via default or provide a 2nd and final 5 minutes, in which the game will be played on running time, and no time-outs for the late team.
 - c. If after the 2nd and final 5 minutes and the team still does not complete the five (5) players, the opposing team will officially be declared winners via default.
 - d. The winning team via default may use the court hours for a practice game. Rates will apply for referee services.
 - e. For quotient purposes, please refer to no. 4 of the Tiebreakers section.
2. The statistical points that the winning team will receive from this default will be based on their averages per game pre or post defaulting game, plus an additional 10 statistical points for the game won. The defaulting team will receive 0.00 statistical points.
3. In case of a team walk-out, the team will be assessed a loss by forfeiture. No game stats of the team will be considered. Members of the team who were present at the game will all be suspended for the remainder of the tournament, and in the next TBL tournament. Failure to comply will ban the team in joining any TBL event or tournament in the future.

VII. Others:

1. No games will be cancelled under any circumstance aside from extreme weather condition and specific holidays.
2. Swapping and/or changing of game schedules will strictly be prohibited.
3. Two (2) time-outs will be given to each team in the 1st half, and three (3) time-outs will be given in the 2nd half. Unused time-outs will not be carried over to the 2nd half.
4. 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 4th quarter will be played according to Art. 49.2 of the official FIBA rules. The timer, 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 Art. 49.2.
5. Shot clock/game clock technicalities will be assessed by the table officials in case of buzzer-beaters, shot clock violations, or other relevant technical issues. No games will have results overturned because of these technicalities.
6. Official protests regarding a player and/or team's eligibility must be done formally. It will only be entertained upon a written format through hard copy or e-mail. Any other forms will be considered invalid.
 - a. In addition, the protesting team shall deposit a P500.00 as security. If the decision of the of the commissioner/technical committee is in favor of the protesting fee, the deposit will be refunded.
 - b. Should the protesting team not be in agreement with the decision of the technical committee, they must submit an official appeal with the same procedure as the initial protest, in which they shall additional deposit of PHP 1000.00

ACCREDITED AND GOVERNED BY:





TELECOMS BASKETBALL LEAGUE (TBL) HOUSE RULES

Commissioner: James Gregorio, KOTC

Head of Technical Committee: Mark Lester Villegas, KOTC

Head Official: Ronald Bermejo, KOTC-SBP

E-mail: james.gregorio@kingsofthecourt.ph

Contact: 0917-8507227

as security. If the decision of the commissioner/technical committee is in favor of the appeal, the sum of PHP 1,500.00 (protesting fee and appeal) will be refunded.

- c. Should the decision be in favor of the protest, the forfeiting/penalized team may submit a final appeal, which must be in written format through hard copy or e-mail, plus a deposit of P500.00. If the commissioner/technical committee is in favor of the appeal, the sum of P500.00 will be refunded.
7. Official protests will only be entertained until the 2nd week of the tournament. Any protests succeeding this will be considered invalid.
8. In the event of protests (eligibility, uniform, etc.) or appeals, Kings of the Court has the right to conduct a thorough investigation regarding the matter, and will have their verdict. Once this has been declared, it is considered final and irreversible.
9. Refundable amounts will be returned via bank deposit and/or cash after the tournament.

VIII. 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 one team wins all its elimination round games against the teams it is tied with.
3. Quotient system will apply for three or more teams, if 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 losing margins for teams WHO ARE TIED AGAINST ONE ANOTHER. (Or simply, points for less points against).
4. In cases of default or forfeitures, the winning margin is equal to the average points per game as of the end of elimination round for the team that wins by default. Losing margin for the defaulting team will be equivalent to its opponent's winning margin.
5. If teams still have equal quotients, win-over-the-other will be reapplied to the remaining teams. If not applicable, the quotient system will be reapplied to said teams.
6. If teams are still tied after the #6 scenario, seeding will be based on the quotient system against their first common opponent or until the next common opponent where the tie is broken.

ACCREDITED AND GOVERNED BY:

