



PILIPINO AMERICAN ASSOCIATION OF DELAWARE
www.paadonline.org Police Athletic League (PAL), Hockessin, DE

LEAGUE RULES AND REGULATIONS

3rd Edition – Revised June 2008

Prepared by:

PAAD *Sports Committee*

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1. GOVERNING RULES on Organization and Structure

	PARTICULARS	Details and Specifics
1.1.	Official Tournament Title	The official tournament title is “2008 PAAD BASKETBALL PALARO.”
1.2	Objective of the Tournament	To promote camaraderie and a sense of community among Filipino-Americans in the greater Delaware area through friendly athletic competitions.
1.3.	Governing Committee and Organization	<ul style="list-style-type: none"> ○ Sports Committee ○ Finance Committee
1.4.	Committee Responsibility: SPORTS	<ol style="list-style-type: none"> .1 Over-all and Organizing Committee .2 Responsible for all the Governing Rules, technical and non-technical. .3 In-charge of official communications. .4 In-charge of Team Registrations and requirements. .5 Implementation of Technical Game Rules .6 In-charge of Game Officiating (referees). .7 In-charge of game officials and volunteers (scorers, timekeepers, game schedules, etc.) .8 In charge of technical facilities – scoreboards, scorebooks, balls and game signage.
1.5.	Committee Responsibility: FINANCE and Programs	<ol style="list-style-type: none"> .1 In-charge of preparing all creative programs to boost fan support and attendance. .2 Awards .3 In-charge of all facilities (game venue, audio, video, print, etc.) .4 Over-all Finance Manager. .5 In-charge of revenues and expenses.



2. GOVERNING RULES on TEAM REGISTRATION

	PARTICULARS	Details and Specifics
2.1.	Team Identity	.1 All teams should bear a unique identity, with particular concern on copyright issues, if possible.
2.2.	Team Composition	.1 A participating team will be composed of: <ul style="list-style-type: none"> o A Team Coach or Manager • A maximum of 18 players in its official roster. However, only 15 players will suit-up for any given game. • A Team Muse
2.3.	Team Registration Fee	.1 A participating team shall pay a registration fee in the amount of FIVE HUNDRED FIFTY DOLLARS (\$550.00). .2 The required registration fee can be made in two installments. No refunds will be permitted after first payment is made. .3 First payment of \$300.00 shall made no later than May 28, 2008 . .4 Second payment of \$250.00 shall be made no later than June 28, 2008 .
2.4.	Team Registration Form	.1 A participating team shall submit the TEAM REGISTRATION FORM on or before May 28, 2008 . .2 Details of Team identity and colors must be properly indicated in Team Registration Forms. .3 A complete roster of players and their associated jersey numbers is a MANDATORY requirement for this form.
2.5.	Individual Player Registration Form	.1 All PLAYER INDIVIDUAL REGISTRATION FORMS shall be submitted to the Sports Committee on or before May 28, 2008 . .2 Each player in a team must submit an individual Player Registration Form to



	<p>Individual Player Registration Form (Cont'd)</p>	<p>validate the identity of the player. Note: Failure to comply with this requirement may lead to cancellation of registration with no refund of registration fees.</p> <p>.4 A photo of the player wearing his jersey number is required. If the team jersey is not available, the player can wear a white t-shirt with his assigned number attached to it. Note: Failure to comply with this requirement will disqualify the player from playing in the tournament at the discretion of the Sports Committee..</p>
<p>2.6.</p>	<p>Player's Waivers</p>	<p>.1 For players below eighteen (18) years of age they will be required to secure parental consent to play, and must submit the Release of Liability for Injury to Minors.</p> <p>.2 All players eighteen years and above are required to sign and submit the Release of Liability for Injury to Adults.</p> <p>.3 No player(s) will be allowed to join and play in the tournament without the Release of Liability for Injury completed and submitted to the Sports Committee.</p>
<p>2.7.</p>	<p>Required Team Attendance</p>	<p>.1 Registered teams are required to attend the following activities:</p> <ul style="list-style-type: none"> o Opening Ceremonies o Closing and Awarding Ceremonies o Scheduled playing dates. <p>.2 Attendance is required for at least seven (7) of the 18 registered players during opening ceremonies..</p>
<p>2.8.</p>	<p>Official Jersey and Team Colors</p>	<p>.1 Each team is required to have their official jerseys donning their official team colors.</p> <p>.2 Players can only wear their official jersey number.</p> <p>.3 No switching of official jersey is allowed.</p> <p>.4 All teams will be encouraged to choose their own team colors. Each team must register both dark and light colors for pairing purposes</p>



		<p>.5 A player not wearing an official jersey will be assessed a technical foul for the first offense; a second offense will result to a disqualification. Exception to this rule must be approved by the Sports Committee with the agreement of the opposing team captain. In addition, a technical foul will also be assessed.</p> <p>.6 Teams that do not have two uniforms will be required to bring a white shirt that will be worn inside their jerseys for differentiation from the opposing team.</p>
2.9.	NO Pro or Ex-Pro Players	<p>.1 The PAAD Palaro Basketball Tournament is purely for amateur players only. No professional or ex-professional players will be allowed to join the tournament unless they are 50 years old or older..</p>
2.10	Playoff Qualifications	<p>.1 A player must play in at least three (3) regular games to qualify to play in the playoffs for his assigned team.</p>

3. RULES on Team Pairings, Divisions, Playoffs and Over-all Team Standings:

	RULE	Rule specifics
3.1.	Number of Teams	<p>.1 To make pairings and division assignment efficient, the number of teams participating must be evenly divided.</p> <p>.2 The number of teams expected to participate for this season is twelve teams.</p>
3.2.	Team Divisions	<p>.1 Teams will be divided into two (2) divisions A and B.</p> <p>.2 In deciding team assignments, the Sports Committee will exercise due diligence, to the extent possible, by balancing the divisions in terms of strength and talent based on past history and other qualitative information available.</p>



<p>3.3.</p>	<p>Division Games – One-Round Robin</p>	<ul style="list-style-type: none"> .1 The first five (5) games will be divisional games. .2 Game pairings for the Opening Day tip-off will be on a lottery draw. .3 Game pairings: <ul style="list-style-type: none"> o First Game Day – lottery (to be performed during Opening Day Ceremonies of the tournament). o Second thru Fifth Game Days – Round robin through division to be scheduled in advance by the Sports Committee..
<p>3.4</p>	<p>Championship/6th Day Games</p>	<ul style="list-style-type: none"> .1 Each team will be ranked (from 1 to 6) within their respective divisions. The top two teams in each division will play for the tournament championship. The winning team is the tournament champion and the losing team will be the tournament’s runner-up. .2 Teams ranked # 2 in each division will play for 3rd place. Loser gets 4th place. .3 Teams ranked # 3 in each division will play for 5th place. Loser gets 6th place. .4 Teams ranked # 4 in each division will play for 7th place. Loser gets 8th place. .5 Teams ranked # 5 in each division will play for 9th place. Loser gets 10th place. .6 Teams ranked # 6 in each division will play for 11th place. Loser gets 12th place. <ul style="list-style-type: none"> • Sixth Game Day: <ul style="list-style-type: none"> Championship: <ul style="list-style-type: none"> -1 No.1 in Division A vs No.1 in Division B; Other games: as outlined above.
<p>3.5</p>	<p>Determining Team Rankings for Championship/Third Place Games</p>	<ul style="list-style-type: none"> .1 Rankings within each division will be determined based on team standings (win-loss record). .2 In case of ties, a quotient system will be

		<p>applied in the following order:</p> <ul style="list-style-type: none"> ○ Q1: Add all points for winning games, whoever has the highest cumulative points wins the quotient; if still deadlocked, go to Q2. ○ Q2: From the cumulative winning points, deduct all points from the lost games, whoever has the highest point total, wins the quotient; if still deadlocked, go to Q3. ○ Q3: Add all winning margins from won games, whoever have the highest points wins quotient. <p>If still deadlocked, the Sports Committee reserves the right to arbitrate and decide any possible ties based on the quotient system. Options include tossing a coin or an extra game, if possible, will be scheduled.</p> <p>Important Notes:</p> <ul style="list-style-type: none"> ○ If a team wins more than 20 points, the winning team will be limited to a winning margin of 20 points only. ○ If a team loses by default, the winning team will be credited for 20 points in implementing the quotient rule.
3.6		<p>.1 The Sports Committee reserves the right to amend any section of the league rules at any time.</p> <p>.2 Any amendment to the rules shall be announced and given to all Team Captains via email.</p>



4. TECHNICAL RULES for the PAAD Basketball Games:

	RULE	Rule specifics
4.1.	Duration of Game	.1 Two, 20 minute halves .2 Each half will be played on running time, except for the last four minutes of the second half. .3 Clock stops only on timeouts except for the last (4) four minutes of the game when clock also stops when referees call a violation or a foul.
4.2.	Overtime Duration	5 minutes (last two minutes stop clock for referee called violations)
4.3.	Length of Halftime	5 minutes
4.4.	Court Length	94' x 50'
4.5.	Size of Lane	12' x 19'
4.6.	Three-Point FG Distance	19' 9"
4.7.	Shot Clock	35 seconds
4.8.	Shot Clock Reset	FG attempt hits rim
4.9.	Back Court Violation	10 seconds
4.10.	Game Clock Stops After Successful FG	Last four minutes of second half and last two minutes of overtime. Game clock stops when referees call a violation or foul.
4.11.	Player Foul Limit	5
4.12.	Bonus Free Throw	7 th team foul per half (one-and-one) 10 th team foul per half (two FTs)
4.13.	Number of Players Permitted On Free Throw Lane	6 (four defensive, two offensive)
4.14.	Jump Ball	Teams alternate possession after opening tip-off
4.15.	Game Fouls / Violations	Rules on game fouls and violations will be based on NCAA rules.
4.16.	Closely Guarded For 5 Seconds	Yes (while holding/dribbling ball)
4.17.	Number of Referees	Two

4.18.	Timeouts per Half	Two 30-second timeouts per half One injury / emergency / officials timeout per half
4.19.	Timeouts-Overtime	1 additional 30-second timeout and unused second half 30-second timeouts carry over
4.20.	Timeouts Called By	Head coach or player in game
4.21.	Size of Basketball	Maximum Circumference 30" Seams ¼" Max.
4.22.	Technical Fouls/Suspension	Any player or team coach receiving two (2) technical fouls in a game will be removed from the ongoing game.
4.23	Fan Behavior	Team coach and/or Team Manager are responsible for the behavior of their fans. Unacceptable fan behavior will result in a technical foul called on the team coach and two free throws awarded to the other team.
4.24	Double Flagrant Technical Fouls	Results in no free throws being awarded and automatic ejection of both players/offenders.

5. Administrative rules covering Official Games:

	RULE	Rule specifics
5.1.	Game Time	The Sports Committee is responsible in assuring that the teams will be scheduled an appropriate game date and time.
5.2.	Grace Period	<ol style="list-style-type: none"> .1 To manage issues on Team Tardiness, a 10-minute grace period will be allotted for a team coming in late. .2 If a team is late, the Team Manager or Team Captain is responsible to call the Sports Committee for advance notice. .3 Failure to make this call will cancel the grace period and the late team will be deemed default automatically. .4 Quotient points for the winning team by default, will be locked at 20.
5.3.	Minimum Players on roster per game	<ol style="list-style-type: none"> .1 Six (6) registered players are required per game.

		<p>.2 Players must be fully suited up with their official game uniforms.</p> <p>.3 Players must only wear their assigned jersey with their registered number.</p>
5.4.	Team Default	<p>.1 A team will be deemed default if any of the following conditions arise:</p> <ul style="list-style-type: none"> o A playing team is tardy beyond the grace period of 10 minutes. o A playing team does not meet the minimum roster of six (6) players. o A playing team brings in an unregistered player into their roster. o A playing team continues to display unruly behavior.
5.5.	Waiving a Team's Default	<p>.1 A team on default can be waived by the sports committee, if the opposing team agrees to:</p> <ul style="list-style-type: none"> o Waive their right to a sure WIN and play out the game.
5.6.	Team Suspensions and Penalties	<p>.1 Team suspensions will be enforced for a team who displays unruly and violent behavior on and off the court premises bounded by the game venue.</p> <p>.2 Any team that will show violent behavior will be banned from joining the tournament for two years.</p>
5.7.	Player Suspensions and Penalties	<p>.1 A player will be suspended for specific number of games as determined by the Sports Committee if displays unsportsmanlike behavior, but not limited to:</p> <ul style="list-style-type: none"> o Starting a fist-fight during a game, o Flagrant fouls with intention to hurt a fellow player, o Starting a fist-fight with a spectator, o Starting a fist-fight with a Game Official, o Abusive use of foul language, o Destruction to property o Use of drugs, alcohol and illegal

		<p>substances,</p> <ul style="list-style-type: none"> ○ Possession of deadly weapons, ○ And other behavior that may be deemed unruly by the Sports Committee, <p>.2 Other penalties for such behavior:</p> <ul style="list-style-type: none"> ○ For grave misbehavior bordering on felony offenses, the Sports Committee will refer the matter to the Local/State law enforcement authorities.
5.8.	Team or Player Protests	.1 A team or a player has the right to file an official protest to the Sports Committee as long as due process is properly observed.
5.9.	Filing an Official Protest	<p>.1 Only the Team Coach, Team Manager or the Team Captain can file an official protest.</p> <p>.2 Protest Forms will be supplied and official protests should be filed immediately after game time. All protests forms must be signed by the following:</p> <ul style="list-style-type: none"> ○ Team Coach or Team Manager or Team Captain of the protesting team. ○ One of the Two Referees of the game that is in protest. <p>.3 All protests will be decided upon before the next team's next game.</p>