

REVOLUTIONIZING AMATEUR BASKETBALL IN SINGAPORE



BBAXN Senior and BAS Junior Indoor Basketball Leagues Rules and Regulations

Version 22
Last Update May 2007

**RULES ARE SUBJECT TO CHANGE BY BBAXN AT ANY POINT IN THE SEASON IN THE
BEST INTEREST OF THE LEAGUE**

All Team Managers will be notified of the material changes



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Contractual Agreement

XO. With regards to BAS junior league where PEZZAZ Pte Ltd is represented below this should be read to also include the Basketball Association of Singapore (“BAS”).

X1. As team manager joining and participating in any league organised by PEZZAZ Pte Ltd you fully understand and accept that you are solely responsible and liable for the management of the team.

X2. As team manager you agree to enter into a contractual relationship to pay PEZZAZ Pte Ltd full league fees due for your team’s participation in the league or tournament. Any failure to make payment (according to the agreed timetable) on your part may result in legal action taken against you.

X3. As team manager you understand that payment of league fees in a timely manner is the personal responsibility of the team manager and that you are solely responsible for collecting fees from the players within the team. PEZZAZ Pte Ltd has a contractual agreement with the team manager only and DOES NOT have any contractual or legal relationship with any player, sponsor or treasurer of the team.

X4. As team manager it is your duty to highlight to PEZZAZ Pte Ltd any financial difficulty your team may face as soon as any problem arises in order that future games could be postponed or cancelled. In the event of a debt being built up and not paid within an agreed timeframe PEZZAZ Pte Ltd will not hesitate to take legal action against the team manager for the amounts due as well as the additionally incurred costs.

X5. As team manager you understand that you are responsible to ensure that all players in your team are aware that the activities organised by PEZZAZ Pte Ltd can be a hazardous activity. You are responsible to ensure all players understand that the aforesaid activity and the use of equipment and facilities in connection with the aforesaid activity involve a risk of injury to any and all parts of the body. You hereby confirm that all players in your team freely and expressly assume and accept any and all risks of injury, loss and damage to them and their/your property, howsoever caused, while participating in the aforesaid activity and using equipment and/or facilities in connection with the aforesaid activity.

As team manager you are responsible to ensure that all players and individuals associated with your team agree that PEZZAZ PTE LTD is not responsible for the professionalism, quality or service of the owners/operators of the equipment/facilities, and the equipment and/or facilities used or to be used by us when participating in the aforesaid activity. Your team will not hold PEZZAZ PTE LTD or any of its agents or employees liable or responsible in any way for, and your team will release PEZZAZ PTE LTD, its agents and employees from any and all responsibility and liability for, any injury, loss, death or other damage to the team, their family, heirs, assigns and/or property, howsoever caused, as a result of their participation in the aforesaid activity and/or use of equipment and/or facilities in connection with the aforesaid activity.



As team manager you are responsible to ensure also that all players involved with your team are fully aware that no medically qualified individuals will be supervising the activities your team choose, at your own free will to enter in to.

This Disclaimer constitutes the entire agreement between your team and PEZZAZ PTE LTD. As team manager you are responsible to ensure that all players (current and future) are aware and have read this Disclaimer and the release of liability herein, and understand its contents fully. Your team are aware that this Disclaimer is a release of liability and agreement for the benefit of PEZZAZ PTE LTD, its agents and employees.

Furthermore, as team manager you understand that as the individual registering a team for the league that you are responsible for ensuring full payment of league fees in a timely manor to PEZZAZ PTE LTD, and that failure to make payment according to the agreed timetable may result in legal action taken against you.

By participating in BBAXN leagues this constitutes permission for PEZZAZ PTE LTD to use the names and addresses, team selections, photographs and audio and/or visual recordings of entrants in any publicity at its discretion. Participants may be requested to take part in promotional activity and PEZZAZ PTE LTD reserve the right to use the names and addresses of winners, their photographs and audio and/or visual recordings of them in any publicity.

Unless otherwise indicated, PEZZAZ PTE LTD shall deem the information voluntarily supplied non-confidential, which hereby discharges all obligations of confidentiality. PEZZAZ PTE LTD is free to reproduce, use, disclose and distribute the information to any third party without limitation.



The Purpose of the BBAXN Leagues

A1. The purpose of BBAXN Leagues and associated competitions is to provide a well organized amateur basketball league for expatriates, residents and locals in Singapore at either Junior or Senior Level.

A2. BBAXN does not own or maintain any basketball courts in Singapore or elsewhere and therefore has awarded a contract to a third party court provider to provide good quality courts to the BBAXN managed leagues. This contract however contains cancellation costs which will be passed on to the team managers should a game be postponed at short notice.

A3. All team managers should ensure their players **(and the players' parents in the case of BAS Junior Leagues at U16 level and below)** and themselves are fully aware of the rules and regulations regarding BBAXN competitions.

Note throughout this document the word "players" should be read in the case of JUNIOR leagues (at U16 level and below) to mean "Players and Their Parents"

A5. By making an online application to the League, the team agrees, if accepted, to abide by all League rules, by-laws, and policies.

A6. League matches will be played in accordance with FIBA Rules of the Game, but with some League modifications as detailed within this document. FIBA rules can be found on www.fiba.com

A7. Junior is classified as under 16 whereas Senior is classified as over 16 ie Adult Leagues – noting however BAS Junior Leagues also includes an U18 and U20 league.

Modified Basketball Rules

MR1. All League games shall be played in 4 quarters of 10 minutes each quarter.

MR2. REST PERIODS:- Between Quarter 1 and Quarter 2 there will be a 1 minute break, between Quarter 2 and Quarter 3 there will be a 5 minute break and between Quarter 3 and Quarter 4 there will be a 1 minute break.

MR3a. TIME OUTS Men's and Women's League. Two charged time-out may be granted to each team at any time during the first half (ie: 1st & 2nd quarter), three at any time during the second half (ie: 3rd & 4th quarter). Each time-out shall last one minute. Unused time-outs may not be carried over to the next half.

MR3b. TIME OUTS Junior League. Can be used on any dead ball. There is only one per team per quarter permitted. Duration is for 1 minute. The clock will stop on each time out. If the time out is not used in one quarter it CANNOT be carried forward to the next quarter.

MR4. In all BAS Junior leagues Under 14 and below zone defence is not allowed. All teams must play man to man defence (please see appendix for more information on page 48)

MR5 For the BAS Junior League U12 and U10 ONLY, should there be a foul in play and the basket is counted there will be no extra shot however if the basket is missed there will be 2 extra free throws

MR6. All WOMENS AND **JUNIOR** games will start on the hour and will finish no later than on the hour. All teams are reminded to respect the clock. For all Senior Men's Games the court booking will be for a duration of 90 mins.

MR7. For all MEN'S WOMENS AND **JUNIOR** games over time will not be played in the interest of time.

MR8. Two points shall be awarded for a win and one point for a draw; teams losing receive no points. The league shall be awarded to the team with the most points upon completion of the season. In the event of a tie, basket difference will decide the winner; in the event of a tie here, the team scoring the most baskets wins and if still tied, the results of the two games between the two tied teams decide the winners. If still tied, we are facing a miracle, and a play-off game will be organized (this will be at the cost of the two teams concerned and is not included in the season fees).



MR9. For all WOMENS AND **JUNIOR** leagues we are operating a "running clock" for each quarter that only stops for Time-Outs. It does not stop for free-throws (foul-shots). However the clock will stop in the last quarter during the last 2 minutes to prevent teams in a close contest from running down the clock. For Senior Men's Leagues the clock will be stopped as the court booking is 90 mins.

MR10. There is no visible 24 second shot clock however the referees will be using a manual stop watch to call blatant time delays. The referee will provide a 5 seconds warning

MR11. Should the basketball floor become wet the team in control of the ball may request the referee to stop play whilst the floor is dried. It is recommended each team bring some old towels to mop the floor as often the MOP can not be found or itself is wet. This rule is introduced as BBAXN does not provide "Mop Boys". Under no circumstance should the officials be asked to the MOP the floor.



Basketballs

Ball1. For BBAXN Senior Leagues all teams are required to bring their own regulation basketballs. BBAXN does not provide basketballs for fixtures. Should there be a conflict, use the "home team" basketball for first half, use the "away team" basketball for second half.

Ball2. For all men's competitions the ball shall not be less than 74.9cm and not more than 78cm in circumference (size 7). It shall not weigh less than 567 g and not more than 650g.

Ball3. For all women's competitions the ball shall not be less than 72.4cm and not more than 73.7cm in circumference (size 6). It shall not weigh less than 510 g and not more than 567g.

Ball 4. For BAS Junior Leagues regulation basketballs will provided by the BAS.

Ball 9. For Boys over 14 years and adults: Should use a size 7 ball (between 74.9cm and not more than 78cm in circumference). It shall weigh between 567g and not more than 650g.

Ball 10. For Girls over 14 years and adults: Should use a size 6 (between 72.4cm and not more than 73.7cm in circumference). It shall weigh between 510g and not more than 567g.

Player Registration

Reg1. A Senior player cannot represent more than one team in a BBAXN League (unless an official transfer occurs – once transferred a player can not represent his former club again for the whole season). The Midweek League and Saturday and Sunday Leagues are of course two separate leagues and a player **may** represent teams across these leagues, however a player cannot play for 2 teams in different divisions within one league. No transfer can take place in the remaining three league games of the season and nor for any finals or play off games.

Reg1.a.) The transfer is formalised by the player in question being flagged as a "EX PLAYER" on the website of his first club and being flagged as a registered player of his new club. Players should not be deleted.

An official transfer is formalised by either the player concerned informing his former club to remove him from their roster (i.e. he should be flagged as an Ex-Player of the Former Team) with the new manager registering the player as a Player of New Team. If this is not done before the next game (new club manager to check), the new club manager can inform BBAXN to execute the transfer (BBAXN will then check with the former club to officially confirm the transfer).

Reg2. A Senior player cannot represent more than 2 clubs in one season. **A junior player can only represent one club in each season in the particular age group. A junior player however could represent two teams across different age groups if so desired.**

Reg3. Any player found to be in breach of the above will be banned for a minimum of 1 game.

Reg4. Senior teams are free to play as many players as needed over the course of a season, however each player **MUST** be registered on the web-site **BEFORE THE GAME** using the managers admin functionality.

Reg5a). The website records **PLAYER REGISTRATION date and time** as such no team is able to beat the system – if you register a player post game (ie one minute after the schedule start time of the game in question) this information will be publicly available (under team > view players). All teams are permitted to print out their opponent's registration list prior to a game to ensure no unregistered players are on the court of play.

Reg 5b) BBAXN only accepts ON LINE PLAYER REGISTRATION – you must not call or email BBAXN staff to inform us of a player registration before your game. Registration must be completed ON LINE before the scheduled game is due to commence. This applies to **Juniors** and Seniors.

Reg6. Any team courting an ineligible player (ie a banned thrown out player from the previous week or a player actively playing for 2 clubs) will result in that game being awarded to the opposition 19-0. If the actual result was a higher difference in favour of the opposition, the original result will stand. This is an automatic process without warning.



Reg 6b. Any team playing a player who is not registered will be liable for a league point deduction. To make a complaint against an unregistered player the following two scenarios can occur

- i) **BEFORE THE GAME:-** Team A prints out Team B team sheet before the game. Team A checks Team B players before tip off. Any player not registered can not take part in the game. Teams are recommended to always cite players before the game commences rather than post game.
- ii) **POST GAME:-** Team A believes Team B played an unregistered player during the game. Team A must obtain player name from Team B (or use the score sheet). Citation must be sent to BBAXN. If proven the team fielding an unregistered player will have 1 point per unregistered player deducted from their league total (to a maximum of 2 per game). Note photographic evidence will substantially improve your chance of success. Incident report to be sent to BBAXN within 48 hours of the game taking place. Citations received after 48 hours will result in a maximum penalty of only 1 point deduction. No citation will be entertained more than 7 days after the event.

Reg 7. Any team found guilty of submitting false scorers on the website will be liable for disciplinary action and potential league points deduction.

Reg 9. Any team playing an ineligible player, for any reason not covered above, will result in that game being awarded to the opposition 19-0. If the actual result was a higher basket difference to the opposition, the original result will stand.

Reg 10. For our SENIOR leagues there are no restrictions on the number of players a team may register in their squad – of course a minimum of six players are required to be registered though.

Reg 11. For the BAS JUNIOR Leagues maximum squad size is 15 players and all players must be Singapore Residents (ie players passing through Singapore or visiting friends in Singapore are not eligible to play in our Junior Leagues). At least 5 players must be registered before the start of the first game. Teams can not change their squad once registered except in the instances described in rule Reg 12a and 12b

Reg 12a. Should a Junior player drop out from a team due to parents leaving the country, ill health, schooling or other bona fide reason, a new player may be added to the squad. This is executed by the manager flagging the initial player as an EX – PLAYER and then registering the new player. An EX-PLAYER may not represent the club again for the rest of the season. Flagging a player as an EX-PLAYER in order to increase squad size must also be followed with an email to admin@bbaxn.com to justify the player change.

Reg 12b. Should a junior team register less than 15 players they are able to add to their squad up at any point in the season except for the last two league games up to a maximum of 15 players.

Reg 12c. A Junior player can not play in the Grand Finals unless he or she has played a minimum of 3 games for the team concerned.



Reg13. To enter the JUNIOR leagues a player must be of the correct age for the tournament. To determine if a player is eligible to following rule will be applied.

If a child wants to play in the U12 league he / she must be 12 years or younger as at the date of the start of the tournament.

Reg14. Registration of Junior players must be with the consent of one of their parents as such the manager of the team must declare the parents name of every player registered and the parents contact number.

Reg15. The manager must inform the parents of the player regarding the dangers of playing competitive sport and in particular must inform the parents regarding rules LB1 to LB6 surrounding medical coverage and liability.

Reg16. Junior League Team Managers / Coaches should as a matter of principle and good practice, bring to each and every game a photocopy of all players passport / NRIC as age checks may take place at random intervals. Before a game commences an opposing coach may request his counterpart to produce age verification.

Reg17. Junior League Managers are NOT required to submit NRIC / Passport information to BBAXN unless asked for. BBAXN operates on the principle of self regulation and trust. We trust coaches to follow the rules and as a second level check team managers can regulate each other.

Reg18. All junior league teams must submit to BBAXN a digital photograph of each player in their team. This photo will appear on the website under each team unless we receive express instruction not to display these photos from the team manager.

Reg 18) Before all games the team manager must write on the referee score sheet the names of all their players who will play in their team on game day including the player number. This should be completed 5 mins before the match commences so that the game can tip off on time ie as Coach you should pro-actively attain score sheet from the TABLE official even if the earlier game has not yet finished. This serves as an official record of the team and can be utilised in case of any dispute in future. Player names on the score sheet should match name on the website within reason.

Reg 19). Players must be registered on the website as per their name in their identity card or passport – player nicknames are strictly forbidden. Use of just a first name is not acceptable. First name and Family name (surname) is required.

Reg20) Should a player have NO SURNAME please place in the surname ****
Should a player only have ONE letter as SURNAME or FIRST NAME please place **** in the middle name

This will ensure your player is not deleted from our database for insufficient name

Player Transfers between Clubs

PT1) BBAXN Website has been designed to ensure all transfers are transparent on the website. To execute a transfer of a player from an existing BBAXN League Team to another BBAXN League team the following process must be followed.

Assuming Team Manager of Club B wishes to recruit player from Club A

- 1) Club B Team manager must enquire with the player concerned whether or not he is registered with another BBAXN league club.
- 2) If YES, the team manager must then check to ensure that the player has been flagged as an EX-PLAYER from his previous club
- 3) If the player is still showing as an ACTIVE player the Club B team manager should ask the player to contact his former club manager to request that the former team manager flags him as an EX-PLAYER
- 4) If the player has not been de-registered and Club B manager needs to register the new player in his squad then the Club B team manager can contact BBAXN ADMIN to officially de-register the player.
- 5) Once BBAXN ADMIN has flagged Club B team manager can play the player in question.
- 6) It is the responsibility of Club B team manager to ensure the process above is carried out. If the player has NOT been flagged EX-PLAYER by Club A he can not play for Club B.

PROCESS CONTROL

The website records the date a player is flagged as an EX-PLAYER and BBAXN website records the date a player is registered at every club

PT2) Should a player play for the new team whilst officially registered for another team (ie the previous manager has not flagged the player as an EX-PLAYER) this is considered as an UNREGISTERED player. A team manager stating that he was not aware that a player was registered for a previous club or stating that the player has requested the team manager of the previous club to flag his as EX PLAYER (but the team manager did not execute) is not considered as an excuse.

PT3) Once a player has officially transferred between clubs he can not represent his former club again for the whole season.

PT4) No transfer can take place in the remaining three league games of the season nor during any finals or play off games.



Substitutions & Number of Team Players

Sub1. During the "course of a match" teams can make unlimited substitutions however a team may only bring 12 registered players on game day.

Sub2. Substitutions will be on a "roll on, roll off" basis (ie a player that has been substituted may come back on to the court).

Sub3. Five players from each team shall be on the court during playing time and may be substituted.

Sub4. A substitute becomes a player and a player becomes a substitute when:

- The official beckons the substitute to enter the playing court.
- During a charged time-out or an interval of play, a substitute requests the substitution to the scorekeeper.
- All substitutions must be executed by the player coming onto the court entering the court at the half way line once the ball is dead. (This facilitates the role of the referee)

For JUNIORS playing in the U14 leagues and under please refer to special substitution rules in the appendix

Game Punctuality

KO1. All games **MUST** commence at the scheduled start time. A slot has been hired for each fixture according to the schedule detailed on the BBAXN website:-

KO2a. A league game can only commence once both teams have 4 registered players at the court. At the stipulated TIP OFF time (or as soon as possible after the previous game has finished should there be a delay for whatever reason) the referee should commence the 1st Quarter count down on the VISIBLE digital scoreboard regardless of whether one team or both teams are present.

KO2b. If a team cannot produce 4 players 11 mins (ie the time Quarter 2 is due to start) after the time the referee commences the 1st quarter, the game will be classed as a NO SHOW (see NO SHOW section). If a team arrives late then the late team must give away 2 game points to their opponent for every minute their team is late up to a maximum of **12 points**. Note no official league game can commence after the time the 2nd quarter should have commenced.

KO2c. If both teams are not ready to commence the game at the correct tip off time, the clock will still start, if one team is ready before the other, then KO1.b. rule should be applied until both teams are on the court.

KO3. Any team receiving points due to their opponent being late **MUST** declare this on the match report submission. The chosen method is for all teams to ADD a new player to their team list called OPPONENT LATE (if this player doesn't exist already). As such you will assign the points received in a game to this player.

KO3a. If one team does arrive late (after the 11 mins) both teams can decide to play a friendly game in which case "no show" rule will not be applied (in terms of cost) and both teams will be charged as per usual and the officials will referee the game (without however a score sheet). The game time will be adjusted in order that the game will be by the stipulated time.

KO3b. A NO SHOW must be reported to the BBAXN Mobile hotline number (found in the appendix of the rules) by the team **RECEIVING** the walkover at the time the WALKOVER is declared. The team manager must also inform BBAXN whether a friendly game will or will not take place. BBAXN administrator will flag the game as a WALKOVER on the website with no further action being required by the team manager.

KO4a. Should one team decide they do not wish to play a friendly then in this instance the team can still use the court as a practice session, they will be charged COURT Fees (ie league fee – minus referee fees) only and the late team must pay the full referee charges.

The above terms are to protect the integrity of the league and to ensure teams to turn up to games to be ready to start at the allotted tip off time – given we have a large number of back to back games this is extremely important.

No Show

NS1. "No Show" is defined as a team not turning up for a fixture at all, or less than 4 players at the court ready to start within 11 minutes of the allotted start time. Should a team be classified as a "no show" then that team will be responsible for total game fees for both teams less 50% of the prevailing court cost rate (which will be paid for by the team who used the court). The game will be awarded to the opponent's 19-0 (walkover) and 2 point deducted from their league total.

NS2. Should however the players on the court agree to play a friendly amongst those present and use the services of the referee and the court, the cost of the game will be split amongst both teams as though a regular friendly game was played.

NS3. If the game is stopped (by both Team Managers or the referee) due to (but not limited to) emergency evacuation of building, player fighting, referee being threatened etc, and the 3rd quarter has commenced then the result will stand. However the whole game will be replayed at a later date, if the 2nd quarter has not finished unless the BBAXN League Committee determines otherwise, or both Team Managers determine otherwise.

NS4. In all instances once the game has started there will be no refunds of game fees to any of the teams concerned. Should a replay be required regular game fees will apply.

NS5. A "No Show" must be reported to the BBAXN Mobile hotline number (found in the appendix of the rules) by the team **RECEIVING** the walkover at the time the WALKOVER is declared. The team manager must also inform BBAXN whether a friendly game will or will not take place. BBAXN administrator will flag the game as a WALKOVER on the website with no further action being required by the team manager.

Summary Scenario

| TEAM 1 | TEAM 2 | OUTCOME | FEES |
|-----------------------------------|-----------------------------------|--|--|
| On Time | Arrives late more than 11 minutes | Both teams agree to play friendly | Both teams pay regular fees |
| On Time | No Show | Team 1 trains only | Team 1 pays 50% of court cost Team 2 pays all other fees |
| On Time | Arrives late more than 11 minutes | No friendly game both teams just train by themselves | Team 1 pays 50% of court cost Team 2 pays all other fees |
| Arrives late more than 11 minutes | Arrives late more than 11 minutes | No league game takes place, replay must occur | Both teams pay regular fees and will be charged for one more game for the replay |

Game Reports – On Line

(effective 20th April 2006)

G-REP 1) After each game the team manager should collect for his/her reference and information the official game report from the official BAS referees assigned to the game

G-REP 2) **Within 24hrs** the Manager should log into the BBAXN website and update the GAME REPORT (login under manager admin > submit match report) to submit the result of the game (with THE CORRECT SCORE) and the CUMULATIVE Quarter Scores.

G-REP 3) Each team should organise themselves in order that whether players are travelling or not – the game report is always updated

G-REP 4) Given the high importance of the match report submission process for the BBAXN league model to function efficiently, should a team fail to complete the match report **within SEVEN calendar days** of the game taking place a **1 point deduction** will be automatically deducted from the team's league total. If a team is experiencing IT problems then an email should be sent to admin@BBAXN.com highlighting the problems encountered within the 7 days providing a screen shot of the problem encountered in addition the quantitative and optionally the qualitative match report should also be sent to admin@BBAXN.com via email and we will upload it on an exceptionally basis on the team's behalf. This whole process must take place within the 7 days.

G-REP 5) To mention in the match reports names of thrown out players, opponent fair play grading, point scorers and cumulative quarter scores. Qualitative match reports may be submitted at the managers leisure up to 14 days from the date of the game.

G-REP 6) Failure to declare a thrown out player will result in a league point being deducted, likewise if you declare an incorrect player as being thrown out. If you make a genuine error on your match report submission you have 24hrs from when the report was submitted to inform us by email. In which case no one point deduction will take place.

G-REP 7) Certain guidelines need to be respected when writing your match report:-

1) Negative complaints about a particular referee and his decisions should be kept off line (please send BBAXN an email directly)

Acceptable: We thought we were unlucky with some of the referees calls today

Unacceptable: The referees need a white stick, are they blind ?,the referee is obviously biased.... etc

2) Negative remarks about the opposing team should be kept to a minimum; no one wishes to engage in a war of words after the match. Let your points do the talking on the court.

3) Do not personally attack in the match report a player from an opposing team (ie number 4 for the other team was a plonker etc) this serves no benefit.

4) Specific incidents of unsporting behaviour should also be kept off line and followed up directly to BBAXN via the incident report...

5) Never use bad language or be abusive



Keep the match reports fun, amusing, focus on the positives... enjoy the game.

G-REP 8) Any errors or mistakes in scorekeeping by the scorekeeper or time-keeping by the timekeeper involving the score, number of fouls, number of time-outs or time consumed or omitted, may be corrected by the officials at any time before the referee signs the scoresheet. In other words, should the teams concerned have any doubts on the above-mentioned they shall approach the officials before they sign the score-sheet. BBAXN nor BAS shall not entertain this type of appeal after the teams have left the courts.

SCORESHEET COMMENT FOR REFERENCE

The scorekeeper shall first draw a diagonal line (/) for any valid field goal scored and a filled circle (.) for any valid free throw scored, over the new total number of points as accumulated by the team that has just scored

Please note:- You may submit your on line quantitative report first (ie scorers and scores) and then submit the qualitative part later if needed (ie your description of the game)



General Rules

- G1. The BBAXN League does not condone nor permit swearing at referees. Such incidents are considered un-gentlemanly and unacceptable, and the referees are instructed to dismiss players for such acts. This rule extends also to players, officials and spectators who are not on the court of play.
- G2. The referees have also been asked to inform BBAXN of any player stepping over the lines in terms of continuously questioning the referees authority or opinion or other reason. In such circumstances the referees will complete an incident report. Should a referee feel the need to report a player – the player will be disciplined by BBAXN through league game suspensions.
- G3. Where the BBAXN League Rules do not cover a specific situation, the BBAXN League Committee or Disciplinary Committee will seek to apply existing rules consistently to the new situation.
- G4. Teams shall always act in a sportsmanlike manner and should respect the purpose of the league referred to above. Where a team's activities go against the League's objective, teams will be asked to refrain from such actions. If teams persist, the league committee has the right to expel the team from the league. The team will not be allowed to re-join the league or any competitions organised by the league until it can prove itself to have corrected its actions.
- G5. If a team decides to abandon the game for whatever reason, without the approval of the other team and / or the referee, it will be viewed as a "no-show" in terms of the result. Points may also be deducted depending on the circumstances.

League Overview

CC1a. In general BBAXN Leagues will be structured as detailed below:-

CC1b: note if less than 8 teams register teams may be asked to play each other 3 times in a season hence the number below would then be adjusted.

CC1c: Free game prize money will simply be a credit note passed to the teams BBAXN account and can be used to offset league fees if required.

SENIOR WOMENS / MEN'S SATURDAY AND MID-WEEK LEAGUE

Target Organisation:-

| | BBAXN League | BBAXN League |
|--------------------------------------|--|--|
| Game Days | Saturday Afternoon | Tues, and Thurs Evening |
| Match Slots | ACS 1400 to 2030 | ACS 1915 to 2215 |
| Number of Teams Per League | 8 | 8 |
| Number of Games Per Team | 14 | 14 |
| Winner Prize *** | 3 Free Basketball Matches upon league completion (worth SGD 300) | 3 Free Basketball Matches upon league completion (worth SGD 300) |
| Winner Trophy | Yes | Yes |
| Winner Medals* | 12 medals | 12 medals |
| Runner Up Prize*** | 1.5 Free Basketball Matches upon league completion (worth SGD 150) | 1.5 Free Basketball Matches upon league completion (worth SGD 150) |
| Runner Up Trophy | Yes | Yes |
| Runner Up Medals* | 12 medals | 12 medals |
| Total Season Fees** | SGD 1,400 | SGD 1,400 |
| Which Equates to a Cost Per Game of: | SGD 100 | SGD 100 |

*Additional medals available upon request at cost price to the winning team.

** Season Fees excludes any play off games and excludes any cup competition

*** Prizes are based upon 8 or more teams entering the league playing 14 games – total league games therefore is 56. Should less than 56 games be played then this will result in the prizes being scaled back accordingly.

BAS JUNIOR LEAGUE

Target Organisation:-

| | BAS Junior Leagues |
|---|---------------------------|
| Game Days | Sunday |
| Match Slots | 0900 - 1600 |
| Venue | BAS COURTS |
| Max Number of Teams Per League | 8 |
| Number of Games Per Team | 10 |
| Winner Trophy | Yes |
| Winner Medals* | 12 medals |
| Runner Up Trophy | Yes |
| Runner Up Medals* | 12 medals |
| Total Season Fees** | SGD 350 |
| Which Equates to a Cost Per Game of: | SGD 35 |

*Additional medals available upon request at cost price to the winning team.

** Should less than 10 games OR more than 10 games take place fees will be adjusted accordingly

Fixtures, Scheduling & Postponing

F1. BBAXN offers different leagues to accommodate the fact that different teams have differing playing times and day preferences and we cater for both Senior and **Junior** age groups. By joining the BBAXN League, you agree that your team will be requested to play at any one of the suggested league times applicable to your league as highlighted in the League Overview.

F2. Each league will officially commence once the minimum required number of teams for each league has been met. In principle the league will operate throughout the year.

F3. Matches may also be played on public holiday according to the fixture schedule. Should the court provider report court unavailability on a scheduled fixture slot then an alternative date or court will be suggested if possible. Court unavailability is beyond the control of BBAXN.

F4. Each team manager will be given a complete set of league fixtures before the season commences via the website, in order that the manager can inform their team members. Team managers should highlight as many days in advance as possible (before the season starts) any fixture which may cause problems for the team in question.

F5. In the fixture planning some teams must identify before the season starts any weekends or weekdays their team is NOT AVAILABLE. These slots must be notified to BBAXN before the season commences.

F6. **Once the season commences there cannot be any fixture changes as BBAXN will pre-book all the courts and the referees for the entire season.** All teams reminded to have a relatively large squad to ensure games take place as planned.

F7. Should a team really be unable to play a fixture on a certain date (once the season has started) the team will forfeit the game 19-0. If more than 7 days notice is given the team will only be charged SGD50, if less than 7 days notice is given the team will pay the full cost (SGD180 or 200 depending on the league) for both teams. Of course the team not postponing will not pay anything for this match.

F8. The leagues are expected to run on the BBAXN Courts provided by the BBAXN court provider however if there are not enough courts available the league administrator will try to find alternative courts of comparable standard. Should no other court be available, the game will be postponed.

F9. Fixtures will not be sent out by email, managers will not be called by telephone or SMS. All teams must review the Website to view all fixtures and should check for updates at least weekly.

F10. By default all fixtures posted on the web-site are seen as CONFIRMED unless the team manager sends an EMAIL to: admin@BBAXN.com requesting for the fixture to be postponed.

SMS is not always reliable – and can be used at the manager's risk but must be followed by an official email. Email process is always the preferred channel.



This process is only as strong as the weakest link, all managers who wish to participate in a well organised league must endeavour to follow the above process.

F11. BBAXN reserves the right to amend a fixture timing or location should the need arise, all amendments within 1 week of the planned fixture will be notified by email – if the change takes place for a forwarded dated fixture – the team manager may not be notified as the website has been updated.

We encourage all players, all managers, the referee and our court provider to check the web-site during the week of the game for final fixture confirmation.

F12. Should BBAXN be required to amend your fixture due to postponement or other – we will always send to the teams contacts an email detailing them of the postponement.

As a team manager if you are out of the country and so is your number 2 contact and therefore you can not access your emails - BBAXN advises that you delegate the responsibility to a third member of your team to check the website carefully to ensure your fixture has not been amended. BBAXN sends out, as policy emails to your team contacts to notify you of postponements – we will not call you (unless very last minute change). If you can not check your email you must make alternative arrangements.

Team Attire

TA0. Each team should have two sets of jerseys (home and away) and at least one pair of matching shorts however we understand this may be restrictive for new teams (and some teams with unique colours can purchase just one uniform) as such BBAXN will require all new teams to have their team jersey colour pre-approved by BBAXN (this is done by sending an email to admin@BBAXN.com requesting for team jersey approval) – this **MUST** be done **before** you purchase your kit. Only colours not already chosen will be permitted. Should your team choose a very unique colour jersey which is unlikely to provide colour clash problem then one set of jerseys may suffice. However in the event of an unavoidable colour clash you may be asked to provide an alternative colour. This will allow BBAXN to ensure no colour jersey clash between teams. Teams are reminded to check the web-site fixture list before their fixture to check what colours they are required to wear. – Please note double sided singlets are also acceptable to represent home and away.

TA1. Players must wear their matching jersey / shorts sets and in the right colour shirt as indicated on the website to avoid colour clash.

TA2. All teams are required to wear matching shirts **AND** shorts (matching does not mean all players must wear blue ie some players in light blue others in dark blue – it means all players in matching uniform).

For every player NOT wearing matching uniform (shorts and shirt or shirt without a number) your opponent will **receive 2 game points**. (NOTE Shorts do not require numbers)

However for all teams¹ participating in the league (new teams plus old teams) this rule will not apply until after the 3rd game of the season (ie week 4) to allow for the uniform to be made / ordered (whilst the uniform is being made / ordered BBAXN may be able to lend a uniform to a new team please enquire to admin@BBAXN.com).² This rule is particularly important when teams give a trial to new players – as such all teams are recommended when ordering their uniforms to order some spare pieces.

TA3: All players on the court should be identifiable by a number on the jersey on BOTH the back and the FRONT of the jersey, a matching set of uniform BUT WITHOUT numbers on the front and back is not considered complete and will be subject to TA2.

TA4: No player can have more than 2 points given away for any given game (ie incorrect shorts and a missing shirt number, although technically two infringements will only have 2 points deducted and not 4).

TA5; Any team receiving points due to team attire irregularity **MUST** declare this on the match report submission. The chosen method is for all teams to ADD a new player to their team list called NO UNIFORM (if this player doesn't exist already). As such you will assign the points received in a game to this player.

¹ Effective 1st Jan 2007, this rule was amended to be ALL teams and not just new teams.

² Effective 1/1/2006



TA6. There should never be two teams wearing the same Shirt colours in a LEAGUE match and all teams are to follow the colours indicated on the website. To request a change in colour for a particular game please email admin@BBAXN.com

TA7. Players should wear basic Basketball Attire which has been approved by the League. Proper Basketball shoes, shorts without pockets, no black sole shoes, no jewellery such as chains, metal bangles, sharp rings etc shall be worn during play. Finger nails should of course be trimmed by all players.

TA8. All visible body piercing must be removed before entry to the court for match play.

TA9. Protective or injury induced equipment such as knee , wrist , finger or hand braces or bands are allowed for players that have sustained injuries, but they must be worn in a protective and none hazardous way that won't endanger any player/s on the court during match play. These may be inspected and approved by the referees in charge of the match.

TA10. The following shirt numbers are permitted :-

0,1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,20,21,22,23,24,25,30,31,32,33,34,35,40,41,42,43,44,45,50,51,52,53,54,55

and must be indicated on the back and **FRONT** of a players shirts. A player should not enter the court without a shirt number of his back.

NOTE for those teams that joined BBAXN in 2005 who have purchased shirts already with non uniform numbers these are still permitted.

TA11: If your team only has one set of team attire but is playing a team with a identical or similar colour BBAXN has a spare set of basketball jerseys for HIRE. We will lend you a kit for SGD20 per game on the condition that afterwards the kit must be collected and returned (washed) to the BBAXN office.

- Any Kit lent out for a Saturday game must be returned to our office by the following WEDNESDAY latest 5pm .
- Any Kit lent out for a Tuesday game must be returned by the FRIDAY latest 5pm .

Should the kit not be returned on these dates the team will charged another SGD20 and will continue to be charged each week until kit returned in FULL.



Team Late Report

TL1. All Team Managers will be asked to judge if their opponent was late for the game start time. Should a team be recorded as arriving late for more than 3 of their games a 2 point reduction from their league total will be made. IE the third game will result in a 2 point deduction.

TL2. Team managers should flag in the game report their opponent was late if and only if less than 4 players from the opposition are at the court ready to begin within 5 minutes of the allotted game start time.

This rule is imposed as it is imperative all teams should arrive at the court at least 20 mins before scheduled game start time to ensure sufficient time to get changed and for the teams pre-game pep talk / warm up.



Promotion and Relegation

(Applicable to leagues with more than one division)

PR1. The teams finishing in the bottom two places of the higher BBAXN Division will automatically be relegated to the lower division.

PR2. The teams finishing in the top two places of the lower division will automatically be promoted to the higher division.

PR3. The teams finishing third from top in the lower division will have a play off game against the team finishing third from the bottom of the higher division to decide on the final promotion relegation place.

PR4. The cost of the play off game will be borne equally by the two competing teams at prevailing league rates.



Team Drop Out

TD1. Should a team pull out of the league for any reason / or should a team be requested to leave the league (due to disciplinary reasons or other) the following process will apply

If the team concerned has played each team once already

The results of the first round games will apply and will be replicated to the second round games over-riding all second round games that have taken place already.

If the team concerned has NOT played each team once already

All games will be classed as void.

TD2. Should a team leave the league all forward payments made by that team will not be returned. These forward payments will reflect the admin charge incurred by BBAXN for cancellation of all future games that the team should have played.

TD3. If a team drops out at the end of the season, two scenarios may occur.

- 1) If a team of an equal standard can be found that team will take the place of the team dropping out.
- 2) The highest place relegated team from within the league where a team drops out will remain.

TD4 Should a team pull out due to its own reasons during the season and more than half of the expected number of games has been played a one time SGD200 charge will apply to the team pulling out to cover BBAXN costs to re-organise the league fixtures, website as a result of this drop out.

If half or less than half of the league games have taken place a one time charge of SGD400 will be applied. TD4 applies to all leagues regardless of duration or number of teams.

TD5 A team will also be subject to WALKOVER charges should less than 7 days notice be given before their next game.



Age Limit

AL1. The BBAXN Senior leagues are open to all players above 16 years of age. No player below 16 may participate in the Senior League tournament unless express permission has been obtained by the team manager from the parents of the U16 player.

AL2. The BAS Junior leagues are open to all players below the age of 20 years as defined in the player registration section.



Payment of League Fees (excluding cup and play off games)

P1 .League fees will be required from each manager before the season commences as per the invoice sent. All games are payable 4 games in advance.

P2. The dates will be advised by our accounts dept (accounts@BBAXN.com) payment must be made as per the invoice regardless of actual number of games played or credit balance with BBAXN.

P3. The above payment schedule assumes no late cancellation penalties incurred by Managers which is the target all team managers should work towards. Managers must endeavour to ensure payment reaches BBAXN before the required deadline.

P5. Teams with money outstanding will not be given future games and will be **SUSPENDED** forfeiting subsequent games until outstanding fees are paid however a 19-0 walkover will be granted to the opposing team.

P5. The League fees are inclusive of referees' fees, court hire and league administration. No insurance of any kind is granted with the underlying game fees.

P6. All enquiries regarding league fee payment should be sent to: accounts@BBAXN.com

P7. Each team should appoint a team treasurer and notify the treasurer details on the website and change must also be submitted to: accounts@BBAXN.com

P8. All invoices will be sent out electronically via email.

P9. Changes to treasurer details should be highlighted on the website and also via email to: accounts@BBAXN.com

P10. Payment schedule does not take into consideration any administration charges, prize money (won), play off and cup games which will be invoiced separately.

P11. Payment of BBAXN invoices in a timely manor is an obligation of all team managers. As such BBAXN would like to highlight four payment options for your ease of convenience.

Note: Preferred Method of Payment: INTERNET BANK TRANSFER

a) INTERNET FUND TRANSFER

DBS Corporate Bank Account Number: 118-900747-5
Registered Company Name: PEZZAZ Pte Ltd

Please ensure you mark in the reference field your team name.

b) CHEQUE



Cheques should be made payable to PEZZAZ Pte Ltd
On the reverse of the cheque please indicate your team name and the match date.

Please send the cheque to:

Accounts Department
PEZZAZ Pte Ltd
105 Cecil Street
#22-01 The Octagon Building
Singapore 069534

Please remember to email accounts@BBAXN.com (cc: nhshima@BBAXN.com) to confirm cheque has been mailed to us and take note to include Team / Company Name on email.

Alternatively, teams can also do a QUICK CHEQUE DEPOSIT to us. Please follow the instructions below:

1) Once the cheque is prepared, please write the necessary details on the back of the cheque

Name: PEZZAZ Pte Ltd
Bank Name: DBS (Current Account)
Account Number: 118-900747-5

2) Once the cheque has been dropped into the Quick Cheque Deposit Box at any DBS Bank outlets, please email to accounts@BBAXN.com (cc: nhshima@BBAXN.com) the following information:

Team / Company Name: _____
Date of Cheque Bank In: _____
Mode of Payment: Quick Cheque Deposit
Amount Banked In: _____
Cheque Number: _____

Please take note that the bank and cheque number will only be for record purposes and will not be helpful to identify payment as this is not shown on the bank statement.

c) CASH

Please bring your cash to the BBAXN office at:

105 Cecil Street
#22-01 The Octagon Building
Singapore 069534
Tel: (+65)-6325-9388

Office hours are from Monday to Friday, 8.30AM to 6PM.
Please call 6420 2103 in advance before coming to the office.



d) ATM FUND TRANSFER

In the case of your payment is made through ATM machine, please kindly ensure you also email us at accounts@BBAXN.com (cc: nhshima@BBAXN.com) these details:

Team / Company Name: _____
Date of Transaction: _____
Mode of Payment: ATM Transfer
Amount Transferred: _____

ATM transfers do not show team name and transaction reference number and payor's account number cannot be used to verify any incoming funds.
Hence, your email stating exact date of transfer and amount is crucial to help us reconcile.

BBAXN CASE STUDY AUGUST 2006

This case study is from our football leagues www.BBAXN.com however the logic holds true for basketball.

Payment of league fees on time is an important element to the foundation and structure of BBAXN leagues, when teams fail to make payment according to the pre-scribed deadline, teams will be initially suspended from the league pending investigation, and if payment does not follow BBAXN will take further legal action. Historically BBAXN had engaged a law firm to contact the bad debtors, however this process was costly and not so effective.

BBAXN is now utilizing a far more effective channel, via the Singapore Small Claims court.



The debtors will receive an official letter from the courts, and will be required to attend a court hearing, following which failure to make good the payment (plus costs), will probably result in the Bailiffs being sent to the Debtors registered property with a WRIT OF SEIZURE AND SALE.

BBAXN strongly encourages all teams to make timely payment to BBAXN to avoid ultimately higher costs being paid by the team. Without fail all bad debtors will be reported to the Small Claims Courts.



Players Looking For A Team

PLT1. BBAXN provides an added value service to its managers by making available a pool of players who have requested to join a BBAXN team. Should a team manager request to contact such a player he should firstly send an email request to: admin@BBAXN.com requesting for contact details to be released.

PLT2. Should this player join a BBAXN club the team manager must update his team and players registration page.

PLT3. The team manager recruiting one of these players is also responsible for informing BBAXN in order that the player concerned can be removed from the BBAXN list of players looking for a team. If BBAXN is not informed BBAXN will continue to offer these players services to other teams.

PLT4. Any team who has fallen in arrears for their league payments will not be eligible to use this service.



Team / Player Photographs / Team Badge / Sponsor Logo

PPO. All teams must submit a team photo no later than 48hrs after their third game – failure to do so will result in a automatic league point deduction.

PP1. All Team managers must commit to providing electronic player photographs of their player no later than 3 weeks into the new season. This is used to facilitate suspensions and Top Scorer Table.

PP2. All Team managers are requested to send to BBAXN their team badge no later than 3 weeks into the new season together with their sponsor logo (should the team have a sponsor).

PP3. Teams are also encouraged to submit their action shot photographs which will also be showcased on the BBAXN website.

PP4. All media to be emailed to: webadmin@BBAXN.com

Team Managers Responsibilities

TM1. Every team must have at least two DIFFERENT representatives and one treasurer - these representatives will receive all BBAXN communication. Should both representatives be away from Singapore an alternative must be advised to the BBAXN League Committee. This will be managed via the BBAXN web-site.

TM1.a.) BBAXN accepts no responsibility for not being able to contact a team should both appointed team managers not be contactable.

TM2. Communication between the Team Managers and the BBAXN League Committee goes in principle via the Internet (E-mail and BBAXN League Web-site). Telephone calls should be kept to a minimum.

TM3. The duty of the Team Managers is:

- i] To inform their players where and when to play. In other words, pass on the information of the BBAXN League Web-site to players.
- ii] To send in game reports, no later than one day after the game (in case of Saturday and Sunday games, no later than Monday lunchtime and midweek games no later than Friday lunchtime.
- iii] To mention in the game reports names of thrown out players, opponent fair play grading, and scorers. Qualitative game reports may also be submitted.
- iv] To organize their teams, in such a way that there will be very few postponement of games and no late comings.
- v] To arrange payment of BBAXN League fees according to the schedule in Terms P1.
- vi] To report concerns (bad courts, no shows of referees, misbehaviour of players, etc.) to BBAXN League Committee.
- vii] To complete team registration form including email address for all registered players.
- ix] To try to maintain a good sportsmanlike relationship between all BBAXN League teams.
- X] To update new players that join their team in the BBAXN web-site team Manager Admin section BEFORE THE GAME takes place.
- XI] Ensure that all players arrive at the court in good time to start their game at the scheduled start time, it is recommended teams arrive 20mins before the start.
- XII] To update the website with changes in team manager contact details, team colours etc and always to send an email to BBAXN notifying us of these changes.
- XIII] To follow the team strip colours on game day according to the website to avoid colour clash.



Courts & Referee

P11. All SENIOR games where practical will be played in the ACS indoor courts subject to these courts being of available if not alternatives will be found. **All Junior League games will be played at the BAS Indoor Courts.**

P12. BBAXN will continuously source new courts to further improve the league.

P13. ACS contains 3 full length Basketball Courts, Wooden Floors, Fibreglass Backboards and Breakaway Rims and are in compliance with FIBA regulation.

P14. All games will be officiated by certified local BAS referees.

P15. All games will have a minimum of two official BAS referees and will have at least 1 official BAS scorer. Normally 4 officials will be provided. **For all Junior League games 3 officials will be used.**

P16. Male / Female Changing room facilities are also available at the ACS / BAS courts together with a drinks vending machine, toilets and a water fountain.



The BBAXN League Website

W1. The BBAXN League Website plays a central role in the provision of information from the BBAXN League Committee to the Team Managers, players and other interested parties.

W2. Emails will be used, however, only in rare, and exceptional cases, will fax, telephone or other forms of communication be used to keep teams informed of where and when they play. It is up to the Team Managers to inform their players of all relevant information.

W3. The Website, and the BBAXN League itself, depends on the prompt supply of information by Team Managers. Please keep the integrity of the league in tact by being prompt with your game report ideally within 24 hours of the game taking place.

W4. The Website is the definitive source of information for all teams playing in BBAXN managed leagues and competitions.



Prizes and Awards to be won

P&A1. There will be Trophies awarded for each of the BBAXN League winners and runner up plus FREE BASKETBALL MATCHES for the winner and runner up which will be determined based upon number of teams entering the league. The expected prizes are detailed in Terms CC1.

P&A2. All prizes will be broadcast to all teams before the start of the season before the first fixture.

P&A3. Teams will be awarded the League trophies at the end of the season together with individual medals.

P&A4. Trophies will also be awarded also for top scorer and a fair play award.

P&A5. No cash value will be given in lieu of trophies.

P&A6. Should a team require more medals than provided these can be obtained at cost to the team. Please contact BBAXN for details.

Thrown Out Players or Coaches

SYC0. Thrown out equals "ejected"

SYC1. A player that is ejected from a game (excluding 5 personal fouls) will be suspended for the next league game. Whilst in the game reports team managers must report who was ejected, BBAXN have no control to stop teams playing a banned player. Consequently we are relying on the integrity of all team managers to self impose this rule. **Should a coach be thrown out, the coach will be allowed to coach the next game however should a coach be thrown out twice in one season the coach will not be allowed at the court side for the next three games.**

Suspended players may continue to attend their teams games whilst suspended however at no point can the suspended player a) enter the court of play, b) approach the referees c) approach the opposition.

SYC2. Any Team caught playing a suspended player will result in that game being awarded to the opposition 19-0. If the actual result was a higher basket difference to the opposition, the original result will stand. In addition, the infringing team may be deducted a further penalty of up to three points or higher if the disciplinary committee so decides.

SYC3. Suspensions can be served in BBAXN League games only. Cup games are treated as a new tournament.

SYC4. Team Managers shall state clearly in the Match Report the name of their team's players, who were ejected.

SYC5. Any team manager failing to report an ejected player (or reporting a false name) will automatically be deducted 1 league point regardless of the reason. Should a team fail to report a thrown out player or put an incorrect player as the thrown out player due to an admin error the team must notify admin@BBAXN.com within 24 hrs of the match report being submitted – in which case no point deduction will occur.

SYC6. All league managers are reminded to check to ensure their opponent submitted the correct ejected player on their game report . Should a league manager feel their opponent did not submit or submitted incorrectly the information he should send a mail immediately to: admin@BBAXN.com

SYC7. As team manager if you submit your report and mistakenly miss out the ejected player you can not edit the report instead you must send an email to admin@BBAXN.com with the player name inside.

SYC8. Any player receiving 4 ejections in league games will automatically be banned for the rest of the season, this excludes cup competitions if organised.

SYC19. Thrown out players in one season do not carry forward to next season unless the offensive is severe in nature.

Off The Ball Violent Conduct

OTB1. Should a player or players from a team be “thrown out” for an act of violence (excluding the initial challenge for the ball – see OTB2) with the direct intention to cause serious injury (regardless of whether the player was the initial aggressor or not) the player will be suspended for a number of games (which BBAXN will decide depending on the incident). The team may also be warned regarding the behaviour of their players on the court of play and in addition the team will also be deducted one league point.

OTB2. Note: the initial challenge for the ball is defined as two or more players competing for the ball. This is excluded from OTB1 as the referees will manage this situation on the court of play however should other incidents occur as a direct consequence of this incident or other off the ball incidents, these will be captured by the above ruling. Should the referees however feel there was serious intent from the initial challenge this can be highlighted to BBAXN by the referee concerned only.

OTB3. Not more than one league point will be deducted from a team if it's their first offence in a given season, however teams with repeat offenders may be deducted further points.

OTB4. An Off The Ball Violent Incident report must be submitted by email by one of the teams concerned in the game within 48hrs to BBAXN. Incident reports submitted after 48hrs will be kept on file however no league point deduction will take, however BBAXN will still (if confirmed by the referees) take action against the players involved in the incident. The incident report should only cite those players who were thrown out by the referee.

OTB5. Players who are thrown out for off the ball violent conduct in a cup game (if the team is knocked out the cup) may have their suspension carried forward to league games.

The ruling is in place to ensure team managers do not select volatile players who could cause their team to lose vital league points and to remind team managers to substitute hot tempered players off the court when there is a chance a game is heating up. BBAXN believe that peer pressure from within a team is the “most effective” control to ensure all games are played in the right spirit.



BBAXN League Committee

LC1. The BBAXN League Committee will consist of five persons (BBAXN League players or others) and a referee, until such time as the inclusion of more committee members is deemed necessary. Their job is to keep the BBAXN League running as smoothly as possible.

LC2. The Referees Representative will be consulted on BBAXN League matters, when deemed necessary, however he is not entitled to vote on any BBAXN League matters.

LC3. The BBAXN League Committee members are as follows:

- | | |
|------------------------------|---------------------|
| i. Chairman | Mathew Boylan |
| ii. Vice Chairman | To Be Confirmed |
| iii. League Administrator | Shima Abdullah |
| iv. BBAXN Representative | Lee Taylor |
| v. League Advisor | To Be Confirmed |
| vi. Referees' Representative | My Johnny Mah (BAS) |



Appeals

AP1. No appeals are possible for THROWN OUT PLAYERS given that we do not have TV evidence at each court and that we must support our referees. History has shown when asking teams for their report of the thrown out incident, the facts are often misrepresented or incidents played down thus making a decision to overturn a thrown out player almost impossible.

Citation procedure

CIT1. A Referee or a Team may file a Citation with the Committee concerning incidences which occur during a game.

CIT2. A Citation may only be filed following serious incidences such as violent or abusive behaviour.

CIT3. Each Citation must contain full details of the alleged incidences and must end with a recommendation for disciplinary action.

CIT3. The Citation must be filed within 48 hours following the game in writing, following the game.

CIT4. Following receipt of a Citation, the game Referee and the other Team (as appropriate) will be sent the Citation and invited to submit their views. Views must be submitted to the Committee within two days.

CIT5. The Chairman of the Committee will discuss the Citation(s) with the Referees' representative on the Committee and the game Referee, after which the Chairman will send the Citation(s) and the views received to each member of the Committee together with a recommendation for disciplinary action.

CIT6. The Committee will inform the relevant Team of its decision and notify the rest of the rest of the Teams in the League.

CIT6. Disciplinary action may include (but will not be limited to) game bans for individual players, points deducted for Teams and Teams being thrown out of the League.



Disciplinary Committee

DIP1. The Disciplinary Committee may meet for example when a player infringes any of the rules of the BBAXN League or a referee [or assistant referee] makes a citation report deemed by the BBAXN League Committee to require a Disciplinary Committee or for any reason deemed necessary by the BBAXN League Committee. As a general guide, the Disciplinary Committee will focus on infringements of the rules by players and the BBAXN Committee will focus on infringements of the rules by teams.

DIP2. Once a decision is made, the Disciplinary Committee or BBAXN Committee decision is final. Should a change of evidence occur any Appeal must be made within 24 hours and accompanied by a cheque for S\$200. The BBAXN League Chairman will decide the process required based on the relevant circumstances after consulting the BBAXN League Committee. Generally a decision on the Appeal will be made within 72 hours. If the appeal is considered to be a waste of everyone's time, the S\$200 will be donated to a charity of the players / teams choice.

Liability & Medical

LB1. All teams and their players will release BBAXN its agents, sponsors and employees from any and all responsibility and liability for, any injury, loss, death or other damage incurred to the team or their players, their family, heirs, assigns and/or property, howsoever caused, as a result of the team's and their players participation in any of the basketball league activities and/or use of equipment and/or facilities in connection with the basketball league activities.

LB2. All team managers are fully aware and agree that no medical staff or trained staff will be provided at any of the fixtures organised by BBAXN league.

LB3. All team managers are fully aware and agree that the referees have no medical training and will not be able to assist in the case of a medical emergency.

LB4. All team managers are fully aware that the BBAXN provides no insurance coverage whatsoever for any players. Should a team wish to have insurance coverage they are advised to seek the relevant plan from an insurance broker.

LB5. All team managers agree that they are responsible to ensure all their players (**and in the case of JUNIOR leagues for U16 and below the player's parents**) are aware of the above rules and regulations regarding liability and medical.

LB6. All teams are recommended to bring their own first aid kit to every game.

LB7. For Junior League games held at BAS – in case of injury, ICE is available and can be obtained by making a request to the BAS storeroom manager who will be present at the courts. If unsure who the storeroom manager is please ask any BAS table official for guidance. A basic first aid box will also be kept by the storeroom manager and is again available if needed.



BBAXN Seniors Champions Cup

CC1. The top four teams of all BBAXN leagues (determined by BBAXN) will be invited to participate in the CHAMPIONS CUP (if and only if this cup has a sponsor)

CC2. The Champions Cup will take place at the end of the season and will be played on a weekend (not midweek)

CC3. Games will be played according to the rules set forth for our league games

CC4. Should a team not be available for the Cup game (or not enough players) the game will NOT be postponed instead an alternative team will be found.

CC5. Prizes will be issued for the Cup Tournament as detailed on the BBAXN website

CC6. Cup games still incur match fees to be paid by those teams competing which will be charged at the normal league game rate unless otherwise notified by BBAXN

CC6. In the instance where a player may represent two clubs who are competing in the tournament he must select to play for ONE club only for the whole tournament and may not switch clubs at any time during the cup tournament.

CC7. For a player to be eligible to play in any of the Champions Cup games he must have represented the team on at least a fifth of the league games in the CURRENT SEASON.

To determine number of qualifying games simply divide total number of league games by 5. If this results in a number with decimals then we will always round DOWN ie a 19 games season will be 3 games to qualify. In all cases players eligibility can qualified by checking back historical team sheets.

CC8. Any team found in breach of rule CC7 (before the next cup game takes place) will forfeit the match if substantiated; if the next game has taken place no appeal will be possible.

CC9. Any team with funds outstanding two days after their last league game, regardless of reason will automatically forfeit their right to participate in the Champions Cup. In this scenario the next highest place team who is able to play on the said dates will be entered into the tournament.



BBAXN Trial Matches

T1. BBAXN is continually looking for new teams to join our set up - once a new team shows interest they normally request for a trial game to test out our organisation skills and the facilities. We encourage these trial games so we can test the teams ability too.

T2. The following rules and regulations are imposed for trial games

Cost per game per team: SGD 90 (Midweek, Saturday and Sundays) payable once the fixture is confirmed for a one hour game (clock running). For clock stopping a 1hr 30 mins booking is required and cost will be SGD100 per team.

T3. Cancellation less than 7 days notice requires the cancelling team to pay SGD180 (one hour booking) or SGD200 (for one hour thirty mins booking).

In the event of a no show the team concerned will pay the charges (as above) but also will not be invited to play in any BBAXN basketball competition in future.



BBAXN Match Day Contact Details

As a minimum the following numbers should be stored in your hand-phone

| | |
|----------------|----------------|
| BBAXN HOTLINE | + 65 8233-2820 |
| Shima Abdullah | + 65 9296 0371 |
| Lee Taylor | + 65 9681 2011 |
| Matt Boylan | + 65 9670 6995 |

BBAXN League Management

PEZZAZ Pte Ltd, 105 Cecil Street #22-01, The Octagon Building, Singapore 069534

Ph: (65)-6325-9388 / Fax: (65)-6223-1814 / Mob: (65)-8233-2820

Email: admin@BBAXN.com

New Teams wishing to join BBAXN league

Email: register@BBAXN.com

Existing Teams in the league

Email: admin@BBAXN.com

Sales & Advertising Enquiries

Email: sales@BBAXN.com

Payment of League Fees

Email: accounts@BBAXN.com

APPENDIX Man to Man Rules and Other Rule Modifications JUNIOR LEAGUES

The following applies only to Junior League for players age 14 and under.

Implementation of the man to man rule

The Basketball Association of Singapore (BAS) will be implementing the man to man only rule for all its programs for children 14 years and below. This is also in line with the FIBA International ruling.

Playing man to man is critical for players skill development, enjoyment and success in the game of basketball.

Coaches are required to teach and implement playing only man to man defence during basketball matches for all age groups below 14.

Definition of Man to Man

Man to man defence is players defending one offensive player each on the court.

(For the U14 age group and below teams are permitted to play man to man from the opposition's 3 pt line so that the attacking team are able to pass the ball into court from the end line without pressure.)

The only exception is the last 2 minutes of the 4th quarter where the teams can move inside the 3 pt line to play man on man defence.

The following defences are not allowed:

1. **zone defences** (defensive players covering an area of the court rather than an offensive player)

Each defensive player must guard an offensive player at least inside the boundaries of the 3 point field goal line or in the approximate area where a 3 point line would be marked on the floor of the frontcourt.

2. **zone pressing** an opponent

Setting a structured zone press ie setting a full court 2-2-1 zone trap on a made basket which is for the purpose of deliberate or intentional double-teaming (also called trapping).

Examples of above illegal defences (1) and (2)

- 1) If an offensive player crosses the half court and is in the area of the 3pt line and a defensive player does not follow a player but stays in an area.
- 2) as above setting a structured full court or zone press with the intention of double teaming and trapping an opponent.

Please note: where there is a loose ball or rebound situation there is a natural tendency for player/s to go for the ball and apply pressure to the person with it. This is not intentional double teaming from a structured play and is not considered as 'illegal defence'.

Further clarification:- All end line balls where the attacking team is moving towards the opposite basket the defending players must defend from the 3pt line with the exception of the last 2 minutes of the 4th quarter.

Help and Recover

Is permitted

Example:

Player D1 (defence) is defending O1 (offence)
Player D2 is defending O2.
O1 dribbles past his/her defender D1 towards the basket.
D2 leaves O2 to stop O1's drive to the basket.

Note

The important words are 'dribbles past' before 'help and recover' occurs.
It is understood that D1 may follow O1 to the basket (as a natural tendency)
This is not considered double-teaming if D1 backs off and cover O2 when he/she sees D2 is now defending O1. **It is double teaming if both players stay and guard the one player actively. The referees will allow time for the player to recover. Exception is double teaming is allowed inside the keyway as the team is naturally guarding the ball and basket.**

Switching

Is permitted

Example:



Player D1 (defence) is defending 01 (offence).
Player D2 is defending 02.
01 dribbles across court left and 02 moves across court right.
D1 may now defend 02 and D2 may now defend 01.

Note

Coaches, however, must remind themselves that zone defences (defensive players that defend an area rather than an opponent) is not permitted.

Penalties for violation of Man to Man rule

First violation:

The game official will provide one (1) warning to the offending team.
The BAS scorer will make a notation on the scoresheet.

Second and subsequent violations:

A team technical foul will be awarded against the defensive team on each and every occasion.

Two free throws and possession of the ball at the half court will be awarded to the offensive team.

Any player currently playing on the court for the offence may be selected by their Coach to take the free throws.

If a team receives (3) or more technical fouls for violation of the man to man rule and/or other violations in any one game the Coach will be ejected as per current and FIBA rulings. If this occurs BAS should also be notified of this occurrence for follow up if necessary.

Recommendations

Coaches and In-Charge of teams playing are responsible for being active in reminding their players of the rules of the game. They should remind their players to defend an opponent each and not an area of the court.

Referees need to be active in observing behaviour and position of players.

The opposing Coach may ask the referee to closely monitor the opposition if they feel that the rule is not being adhered to.

Note: Only obvious violations should be acted upon.

REVOLUTIONIZING AMATEUR BASKETBALL IN SINGAPORE



Three Point Line

There is no 3 pt line or area ie. Even if the 3pt line is marked the shot will be classed as 2pts.



Player Game Time on Court

Each player must play (1) entire period unless he/she is injured, disqualified or has committed (5) fouls before they are allowed to move into the substitution cycle. In addition the player must play the first quarter that is available.

Example

Example 1, if a team have a total of 7 players, first 5 will play the 1st Quarter with no substitution, then the 2 who have not played in the 1st Quarter, **MUST** play the full 2nd Quarter, allowing only the remaining 3 position to move into a substitution cycle among the 5 players that have already fulfilled the minimum of one quarter play time.

Example 2, if a team have a total of 10 players, first 5 will play the 1st Quarter with no substitution, then the next 5, who have not play on the 1st Quarter, **MUST** play the full 2nd Quarter. Substitution cycle will only begin on the 3rd Quarter and all 10 players are allow to start his substitution cycle because all have already fulfilled the minimum of one quarter play time in the beginning of 3rd Quarter.

Late Players

If a player arrives at the court late he must play the next available quarter.

Monitoring, Control and Penalties

The table officials will ensure the player has played a full quarter by marking the score sheet.

Should a coach not follow the player rotation regulations, at the point which the violation is being identified, referees will 1st issue a warning to the team that has violate the rules, if there is a re-occurrence in the same game. A technical foul may be charged to the team committed the violation.

Eight Seconds Rule

The 8 second rule will apply.

Foul in the act of Shooting

If a player is fouled in the act of shooting an extra free throw will be applied.



Size of Balls

For Girls and Boys under 10 years: Should use a size 5 ball (between 68 cm and 73 cm in circumference). It shall weigh between 450 and 500 grams.

For Mixed U12 League: Should use a size 6 ball (between 72.4cm and not more than 73.7cm in circumference). It shall weigh between 510g and not more than 567g.

For Girls under 12 and 14 years: Should use a size 5 ball (between 68 cm and 73 cm in circumference). It shall weigh between 450 and 500 grams.

For Boys under 12 and 14 years: Should use a size 6 ball (between 72.4cm and not more than 73.7cm in circumference). It shall weigh between 510g and not more than 567g.

All Balls will be provided for by the BAS court official.