

Filipino Victorian Basketball League

-FVBL-

Fall Winter Divisional League Rules

Victoria, BC

Updated September 2019

Section 1. General Rule

- A. Filipino Victorian Basketball League (FVBL) rules will follow the current British Columbia Basketball Officials Association (BCBOA) adapted International Basketball Federation (FIBA) rules; except for sections 2-9 below:

Section 2. Officials

- A. Officials / Referees will be allocated through Victoria Basketball Officials Association (VBOA)
- B. Referees' decisions are final
- C. Table officials will be appointed / hired by the league committee

Section 3. Qualifications

- A. Players must be 16+ years of age during the duration of the league
 - a. Players 16 - 34 years old are classified as Juniors
 - b. Players 35 years old and older are classified as Seniors
 - c. When challenged, players must provide either birth certificate or passport
 - d. Players under the age of 18 must have a parent/guardian's signature of approval on the registration form
- B. Players must be of a Filipino blood and heritage
 - a. When challenged, players must provide birth certificate
- C. Teams will consist of maximum 15 eligible players on the roster
- D. Team roster registration entry must be submitted and approved on the roster submission deadline; deadline date provided by league committee
 - a. All players must fill out and sign registration forms
 - b. Players not on the roster and without proper registration forms after the deadline, are not eligible to play
- E. Teams must be paid in full by deadline; deadline date provided by league committee
 - a. All fees are non-refundable unless circumstances that are at fault of the league committee
- F. Any player found not within the qualifications mentioned will result to the team involve forfeiting the league.

Section 4. League Format

- A. Single Round Robin – regular season games
- B. Junior/Senior Rule - Teams are only allowed to play up to the maximum of 3 Junior players at a time. Technical foul will be assessed to the team each time this rule is violated.
- C. Regular season teams seeded at 1 - 4 move on to the semi finals of the Elite Division respectively, and will compete for the championship with the following format.
 - a. Semi Final match (1st seed vs. 4th seed / 2nd seed vs. 3rd seed)
 - b. Losing teams from Semi Finals plays 3rd and 4th place game, Winners from Semi Finals play the 1st and 2nd place game, Elite Division Champions
- D. Regular season teams seeded at 5 – 8 move on to the semi finals of the Competitive Division respectively (5th seed – 1st seed, 6th seed – 2nd seed, 7th seed – 3rd seed, 8th seed – 4th seed) and will compete for the championship with the following format.
 - a. Semi Final match (1st seed vs. 4th seed / 2nd seed vs. 3rd seed)

- b. Losing teams from Semi Finals plays 3rd and 4th place game, Winners from Semi Finals play the 1st and 2nd place game, Competitive Division Champions.
- E. Winning margin and point system will be use to determine seeding after the regular season games

Section 5. Uniforms

- A. All teams must wear their official uniforms either provided by the teams or by the league
 - a. Any 1 or more players wearing an unofficial team uniform/s will incur 1 technical foul penalty assessed to the coach/bench
 - b. League committee can waive Section 5A-a. i.e. League has started and teams have yet to receive their uniforms. League committee will extend and give sufficient time for teams to obtain their uniforms.

Section 6. Game Rules

- A. Game Schedules
 - a. Schedules will be determined by League Organizers
- B. Game default
 - a. There will be a 10 minute default time
- C. Game time, timeouts, extra periods
 - a. Games are two 15 minutes halves, stop time.
 - b. Teams will have two 45-second time outs each half, with no carry over.
 - c. Extra periods will be 3 minutes in length with one 45-second time out for each team.
- D. Shot Clock
 - a. Shot Clock will be 24 seconds and will apply if available.
 - b. If shot clock is not available, officials, at their discretion will use a 10-second countdown to teams stalling. After the 10-second count, if the offensive team does not make a play to score a basket, a “stalling” violation is place against the offensive team with a turnover penalty.
- E. Team Fouls
 - a. Team fouls bonus / penalty situation is at 9 team fouls per half.
 - i. Team fouls are carried over to extra periods

Section 7. Suspensions

- A. Suspension Definition – Players who are suspended are not allowed anywhere inside the gymnasium during the league games until such suspension is served
- B. Players who gets disqualified due to technical fouls and unsportmanlike fouls during a game will be suspended for 1 game, effective immediately on the next team’s schedule game.
 - a. This exempts any disqualifications that is due to the following.
 - i. U-Foul on a breakaway foul
 - ii. U-Foul on an attempt to stop a transition
 - iii. U-Foul on “not playing the ball” to stop the clock
 - iv. U-Foul on fouls occurring before the throw in is complete with less than 2minutes remaining on the game

- C. Players who gets disqualified due to technical fouls and unsportmanlike fouls during a game that is severe in nature will be suspended for the rest of the season. This includes but not limited to:
 - a. Trying to physically harm another player, official, or spectators
 - b. A continuous verbal abuse towards another person or people including using foul languages.
 - c. Damaging equipment including benches, tables, etc.
 - i. Other actions not on the list will be at the league committee members' discretion by reviewing the incident report
- D. Players who get involve in any way by physically harming another player, officials, or spectators during a game or after a game will be suspended for the rest of the season. This includes but not limited to:
 - a. Starting a fight/brawl.
 - b. Throwing and landing kicks, elbows, punches, and using other body parts to create harm.
 - c. Retaliating by throwing and landing kicks, elbows, punches, and other body parts to create harm.
 - d. The use of any harmful weapon or other items use as a weapon.
 - i. Other actions not on the list will be at the league committee members' discretion by reviewing the incident report
- E. Reviewing incidents for the purpose of suspension are done by the league committee members only immediately after the incident and before the next scheduled games of the teams involve
- F. Incident reports are written only by the referees (officiating the game), table officials, and league committee members who are present during the incident
- G. Incidents will ONLY be reviewed using the incident report. No video footages and other witnesses will be used
- H. All suspension rules under Section 7 can be modified ONLY by the approval of the league committee chair and ONLY to the purpose of keeping the people involve safe, and the continuous success of the league. i.e. Video footages can be allowed if the incident creates some severe and unlawful actions.

Section 8. Alcohol and Drugs Policy

- A. All players, coaches, and team organizers:
 - a. May not be under the influence of legal or illegal substances causing impairment during games
 - b. Are prohibited from distribution and offering or sale of alcohol or drugs or drug paraphernalia during all FVBL games and anywhere in the vicinity of the league, including the parking lot.
- B. Failure to comply with this policy will result to immediate suspension on that team's scheduled game when it is discovered.
 - a. If non-compliance is discovered after the game, suspension will be applied to the team's next scheduled game.

Section 9. Rule Coverage

- C. All rules apply only within the confines of the gymnasium. Incidents beyond this is not the league's responsibility. However, any serious matters can be reviewed by the league committee with the league committee chair's approval and Section 7H can be applied. i.e. fist fight / brawl at the venue's parking lot, witnesses may be use to obtain information for the incident report and players involve can be penalize with suspensions.