



FastBreak Men's League - Overview Spring '17

Venue

United World College East, 1 Tampines St. 73
Sports Halls 3 & 4

Men's Open Division

- Males only

Dates / Schedule

February 22 to May 17, 2017

Game Times (Wednesdays)

- 8:00 p.m.
- 9:15 p.m.

Game Rules

Regulation games per FIBA int'l. rules

- 10 minute quarters, stop time; 24-second shot clock
- 5 minute overtime
- Molten GG7 game balls

Format

Minimum: 11 games each

- If 6 teams: Regular Season (2 rounds x 5 games) + Playoffs (1 round)
- If 8 teams: Regular Season (1 round x 7 games) + Playoffs (3 rounds)

League Fee

\$1,650 per team

Teams will be invoiced and requested to make payment in full before the 1st game of the season.

League Contacts

Mike Denzel, League Director

Mob. 8118 7948

Email1: fastbreak@fastbreak.com.sg

Kiran Nagesh, FastBreak General Manager

Mob. 9183 5177

Email: knagesh@fastbreak.com.sg



FastBreak Men's League -- Rules & Guidelines

By participating in the FastBreak Men's League, each player and coach agrees to abide by the league rules & guidelines, as stated below.

1. Indemnification
 - a. Each participant indemnifies Fastbreak Pte. Ltd., its agents, employees etc. against any and all claims, damages and injury as a direct or indirect result of participating in the league.

2. Player Registration
 - a. Prior to the start of the season, teams will be required to submit an initial roster with full player names (first & last), uniform number, and year of birth.
 - b. Teams may register up to 20 players over the course of the season.
 - c. No players may be added to a team roster after [April 12, 2017](#)
 - d. A player may be registered by:
 - i. Sending an email or text message to the league director prior to the listed start time of a game, or
 - ii. Making a declaration to the league director onsite prior to the start of a game.

3. Team Rosters
 - a. A maximum of 15 players may suit up and be listed on the score sheet for any one game.
 - b. A player becomes active, or bound to a team, once he appears on the court in his first game. Prior to that, he can switch teams at his discretion.
 - c. Once a player appears in his 1st game for a team, he may not change teams for the remainder of the season.

4. Playoff Eligibility
 - a. A player must meet the following criteria to participate in the playoff(s):
 - i. Be registered and have appeared in at least one game by the [April 12](#) roster cut-off date, and have appeared in at least 3 games during the regular season.

5. Uniforms
 - a. Teams are strongly encouraged to wear matching uniforms: same color shorts; same color tops
 - b. Uniforms must have a number on the front and back of the top
 - c. A team may field a maximum 2 players without a matching uniform



top (same color jersey with numbers) in a game; if 3 or more players are without matching uniform top, the game will be played as a friendly, and the opposing team will be granted a win.

- i. Enforcement of the uniform rule will begin from week#3

6. Penalties / Suspensions

- a. The league has a zero tolerance policy on fighting. Any player ejected from a game by officials for fighting, will be suspended for three additional games or longer, subject to the discretion of and review by the league director.
- b. A team whose players are suspended for fighting in two separate games during one season will be kicked-out of the league, and forfeit any claim to a refund.

7. Forfeits

- a. A team must have at least 4 players present to start a game.
- b. For a scheduled 8:00 p.m. game, teams will be granted a 15-minute reprieve, after which a forfeit will be declared and a win granted to the opposing team.
- c. For all other scheduled game times, the forfeit rule will go into effect 10 minutes from the scheduled start.
- d. If a team forfeits a game, and we are unable to field 'substitute' players to at least play a friendly, the forfeiting team will be required to pay a \$100 penalty to the opposing team. Penalty to be collected and disbursed by the league director.

8. Rescheduling Games / Avoiding Forfeits in Advance

- a. If you know that you will not have enough players for a game, you can request that the game be rescheduled, as long as:
 - i. You notify the league director by text or email before 8:00 p.m. on the day prior to your game.
 - ii. You pay a rescheduling fee of \$50 (to cover administrative efforts to cancel & rebook the refs and courts, efforts to open the gym on another day, and higher cost of booking refs for a single game).
- b. Monday evenings (8:00 p.m.) are designated as our make-up slot for any rescheduled games. A rescheduled game must be played on either of the following two Mondays at the preference of the team that was forced to change -- unless the teams mutually agree to another time, day and venue within 14 days of the originally scheduled game.
- c. Once the season schedule has been issued, a team may request a maximum of one rescheduled game during the regular season.

9. Disputes & Appeals

- a. It is our goal to have a league director or manager settle any disputes onsite on the day of the game.



- b. If unable to settle to everyone's satisfaction, the team manager may appeal a decision by sending a formal protest by email to the league director within 48 hours of the completion of the game.

10. Code of Conduct / Sportsmanship

- a. Players and coaches are expected to demonstrate good sportsmanship and lead by example. Swearing and / or incessant arguing with the referees will not be tolerated.
- b. UWC East has a strict no-smoking policy on campus.
- c. Teams are expected to clean-up their respective bench area after each game (throw-away drink bottles / cans / garbage).
- d. All players must leave the campus by 10:45 p.m.

Abusers of the above code of conduct will receive a warning from the league manager or director. Repeat occurrences will result in a 1-game suspension or other appropriate measure.

11. No Dunking / No Hanging / No Grabbing the Rims policy

- a. These restrictions apply before (whether on the game court or a side court), during and after the games.
- b. The only allowable dunk will be a situation where a player "drops the ball" in the basket without touching the rim.
- c. If you slam the ball through the basket and hit / grab / hang-on the rim, the following penalties will apply:
 - i. Technical foul
 1. if before the game: opponent will receive 1 free-throw at start of the game and possession of the ball
 2. if during the game: basket will not count (if dunk went in); opponent will receive 1 free-throw and possession, plus Ejection / Disqualification from that day's game
- d. A repeat offense will lead to suspension from the league.