



New England Jammers All Filipino Basketball League

Rules and Regulations

- Each game will have 5 minutes warm up, 20 minutes each half and a 3 minute halftime.
- Game clock will be running except for the last 2 minutes of the second half.
- Game clock will stop on all dead ball situations and made basket in the last 2 minutes of the second half.
- If a team's lead is 20 points or more in the last two minutes of the second half, the clock will not stop until the lead goes fewer than twenty points.
- Game clock will stop during timeouts.
- Teams have two 1 minute timeouts per half.
- First overtime will be 2 minutes. Second overtime will be first to score wins.
- One timeout for each team for first overtime and no timeouts for second overtime.
- 1 on 1 penalty after 6 team fouls and two free throws on the 10th foul.
- Players with 5 fouls are ejected.
- A size 7 (29.5") Wilson Evolution ball is provided as the official league ball. The ball pressure is checked and regulated between 7.5 to 8.5 psi before the start of the first scheduled game each Sunday. Depending on the condition of the official ball, a new game ball may be provided at the start of playoffs.
- Please arrive at least 20 minutes before the start of your scheduled game. The games will start after the preceding game ends.
- A team will be allowed to play with a minimum of 4 players.

- Failure to have a minimum of 4 players will result in a forfeit but can continue to play as a scrimmage game using players from the opposing team.
- A player must play a minimum of 40% of the regular season games to be eligible to play in the playoffs/championship.
- Weekly rankings will be determined by wins and losses. In the event of a tie/s the following tie breaker will be followed
 1. Head to head
 2. Win over the other in triple or more tie
 3. PF-PA amongst teams involved in a triple or more tie
- There will be no rescheduling of games unless deemed absolutely necessary by the commissioner or by the league committee.
- Players must wear the official New England Jammers jersey for games. Failure to do so will result in a warning, Technical foul, and not allowed to play for 1st, 2nd and 3rd offense respectively.

UNSPORTSMANLIKE CONDUCT

- Flagrant fouls and any Unsportsmanlike conduct will be penalized with two (2) free throws plus possession of the ball. The penalized player will be ejected from the game.
- A Technical foul will be penalized with two (2) free throws plus possession of the ball.
- Excessive referee complaints will result in a technical foul.

EJECTION AND SUSPENSION

- Two technical fouls in the same game committed by a player will result in ejection from the game. Ejected players must step out of the gym. Failure to do so will result in suspension.
- Two unsportsmanlike or flagrant fouls committed by a player during the league will result in a 2 game suspension.
- A combination of a technical foul and unsportsmanlike or flagrant foul will result in ejection and 1 game suspension.

LEAGUE DISQUALIFICATION

- We will be enforcing a strict no violence policy. Any player that throws a punch, elbowing with intent to hurt another player or any other act of violence against other players, spectators, guests, volunteers, organizers and facility employees will result in disqualification from the league. Continuous violation of league rules will also result in league disqualification.

DISCLAIMER

- The New England Jammers Recreational League commissioner, organizers, committee members and volunteers along with Girls Inc of New Hampshire will not be held responsible for injuries that may arise in the course of the league.
- Players participation in this recreational league are “at your own risk”.
- If any member of a team and its representatives cause damage to any part of the gym, the said team and representatives will be liable for the damage/s.

The New England Jammers Recreational League commissioner and committee has the sole jurisdiction to regulate, enforce and govern the rules and regulations of this league.