



BASKETBALL

Technical Guidelines & Ground Rules

COMPETITION SPECIAL GUIDELINES

(The International Basketball Federation (FIBA) Rules – valid as of 1st October 2018 including the latest amendments shall govern the Basketball competitions except for the approved Special Guidelines and Ground Rules for the Elementary Level).

I. PURPOSE:

It is a game specially designed to build a strong foundation in developing positive values and character through their participation. It also aims to enhance the development of basic skills and productive exposure in games between and among young boys and girls, *providing unique experience for fun, enjoyment, and eventually leading the way to a long term involvement in the sports.*

II. OBJECTIVES OF THE GAME:

The games shall be **DEVELOPMENTAL** in nature and approach. Use sports (basketball) in teaching values and principles as a developmental tool for the biggest game called LIFE. Serve as an avenue in developing TEAMWORK, LEADERSHIP, PLAY ETHICS and TRUST, likewise, develop *camaraderie, goodwill, sportsmanship, discipline, and other LIFE SKILLS values* inherent in the practice and participation in sports so that young people/players learn lessons in life so they can “LIVE BETTER LIVES TOMORROW”.

III. TEAM (Players, coaches & other team officials):

1. Eligibility

1.1 Based on the latest *Palarong Pambansa* Guidelines

2. Team Composition

2.1 A team shall be composed of not more than 12 team members and a COACH, while the Girls Team may include a CHAPERON (only when the coach is male).

3. Coach

3.1 A team shall be headed by a responsible Coach as required by the Palarong Pambansa Rules and Guidelines.

3.2 Only the Coach (and Chaperon) shall be allowed to stay within the team bench during official games.

4. Team Uniform

4.1 A player who is not wearing the team's complete uniform may not be allowed to play. In case of an incomplete uniform on a player/s, a WRITTEN REQUEST FOR EXEMPTION (only when there is a valid reason) shall be submitted and duly signed by the Head of Delegation addressed to the Tournament Manager; and the playing numbers shall be (0, 00-99) and the assigned delegation color shall be followed (dominant/secondary colors).

IV. EQUIPMENT/MATERIALS:

1. BALL

1.1 The SIZE of the BALL for the Secondary Girls and Elementary Levels shall be **size 6**.

1.2 The SIZE of the BALL for the Secondary Boys shall be **size 7**.

V. TIMING REGULATIONS:

A. For ELEMENTARY LEVEL/CATEGORY Only:

The game shall consist of 4 periods. The first three periods shall be played in 8 minutes and 10 minutes for the 4th period and 5 minutes for every extra period.

B. For SECONDARY LEVEL/ Boys/Girls CATEGORY:

The official FIBA 2017 Rules (Regular Rules) shall apply with the latest amendments.

C. For both ELEMENTARY AND SECONDARY CATEGORIES:

The intervals between periods, is one (1) minute while interval between halves is five (5) minutes.

VI. PLAYERS' PLAYING REGULATIONS:

A. For ELEMENTARY LEVEL/CATEGORY Only:

1. All players of the team must be fielded before the end of the 2nd period or within the 1st Half. *FAILURE of the Coach to field a player in the 1st Half shall be penalized with a Technical Foul (1 FT+BP) charged to the Coach.*
2. All players *shall play at least one (1) period BUT not more than three (3) periods and MUST be rested for one (1) period. If a Coach fielded a player for more than three (3) periods, it shall be penalized with a Technical Foul (1 FT+BP) charged to the Coach.*
3. *Normal substitution procedures* shall apply in all periods. (Except when certain rule does not apply). A player may enter in a game as a substitute as many times as possible within that period and considered as having played only in that period/quarter.
4. *One (1) time-out* for every period shall be granted to each team for the first three (3) periods and *two (2) time-outs* shall be granted in the fourth (4th) period, and *one (1) timeout* for every extra period. *Unused timeouts* shall not be carried over to the next period. In the first three periods the Timeouts shall either be used or forfeited if not used.
5. In case a team has an incomplete line-up during the scheduled game:
 - a) The 1st period shall always start with 5 players while the other periods may be played with the remaining members of the team.
 - b) A team with ONLY seven (7) players (physically present) at the start of the game shall be declared LOSER by FORFEIT (but said present players may be allowed to play the 1st period only as a consolation).

VII. INTERPRETATIONS of RULE IV.

EXEMPTIONS:

a. IN CASE OF INJURY/DISQUALIFICATION:

- (in the 1st/2nd Period) – an injured player may be substituted by any player, and as such said “substitute player and injured player” will be considered as having played in that particular period.
- The “injured player” upon recovery may re-enter in the same period or may play in any period following Sec.1, Rule IV.

IMPORTANT Reminder: WHENEVER POSSIBLE AND IF THE RULES WILL ALLOW, EVERY PERIOD SHALL BE PLAYED ALWAYS WITH FIVE (5) PLAYERS.

For SECONDARY LEVEL CATEGORY:

The official FIBA Rules or NORMAL substitution procedures shall apply.

IN CASE OF DISQUALIFICATION:

1. A thrown-out player must leave the confines of the play area.
2. A player/coach who is **“EJECTED/THROWN-OUT”** as a result of a Disqualifying foul due to Flagrant Foul/ Fighting or the like, subject player shall be **automatically suspended**. The number of games of suspension shall be determined by the Technical Committee headed by the Tournament Manager and will be based on the gravity of the act. When there is suspension, it shall be applied in the team’s succeeding games.
3. Any team member who is **“DISQUALIFIED”** due to a) 2 Unsportsmanlike Foul; b) 2 or 3 Technical Fouls by a coach/player, is different from the above provision and game/s suspension may be slapped only upon the strict scrutiny and evaluation of the Technical Committee

RULES OF CONDUCT:

1. FOULS

- 1.1 TECHNICAL FOULS** any PLAYER/COACH who displays unsportsmanlike/ disrespectful act such as slashing of neck, showing of dirty fingers, pointing of accusing finger and trash talking/shouting bad words/foul language, contesting calls, arguing with the officials and others. A WARNING maybe given or a TECHNICAL FOUL shall be slapped.
- 1.2 PERSONAL FOULS** – a player causing contact with an opposing Playmate, which gives an unfair advantage and such contact are neither intentional nor flagrant.
- 1.3 FOULS** - a player causing excessive contact which may cause or have caused injury to an opponent such as: a) excessive swinging of elbow; b) throwing a punch; c) tripping; and d) intentional contacting/pushing the back of a player going for a basket shall be judge to be either an UNSPORTSMANLIKE/DISQUALIFYING FOUL.

PLAYERS’/COACHES’ Conduct:

1. Any player/coach, who is slapped with a Disqualifying Foul and ejected because of FLAGRANTLY **UNSPORTSMANLIKE ACT** (not due to 2/3 Technical Fouls), shall be penalized accordingly PLUS an additional game suspension/total disqualification or banned from further participation, depending on the gravity of the offense. (As may be determined by the technical committee.)
2. Uttering/shouting of obscene/foul language/bad words or verbal abuse from players/coaches to opponents/officials or teammates shall not be tolerated. Such act shall be dealt with a warning or a Technical Foul will be slapped. *The Coach shall behave as a professional and or being a responsible sports official or teacher and that in any way it will not sacrifice the values and discipline of the team but rather to protect the integrity of the game. Any infringement/violation of this conduct shall be penalized with a Technical Foul, Game Suspension and or Ban.*
3. Teams shall keep and leave their bench areas clean and orderly. Non-compliance shall be dealt with a Warning for the first offense, TECHNICAL FOUL for the second offense.
4. A player may be allowed to play with an incomplete uniform, for any valid reason thereof, (only when a Request by the HOD was submitted and

approved by the TM), but shall be slapped with a Technical Foul before he will enter the playing court.

5. Coaches shall always confirm their next schedule of game with the Tournament Manager BEFORE leaving the playing venue/ or after their game.
6. A team that **walks out** of their game shall be penalized with a Disqualification from the competition/PALARO and likewise the Coach shall be BANNED.
7. Any Coach who abandons his/her team without any valid reason shall be penalized with game suspension to ban for 1-year and or perpetual disqualification.
8. Any infraction committed in the COVENANT by any player/coach MAYBE PENALIZED with a reprimand and or warning or Technical Foul if so warrants.
9. **SPECIAL PROVISIONS AGAINST CHILD ABUSE AND BULLYING:**
The conduct of the Palarong Pambansa is an official DepED activity and as such, pertinent provisions of the Child Protection Policy (DepED Order No. 40, s. 2012). The Anti-Bullying Act (Republic Act No. 10627), and all laws protecting the rights of the learners shall be strictly observed before, during, and after the Palarong Pambansa.
10. **GAMES DISRUPTION:**
Games which are cancelled/disrupted/stopped due to "FORCE MAJEURE" or for any valid reason, will be treated in the following manner:
 1. **REMATCH** – if the disruption of the game took place during the first half (1st and 2nd periods), game shall be replayed and the scores is disregarded/back to zero.
 2. **RESUMPTION** – if the disruption of the game took place during the second half (3rd and 4th periods), the game shall be resumed with the remaining game time and the scores stays.
 3. **RESET** – if a scheduled game was cancelled for a valid reason, the management will re-schedule/reset the game at the bottom of all the scheduled games, and if the game result is no bearing already such game may not be played anymore.
 4. **DURATION OF WAITING** – in case of a power failure or any incident (rain or darkness) that may affect the progress of the game, the LENGTH of time to wait for the restoration of normalcy is 30 minutes or as may be allowed by the Tournament Manager or his authorized ATM.
11. **SPECIAL PROVISIONS:**
The Tournament Manager reserves the right to make any decision on matters that affects the conduct of the tournament and which subject/concern is not covered/specified in this ground rules.



BASKETBALL (ELEMENTARY) *Technical Guidelines & Ground Rules*

COMPETITION FORMAT

1. The 18 teams/regions will be divided into four groups, A, B, C, & D. Three (3) groups will have four (4) teams each and the other group will have five (5) teams/regions. All groups must at have at least one team each from Luzon, Visayas and Mindanao. The top four (4) placers in the last Palaro will be seeded/distributed in the four (4) groups respectively. The groups for the 5th to 17th placers shall be determined by **drawing of lots**.

GROUPING FORMAT

Elimination Round

A	B	C	D
L1 -	V1 -	L2 -	V2 -
M1 -	L3 -	M2 -	L4 -
M6 -	M5 -	M4 -	M3 -
V3 -	L5 -	L6 -	L7 -
			L8 -

(**L** – Luzon Region, **V**- Visayas Region, **M**-Mindanao Region)

2. Teams in each group will play single round robin to determine the team standings and the top two teams will advance to the **QUARTER FINALS** for a **cross-over knock-out game**. The WINNERS shall move to the SEMIFINALS.

2.1 Quarterfinals

QF1 = A1 vs C2

QF2 = A2 vs C1

QF3 = B1 vs D2

QF4 = B2 vs D1

2.2 SEMIFINALS

SF1 = Winner QF1 vs Winner QF4

SF2 = Winner QF2 vs Winner QF3

3. The SEMIFINAL WINNERS will then move to the **FINALS/CHAMPIONSHIP**, while the LOSERS will play for 3rd and 4th Place.

3.1 FINALS

Loser SF1 vs Loser SF2 = 3rd and 4th Placers

Winner SF1 vs Winner SF2 = 1st and 2nd Placers



BASKETBALL (SECONDARY-BOYS) *Technical Guidelines & Ground Rules*

COMPETITION FORMAT

1. The 18 teams/regions will be divided into four groups, A, B, C, & D. Three (3) groups will have four (4) teams each and the other group will have five (5) teams/regions. All groups must at have at least one team each from Luzon, Visayas and Mindanao, if possible. The top four (4) placers in the last Palaro will be seeded/distributed in the four (4) groups respectively. The group for the 5th to 17th placers shall be determined by **drawing of lots**.

GROUPING FORMAT

Elimination Round

A	B	C	D
L1 -	V1 -	V2 -	L2 -
M1 -	M2 -	M3 -	M4 -
V3 -	L3 -	M6 -	M5 -
L6 -	L7 -	L4 -	L5 -
			L8 -

(**L** – Luzon Region, **V**- Visayas Region, **M**- Mindanao Region)

2. Teams in each group will play single round robin to determine the team standings and the top two teams will advance to the **QUARTER FINALS** for a **cross-over knock-out game**. The WINNERS shall move to the SEMIFINALS.

2.1 Quarterfinals

QF1 = A1 vs C2

QF2 = A2 vs C1

QF3 = B1 vs D2

QF4 = B2 vs D1

2.2 SEMIFINALS

SF1 = Winner QF1 vs Winner QF4

SF2 = Winner QF2 vs Winner QF3

3. The SEMIFINAL WINNERS will then move to the **FINALS/CHAMPIONSHIP**, while the LOSERS will play for 3rd and 4th Place.

3.1 FINALS

Loser SF1 vs Loser SF2 = 3rd and 4th Placers

Winner SF1 vs Winner SF2 = 1st and 2nd Placers



BASKETBALL (SECONDARY-GIRLS) *Technical Guidelines & Ground Rules*

COMPETITION FORMAT

1. The 18 teams/regions will be divided into four groups, A, B, C, & D. Three (3) groups will have four (4) teams each and the other group will have five (5) teams/regions. All groups must at have at least one team each from Luzon, Visayas and Mindanao, if possible. The top four (4) placers in the last Palaro will be seeded/distributed in the four (4) groups respectively. The groups for the 5th to 17th placers shall be determined by **drawing of lots**.

GROUPING FORMAT

Elimination Round

A	B	C	D
L1 -	V1 -	L2 -	M1 -
V2 -	L3 -	M2 -	L4 -
L8 -	L7 -	L6 -	L5 -
M3 -	M4 -	M5 -	V3 -
			M6 -

(**L** – Luzon Region, **V**- Visayas Region, **M** Mindanao Region)

2. Teams in each group will play single round robin to determine the team standings and the top two teams will advance to the **QUARTER FINALS** for a **cross-over knock-out game**. The WINNERS shall move to the SEMIFINALS.

2.1 Quarterfinals

QF1 = A1 vs C2

QF2 = A2 vs C1

QF3 = B1 vs D2

QF4 = B2 vs D1

2.2 SEMIFINALS

SF1 = Winner QF1 vs Winner QF4

SF2 = Winner QF2 vs Winner QF3

3. The SEMIFINAL WINNERS will then move to the **FINALS/CHAMPIONSHIP**, while the LOSERS will play for 3rd and 4th Place.

3.1 FINALS

Loser SF1 vs Loser SF2 = 3rd and 4th Placers

Winner SF1 vs Winner SF2 = 1st and 2nd Placers