

Galing Mo Ah! Basketball League Season 3 Tournament Guidelines

PLAYERS, TEAMS, AND FORMAT

1. All players must be:
 - a. 100 percent mentally and physically fit
 - b. No player/s with current contract and or playing in a commercial or collegiate league is/are allowed to play. or 2 yrs of inactivity.
 - c. Height limit is only 6 foot 2.
2. All players can join only one team per season.
3. A team is only allowed to have 18 players in its roster
4. An individual becomes an official player for a team once he plays a game for said team. That team will be his team of record.
5. No player may be added to a team (once the official roster has been set.) without the approval of the GMABL. In some cases, the GMABL may seek the unanimous consent of each team.
6. No player/s will be allowed to play in the playoffs if he/they is/are unable to play even a single game in the classification round.
7. The GMA and Its Affiliate teams must agree to pay tournament REGISTRATION FEE OF PHP. 2,000.00. Outsider/guest teams is Php 3,000.00 and PHP900,00 PER GAME BASIS TOURNAMENT FEE/QUOTA in order to play.
8. Classification round is on a Running time system for the 1st 3 quarters(time still ticks even a foul is called, ball goes out of bounds etc.) except for time outs and free throw and until the 2 minute mark of the quarter. upon the playoffs , games will be back to stop time system.

GAME SCHEDULE

All of our games will be posted on our official Facebook page and website. and also will be message to teams' representative. Rotation on game time will be observe for fairness to all team. No request for game schedule will be entertained.

TOURNAMENT FORMATS

1. The tournament is governed in accordance with existing FIBA RULES with HOUSE RULES;
 - a. Possession arrow is not applicable in the last 2 minutes of the game, instead jump ball will take effect
 - b. All players who came in even during the last minute of the game can still play.
 - c. Player with the ball can call timeout anytime during the game.

Rules on In game time out.

- a. Player should establish possession first with full control of the ball. (doesn't matter if he's holding the ball using two or one hand only)
- b. If a player dives for the ball and calls for a time out but has not planted his feet on the floor,no timeout will be given to him
- c. If a player is going out of bounds and trying to call a time out but his feet are not planted on the floor, no time out will be given to him.
- d. In-bound play will be designated in the same place from where a player calls the time out

Teams fall under 1 brackets, single round robin

1. Each team will play At least 10 games
2. Teams will be ranked based on their W-L records and applicable tiebreakers.

1st Round: Classification Single Round Robin

The teams will go up against each others once

After the classification round, rankings will be determined base on W-L records and quotient system. No TEAMS will be eliminated instead last 4 teams in the standings will go through a wild card phase to earn the right to enter the Quarter Final Round.

WILD CARD PHASE 1

WC 1 - #8 vs #11 KO game

WC 2- #7 vs #10 KO game

WILD CARD PHASE 2

Winner of WC 1 vs Winner of WC 2 KO game (winner of WCP2 will have the right to face the #1 seed.)

note* wild card games will be played on a back to back game day so teams advancing to the QF will not wait for much longer time.

2nd Round: Quarter Finals

After the teams are ranked accordingly; the #1 and #2 seeds will carry a twice to beat advantage against the WC winners. The 3rd and 6th seed will figure in knockout game; the 4th seed faces the 5th seed.

Sample scenario: QUARTER FINALS

QF1 #1* VS WC

QF2 #2* VS #7

^QF3 #3 VS #6

^QF4 #4 VS #5

legend:

WC-wild card

*Carries a Twice to beat advantage

^Knock Out match

Winners advance to SEMI FINALS

3rd Round:**SEMIFINALS: Best of Three**

SF1 - QF1 winner vs QF4 winner

SF2- QF2 winner vs QF3 winner

4th Round: **Finals: Best of Three**

SF 1 winner vs SF winner

TIEBREAKERS

1. The quotient system will be applied for tiebreakers.
 - a. Quotient system is the equivalent of teams' total winning margin minus the teams' total losing margin. Only teams with identical W-L records will be involved in quotient system (in case of three or more ties)
 - b. Win-over the rule (in case of 2-way tie)

UNIFORMS

1. Having a team's uniformed jersey is advice, in case a team has yet to produce their jersey, GMABL reserves the right to designate which team is dark and the other is light. Yellow jersey is considered dark.
2. The GMABL reserves the right to allow teams to play in provisional uniforms.

START OF GAMES/DEFAULTS

1. Teams must have at least 5 eligible players to start a game.
2. If any team has less than five 5 players at the start of the game, a 10 minute grace period will be given. Once the team has five (5) eligible players, the game will start immediately.
3. The team whose players did not arrive on time; but has beaten the given grace period will have no timeout for the game.
4. If a team does not have 5 players after the 10 minute grace period, it will be considered in default of the game and assessed a loss. (the team who won through default must still need to pay at least half of normal tournament fee because GMABL still have to pay for the rent of the unused court and refs.)
5. In cases of double team default, both teams will be assessed a loss in the standing.

REVERSAL OF GAME RESULTS

1. No games will have their results overturned or set for a rematch as a result of game technicalities (i.e. officiating, timer or scorer issues).
2. Game results will only be considered for reversal when the winning team fielded an ineligible player under GMABL guidelines.

PENALTIES - PLAYERS

1. Bench technical fouls will be assigned to the players guilty of the infraction. Fans who are in the team bench is liable for a technical foul
2. Fines should be settled with the game officials of the next game the player will play in.
3. A player who is suspended may not be in any GMABL game venue during the suspension.
4. GMABL tournament suspensions are for a minimum of 1 game. If there are not enough games to carry out the minimum, the suspension will carry over to the following GMABL season.
5. Players who engage in fighting or behave in a disruptive manner inside the VENUE or in close proximity of the GMABL game venue during the season will be subject to penalties and fines as deemed appropriate by the GMABL.
6. Violations of a non-abusive nature are usually not assessed fines or counted as part of the players' totals. Only the referees, who review all violations, have the sole authority to determine whether a violation is of an abusive or non-abusive nature.
7. The GMABL has the right to impose additional sanctions and fines for violations committed by players and/or their supporters during, before, or after the game as reported by GMABL officials

PENALTIES/FINES FOR TEAM VIOLATIONS

VIOLATION	PENALTY/FINE
A. Default	1. Team will be assessed a loss. 2. Team will be Fined Php 1,500.00
B. Fielding of ineligible player	1. Team will be assessed a loss by forfeiture for the game and have no stats considered. 2. If the team commits a 2 forfeit any unspent tournament fee to the GMABL.
C. Team walk-out	1. Team will be assessed a loss by forfeiture. 2. Team will be Fined PHP 2,000.00
D. Player engaged in a fight/ Thrown punches	1. Player/s will be ejected from the game. 2. Player/s will be suspended for 1 game. 3. Player/s will be assessed a PHP500.00 fine and banning from playing for the rest of the tournament
E. Punching the referee	1.The player/s took the punching will be banned from playing and the team will be assessed a PHP1000 fine.
F. Technical fouls	1.Player/s who commit flagrant foul will be fined Php 200 and have to sit down for 3 minutes. 2.Player/s who commit 2 flagrant foul within a game will be fined Php 500 and will be ejected of the court and subject to a game suspension (depends on the importance of their next game) 3.All technical Fouls called (except delaying the game) will be fined Php100
G. Team Withdrawal	1. GMABL has the right to BAN the team from joining the GMABL successive seasons and collect fees/damages amounting to Php 3000,00 from the team withdrawing from the tournament while it is on going.



BENSON DELA PAZ
GMABL ORGANIZER