



2026 ASA FALL OPEN and ASIAN DIVISION SUMMARY RULES

GENERAL INFORMATION: League and Game officials are in absolute control of the game and will do the officiating. Team Captains/Coaches are responsible for keeping their players/staff under control. Misconduct of players, coaches/staff can result in an assessment of Technical Penalty, ejection, or forfeiture of the game. Spectators must remain in the area designated by league officials. **ZERO TOLERANCE** for disrespect to other individuals, i.e., players, fans, refs, or other personnel. **EXCESSIVE talking to the opposing team/players/complaining to the officials, score table, league staff and derogatory talk or offensive/profane expression toward anyone** will result in TECHS. Any player who starts, initiates verbally, or escalates a physical confrontation aggressively and whoever reacts to also escalates the situation will be disqualified from the remainder of the league. League and game official(s) shall have the power to make decisions on any matters or questions not specifically covered in rules.

LEAGUE RULES AND FORMAT:

1. The league will have 6-7 weeks plus a playoff game(s), if a team is qualified. Teams will play the scheduled games; The TOP 6 from the Pro-Am Division and 5 Teams from Asian Division **advances to a single-elimination PLAYOFF**. Head-to-head, Win-Loss-Pt Differential, will determine rankings.
2. There will be 1-3 mins warm-up before each game; 1-3 mins half-time (**both as time allows**). Game is 20 min halves running clock and a **24 sec shot clock**. The clock STOPS on dead balls lasts **2 minutes**. **OPEN DIVISION uses NBA three-point line** and will be taped 23 ft. 9 inches top line and 22 ft. at corners. The **ASIAN DIVISION will use the regular HS three-point line**.
3. **ROSTERS/FORFEITS, etc.:** 12 man max roster. **FORFEITS** (*team must notify league 24-hrs or a penalty of \$50 payable must be paid before allowed to play next game*) Forfeits - if teams do not have 4 players to start game. Default/forfeit game(s) will be at league official(s) discretion, if teams are late, etc. **Teams can add/change ROSTERS up to week 3 and a player must play at least 2 games to be eligible for playoff.**
4. Clock stops on Time-Outs (**30-45 sec ONLY**) 2 TO per half – use it lose it. TO do not carry over in OT; 1 time-out per team. OT will be 3 mins with stop clock at 1 min mark - **2nd OT is 1 min and 3rd OT is sudden death.**
5. **FOULS/TECHS:** Six (6) Personal fouls will disqualify a player from the game. Techs are personal fouls - 2 techs results in ejection.
6. **Free-Throws** - On the 7th team foul per half –player will shoot 2 FT. *On Continuation Foul - If a player is fouled during the gathering (after the last dribble) or on the shot, the bucket counts, and player will be rewarded with one free throw.*
Flagrant 1: unnecessary contact hard foul not aimed at legit basketball play - 2 FT and possession.
Flagrant 2 - excessive contact is highly dangerous or severe foul that results in immediate ejection of the offending player resulting in ejection, 2 FT and possession. **1st Tech** - 2 FT, team with possession ; **2nd Tech** - 2 FT and player ejection with possession.
Excessive talking from the BENCH or to the opposing team/players complaining to the officials, score table, league staff and derogatory talk or offensive/profane expression toward anyone will result in TECHS.
Fighting - Any player who starts, initiates, or escalates a physical confrontation will be disqualified from the remainder of the league. This means anything even remotely escalates a situation will result in a disciplinary action/techs, etc.
7. **PLAYOFF FORMAT** – The **top 6** from the Pro-Am Division and 5 Teams ASIAN Division will play for a chance for the playoffs **CHAMPIONSHIP** - Head-to-head matchup, tiebreaker, win/loss record, point differential (3-way tie). Teams will be ranked for playoff seedings.
8. **AWARDS:** CHAMPIONSHIP TROPHY with RINGS, Season MVP, FINALS MVP