



2026 ASA FALL OPEN and ASIAN DIVISION SUMMARY RULES

GENERAL INFORMATION:

League and Game officials are in absolute in control of the game and will do the officiating. Team Captains/Manager is responsible for keeping their players/staffs under control. Misconduct of players, coaches/staff can result in an assessment of penalty, ejection, or forfeiture of the game. Spectators must remain in the area designated by league officials. League and game official(s) shall have the power to make decisions on any matters or questions not specifically covered in rules. Zero tolerance for disrespect to other individuals, i.e., players, fans, refs, or other personnel.

LEAGUE RULES AND FORMAT:

1. The league will have 6 teams with 6-7 weeks plus a playoff game(s), if a team is qualified. Teams will play the scheduled games; OPEN and ASIAN Division with **ONLY top 4 teams advance to a single-elimination PLAYOFF**. Win-Loss-Pt Differential, head-to-head 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 \$25 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 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.
Fighting - Any player who starts, initiates, or escalates a physical confrontation will be disqualified from the remainder of the league.
7. **PLAYOFF FORMAT** – OPEN Division with the top 4 teams and ASIAN Division 5 teams will play for a chance for the playoffs
CHAMPIONSHIP - tiebreaker, win/loss record, Head-to-head matchup, point differential (3-way tie). Teams will be ranked 1-4 for playoff seedings.
8. **AWARDS:** CHAMPIONSHIP TROPHY with RINGS, Season MVP, FINALS MVP