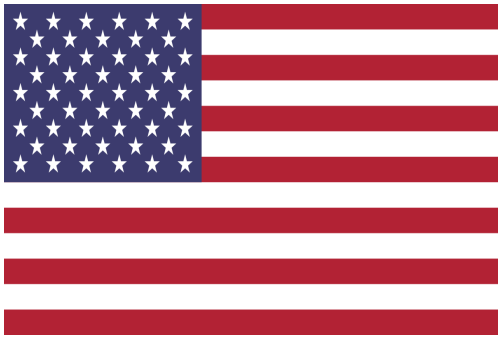


2025-2026 AASL Basketball League



Teams

Teams

There will be 10 teams in this season's AASL Basketball League! The following teams will be competing this season:

SQUAD UP, SYNERGY HOOPS, Prodigyz, Zalimaan, Nightshift, Badri313, Kandahar Kingz, Facetime, Wonka, Young Little Ballers

LOCATION: (Commonpoint Queens Sam Field Center) **58-20 Little Neck Pkwy, Little Neck, NY 11362**

Match Format

Clock:

- Each game will be two 20-minute halves on a rolling clock (meaning clock will not stop unless under 2 minutes in the second half of the game.
 - **NOTE! GAMES MAY BE SHORTENED AT ANYTIME BY LEAGUE OFFICIALS.**
- The clock will stop only during these scenarios
 - Timeouts
 - When the ball is not in play for the last 2 minutes of the game
 - *For the final game, the clock rule will take into effect the last 5 minutes of the second half.
 - At the discretion of the referee.

Timeouts:

- Timeouts last 30 seconds
- Teams are given two timeouts per half. They do not roll over if unused.
- An additional timeout is given to each team in each round of OT played.
- There will be no ball advancement after a timeout.

Player Ejection:

A player is disqualified from the game after committing one of the following:

- 5 personal fouls
- 2 technical fouls
- 2 Flagrant-1 fouls
- 1 technical foul AND 1 Flagrant-1 foul
- 1 Flagrant-2 foul

If a team only has 5 rostered players available and one is ejected, they may not replace that player and must play short for the duration of the game.

Technical Fouls:

Technical Fouls can be given by referees or called out by commissioners.

Examples of Technical Fouls

- Clapping, yelling, or taunting in front of another player or fan.
- Cursing, threatening, or verbally attacking anyone in the gym.
- Otherwise displaying immoral character or unsportsmanlike conduct as deemed by commissioner

Flagrant Fouls

- Flagrant-1 is deemed unnecessary contact against an opponent. Is not excessive or malicious. Examples but are not limited to:
 - Hard pushing or shoving
 - Tripping an opponent
 - Body checking
- Flagrant-2 is deemed unnecessary and excessive contact against an opponent. Examples but are not limited to:
 - Dangerously making contact in a reckless matter while a player is airborne
 - Maliciously using a body part to hurt another player
 - Excessive roughness or hard aggressive foul

Team Fouls:

7 Team Fouls: Once a team accumulates 7 fouls, the opposing team is awarded one free throw, and another conditionally if they make the first. otherwise known as “One-And-One”

10 Team Fouls: After 10 team fouls, the opposing team is granted two free throws

Standings

Teams are ordered by forfeits, head to head, season record, point differential, points conceded, points scored, and technical fouls in the following order:

1. Forfeits
2. Season record
3. Head To Head
4. Point differential

5. Points conceded
6. Points scored
7. Technical and Flagrants Accumulated
8. Coin Toss

Roster Policy

Teams have a roster from 8 to 15 players.

Additional players can be added to a roster throughout the season until it locks. Newly-added players are then eligible for a game if they were added to the rosters before the game started.

No players may be traded from one team to another throughout the regular season and playoffs. **In other words, once you are on the roster of one team you must stay on that team throughout the season.**

Players can be removed from the roster to make space, however that player cannot be added to another roster.

Each player on the roster MUST play at least two games to be able to play in the playoffs!

Prior to the start of season games on Nov 8th, 2025, all players will be officially locked to their teams.

Prior to your last 2 games before the playoff games, all rosters will be locked and no more players can join.

Each team is allowed up to **2 coaches**. **Coaches cannot be listed on any other team's roster.** The coach must check in with the team **BEFORE** the game.

Deposit Policy

A \$200 deposit is required by each team and will be refunded at the end of the season. However, for every game forfeited, a strike will be issued, and \$50 will be deducted from the deposit to cover referee fees. The deposit will need to be sent by November 7th, 2025, to secure your team in the league. In the event of a team being removed from the league due to forfeits or bad behavior, deposit fee will not be refunded unless at Commissioner's discretion.

Rules and Guidelines for the League

Game Start Time:

- if a team has **4 players by game time** they must start the game short handed.

- If Team lateness **delays the game start time**, the opposing team will get **2 points every 5 minutes starting at game time**, then **1 point per minute** starting at the 10 minute mark.
- after **15 minutes** - if the game has not started it will be a **forfeit**.
- In such instances, **Games will be shortened** to commissioners discretion
- A forfeit will leave the **forfeited team at 0 points and 20 points to the winning team**.

Team Uniforms:

- All team members must wear identical uniforms.
- For **each player** not wearing the **appropriate uniform**, the opposing team will be awarded **two points per infraction**.

Technical Fouls:

- **A player receiving three technical fouls across the season will be suspended for one game. This count resets for the playoffs.**
- For subsequent games, any player accumulating two additional technical fouls will miss the following game. This penalty will carry over into playoff games.
- Additionally, cursing and violent behavior towards players, referees, and fans are grounds for receiving technical fouls and will be enforced accordingly.

Flagrant Fouls:

- **If a player receives a Flagrant-2 , they will be ineligible for the next game, this also applies in playoffs.**

Team Forfeitures:

- A forfeit results in loss for the offending team by a score of 20–0
- **If a team forfeits two games during the season, they will be removed from the league.**
- In such cases, the team's deposit will not be refunded.

Commissioner's Discretion:

- Games may be rescheduled, cancelled, or added due to gym availability.
- Players, fans, and teams can be suspended or expelled from the league for behavior that conflicts with the Organization's mission.
- **Rules may be changed mid season if warranted for a better change to the league.**

Switching Schedules

- Schedule swaps can be requested with the condition that all involved coaches with the switch must agree unanimously to the swap.
- The commissioner will not be involved with making this request, and it must come from the coaches. The commissioner will fulfill the request upon all coaches approval.
- **Schedule swaps must be requested and finalized 1 day before game start.**

Playoff Structure

The league consists of 10 teams, each guaranteed to play 5 games during the regular season. After the regular season, the standings will determine the playoff matchups.

The top 6 teams will advance to the next round.

January 31, 2026	Game	Home	Away
7:00	WC 1	9TH SEED	8TH SEED
8:00	WC 2	10TH SEED	7TH SEED
9:00	Q4	4TH SEED	5TH SEED
February 7, 2026			
7:00	Q1	1st SEED	Winner WC 2
8:00	Q2	2nd SEED	Winner WC 1
9:00	Q3	3rd SEED	6th SEED
February 14, 2026			
5:00	S1	Q1	Q4
6:00	S2	Q2	Q3
8:00	FINAL	S1	S2

By adhering to these rules, we aim to maintain a fair, organized, and enjoyable experience for all participants. Thank you for your cooperation!

***By submitting your deposit and/or roster, you acknowledge and agree to abide by the AASL Basketball Rules outlined above.**