



**9450 Candida Street
San Diego, CA 92126
ttcaskf.org**

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Three Treasures Basketball League

ABOUT THREE TREASURES: Three Treasures is a cultural non-profit based in the San Diego community of Mira Mesa. Founded in 2009, Three Treasures is best known for our popular Dragon and Lion Dance team as well as our after school Youth Mentorship Program (YMP) that currently serves students at 10 schools across San Diego Unified and Poway Unified school districts with our art, music, dance, athletics, and martial arts classes.

THREE TREASURES STAFF:

Executive Director: Frank Du info@ttcaskf.org

Sifu Frank is the founder of Three Treasures and his inspiration for Three Treasures was he wanted to serve the community via his love for education, culture, sports, and martial arts.

Favorite Quotes:

“Today’s Hard Work Is Tomorrow’s Success”

“You must be able to calculate the future cost of your current decisions”

League Commissioner: TBD

Cultural Center Director: Kalani Perez invigoratece@gmail.com

Kalani has been with Three Treasures since 2015 in a variety of important positions. He helped build our Ericson Elementary school site as well as played an integral role at Hage, Crown Point, and Barnard schools. Besides being our center director, Kalani is one of Sifu Frank’s top Kung Fu students and instructors. Kalani is originally from Monterrey, CA and currently lives in Pacific Beach.

Team Trainer: Josh Tran ttcasmassage@gmail.com

Josh has been with Sifu Frank since high school in 2008 and is the Program Coordinator at Barnard Elementary. Besides Barnard and helping teach Kung Fu, Josh is also a licensed Massage Therapist and will be on hand to help at our Mira Mesa Basketball League.

ABOUT OUR LEAGUE

This league is a continuation of the good work Three Treasures already does in the community. Adding a basketball program is another opportunity for us to add additional value to our relationship with our members and the community. The funds we raise will go to support our youth and senior citizen programs as well as help keep our Youth Mentorship Program fees low.

League Setup: Each night is its own distinct league and we will have up to 6 teams total for a 5 week season plus 2 weeks of playoffs and possibly an All-Star game. Given our older target demographic that might have more responsibilities; we are electing to do shorter leagues so it is more manageable.

Player Introductions: To add to the fun, players will be announced before each and can even give us a song to introduce them with.

WHY JOIN OUR LEAGUE?

Living in beautiful San Diego, there is no shortage of great basketball leagues around town. We hope to become a great option because of our family style atmosphere, competitive rates, and a fun experience. Each night of our league is a different fun theme to keep things fresh and unpredictable. In typical Three Treasures fashion, we like to throw surprises and wrinkles into things but you will only get to experience them if you join.

ABOUT OUR GYM AND BUILDING

Our headquarters is a 10,000 square foot former brewery and proudly boasts a basketball court, weight room area, arcade, classrooms, dance studio, and music center. Our court is 65 feet long with adjustable 60 inch wide glass backboard and an electronic scoreboard. Besides sports and martial arts, our gym houses our community events.

WHAT WE EXPECT OF OUR PLAYERS

1. We expect players to show up with a fun attitude and ready to compete
2. Be accommodating and patient if something goes wrong. Don't be a complainer.
3. Respect our building, rules, and each other at all times
4. Represent yourself, your family, and your company to the best of your ability
5. Be willing to walk away and take a breath if something heated comes up

WHAT YOU CAN EXPECT FROM THREE TREASURES

1. A fun environment that will be as professional and organized as possible
2. A league that is run fairly and objectively

REGISTRATION

1. Team captains are responsible for filling out registration forms accurately and completely. Registration information will be on our website at ttcaskf.org
2. Required fees paid to Three Treasures via PayPal to tndu94@gmail.com (small fee applied) or by check made out to Three Treasures before season begins. No cash will be accepted except the referee fee.
3. Fees vary by length of league
 - a. 10 team league: \$375 with separate \$40 per game per referee fee paid by players
 - b. 8 team league: \$350 with separate \$40 per game per referee fee paid by players
 - c. 6 team league: \$300 with separate \$40 per game per referee fee paid by players
4. Waiver signed by all participants

PLAYER ELIGIBILITY

1. All players must be 30 years of age or older and no taller than 6'1". ID and height will be checked.
2. Players are joining at their own risk and are encouraged to check with a physician
3. Players may play on more than one team in this league since each night is a different league. Registration process is the same for each team you are on.
4. To prevent a team from forfeiting due to insufficient number of players, you may be asked to join another team if deadline has not passed and it's on a different night/league. Fees, if any, will be paid by the team you are joining.

5. Before each game, all players must sign the waiver of liability, or be ineligible to play. A forfeit will be called if any team is found to be using an ineligible player.
6. We reserve the right to remove a player from participation for the following reasons:
 - a. Payment not made on time
 - b. Waiver of liability not signed
 - c. Does not meet minimum age or height requirement
 - d. Player sustains an injury that our staff feels will become worse with further play
 - e. Unsportsmanlike conduct
 - f. No player(s) will be allowed to participate when intoxicated.

TEAM ROSTER

1. Each team may carry a maximum of twelve (12) players and a minimum of six (6) players.
2. Rosters need to be completed accurately. Players must sign the roster next to their printed name. Roster must be resubmitted if done incorrectly.
3. Players may be added up to **week three of the regular season and must play 4 regular season games to qualify for playoffs.**
4. All players added to the roster during the season must report to the League Commissioner prior to game time and sign the original team roster.
5. The original team roster will be at the gymnasium with the scorekeeper.

UNIFORM REQUIREMENTS

1. All teams must have matching uniformed jerseys with printed numbers on the back and front.
 - a. If teams do not have matching shorts, then players must wear black shorts.
2. Teams may seek their own sponsors for their league fees and expenses but Three Treasures will not allow sponsors that violate our non-profit mission such as alcohol, cigarettes (or something similar), casinos, and other such categories.
3. A three point technical foul will be issued for each player that does not have a legal jersey
4. If a team or player continues to ignore our uniform policy, they may not be eligible for playoffs or continued play. No refund will be given.

GAME DAY PROCEDURES

1. Before your game up till game time: you need to let the League Commissioner know if you or your team will be late or missing any players
2. For your safety, arrive 30 minutes or so before you scheduled game time so you can stretch and warm-up on the side
 - a. Warm-up area is along the red turf or outside in the parking lot if the Collado Family studio is not available due to a class being held in there
 - b. The weight training area is off-limits as is the rest of the center
3. Once you arrive, please check in with League Commissioner and sign by your name
4. Team captains are responsible for bringing the referee fees
5. You may not warm-up or shoot on the court while a game is going on or during a timeout.
6. Both teams will get a 5 minute warm-up on the court once current ends

GAME FORFEIT PROCEDURES

1. Forfeits occur when a team has less than 5 players
2. Contact League Commissioner at least 24 hours before game time to avoid forfeit fees

3. Forfeiting team is still required to pay the referee's fees on the spot to compensate the referees for their time (fees required by both teams) if 24 hours' notice was not given.
4. Forfeiting team has 48 hours to make forfeit payment to Three Treasures. Failure to comply will eliminate team from further play until forfeit fee is paid. (No refunds given)
5. A team with two forfeits in a season will result in disqualification for the rest of the season (no refunds given)
6. In the event of a double forfeit, both teams are responsible for paying their respective official's fees if 24 hours notice was not given. Both teams will receive a loss in their record.

PLAYOFFS

1. For a player to be eligible, they must have competed in more than half of their team's game
2. For 6 team leagues: no byes
 - a. Top 4 teams make playoffs and seeded 1 to 4 (1 vs 4; 2 vs 3)
 - b. Winners play each other for championship; losers play for 3rd and 4th place
 - c. Two bottom place teams play for 5th and 6th place
3. For 8 team leagues:
 - a. They are seeded 1 to 8
 - b. Playoff qualifiers and seeding will be determined by:
 - i. Season Record
 - ii. Tie Breaker
 - iii. Head to head record
 - iv. Wins vs. higher seeded teams
 - v. Margin of victory in head to head

REFUND POLICY

1. There are no refunds once registration of your team is complete.
2. Refund will be given if your league is canceled by Three Treasures

RULES AND REGULATIONS

Three Treasures Basketball League will utilize the official NCAA rule book except for some exceptions 5 second closely guarded rule is enforced.

1. Game Times: start when scheduled, there will be a grace period of 5 minutes if players are running late. Any game that starts at 10 minutes past the scheduled start time may have game time reduced for the first half.
2. A team must have a minimum of five eligible players present at game time in order to start
3. The official score book will be maintained by the scorekeeper. The score book is the official record of the score.
4. Games will consist of two (2) twenty (20) minute halves, running clock with the exception of time outs. 3 minute halftime. If in the second half the point spread is **twelve (12) points or greater**, the clock will continue to run for the remainder of that half.
5. **Overtime periods are two (2) minutes, with the last 30 seconds regulation time.**
6. **Triple overtime will be sudden death and winner will be whoever scores first**
7. **Time Outs:** Each team gets **three (3)** time outs per game. Time outs will be 45 seconds each.
8. Unused time outs from the second half may not be used in the overtime periods.
9. One time out is given to each team during each overtime

Personal Fouls:

- a. Players are allowed 5 personal fouls before being disqualified
- b. A player with five personal fouls may remain on the floor if their team has run out of players to sub in
 - i. Each subsequent personal foul committed by the player who has fouled out will also result in a two shot technical foul for the other team

10. Team Fouls:

- a. Teams are given 5 fouls without penalty
- b. Team foul #6 to 9 will result in a one and one free throw bonus
- c. Team foul #10 and beyond will result in double bonus free throws

REFEREES

1. Each team is responsible for paying both referee fees of \$40 (cash) prior to the start of the game.
2. A game may be refereed by one referee in case of an emergency with the agreement of both managers. A Three Treasures staff member may be used as an emergency referee. No other outsiders will be permitted to referee in our league
3. In the case that both referees fail to appear, the game will be officiated by Three Treasures staff and will not be rescheduled for a later date. No fees will be required to be paid to Three Treasures' staff.

3 on 3 Tournaments

1. Setup: Rosters

- a. Age groups: 18 to 25; 26 to 35; 36 to 45; 46+; Open division (mixed ages)
- b. Men and women divisions available. We may consolidate if we are short on teams
- c. Minimum 4 players with max of 6 per team
- d. Cost will vary from tournament to tournament
- e. 6'1" and under; minimum age 18; no maximum age (health permitting)

2. Game Play

- a. Four 8 minute quarters; 2 minute break between quarters; 5 minute halftime
- b. Running clock except for the last minute of the 4th quarter if the game is within 6 points
- c. Ball is taken out on fouls; no free throws
- d. Winner keeps the ball out after they score
- e. Each player is allowed 5 fouls
- f. 1 referee per game (\$40 fee per game covered by the teams)
- g. No mercy rule in effect

PLAYER CONDUCT

3. Things you are allowed to do:

- a. Cheer and support your team
- b. Play your hardest and represent yourself and your team well
- c. Respect the call of the referees
- d. Celebrate with your teammates after a point without taunting your opponents
- e. Respect your teammates and opponents

4. Things you are not allowed to do:

- a. Put your hands upon, strikes, push, or threaten (verbal or physical) a referee, opponent, or member of Three Treasures staff

- b. Taunt your opponents
- c. Continuing a pattern of negative behavior after being warned by the referee
- d. Participate in any game if you are determined to be intoxicated on drugs or alcohol
- e. Wear jewelry while playing
- f. Use our fitness equipment or other areas of our community center

TECHNICAL FOULS

1. Anytime a player(s) on the court receives a technical foul; he must sit out for **two minutes**, the official may have the player sit longer or have player leave the game for the rest of the half
2. Technical fouls count as personal fouls and team fouls.
3. Player(s) receiving two (2) technical fouls will be ejected from the game.
 - a. One game suspension possible for ejection.
4. Player(s) receiving three technical fouls in a season will be suspended a minimum of one game.
5. Player(s) will not be allowed to hang on the rim. Player(s) who hang on the rim will be assessed a technical foul for each offense.

ZERO TOLERANCE POLICY

Please remember that this is a league meant for amateur players who want a good time for themselves and their families. Use common sense and always be under control.

Any violations of these rules will constitute immediate player ejection from the game and suspension from the league. Player must leave the premises immediately or team will forfeit game and possible team removal from league.

AN EJECTED PLAYER IS INELIGIBLE TO PARTICIPATE UNTIL TEAM MANAGER CONTACTS LEAGUE COMMISSIONER.

If a player is ejected twice in one season, the second ejection will result in a mandatory 3 game suspension or potential expulsion from the league.

Any player who physically abuses a player, official, spectator, site supervisor or league official will be banned from participation in adult sports within, and can be legally prosecuted for assault.

Any team guilty of badgering or threatening officials, a Three Treasures employee or another player will be removed from the league and banned from further league play.

Players will be assessed a technical and/or removed for damaging our building or stealing our property. Depending on the severity of the offense, we may press charges.