NITobe Basketball
Rules and Regulations

The following rules are specific to the Nitobe Basketball League. Competition and Game Administration Policies can be found on our website at http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

IMPORTANT – The Nitobe Basketball League follows the FIBA Basketball guidelines with the following rule modifications and interpretations. If any UBC Rec rule posting conflicts or is different from that of the FIBA, the Nitobe Basketball League interpretation of the rule shall be enforced. The full FIBA Rules can be found at http://www.fiba.com/downloads/Rules/2014/Official_Basketball_Rules_2014_Y.pdf

Section A - Structure of League

<table>
<thead>
<tr>
<th>Level of Play</th>
<th>Open</th>
<th>Women’s W2STGN</th>
<th>CoRec</th>
<th>Playoffs</th>
<th>Officials</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Men, Women, Two Spirit, Trans, Gender Non Confirming</td>
<td>Women, Two Spirit, Trans, Gender Non Confirming</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tier 1 Competitive</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Tier 2 Competitive</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
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<td>YES</td>
</tr>
<tr>
<td>Tier 3 Competitive</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>-----</td>
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<td>YES</td>
</tr>
<tr>
<td>Just For Fun</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>NO</td>
<td>NO</td>
</tr>
</tbody>
</table>

Recreational
a. DIV Divisional Team
   • A team comprised of participants who have a common University identification (faculty, residence, etc.) as outlined in the Divisional Structure Chart. Each Divisional team is allowed to carry a specific number of participants as “Designated Imports”; those who are of a different University identification. Each sport has a different number of allowable Designated Imports.
   • Divisional Teams are always prefixed by their Identifying unit ID. Ex. ARTS – AUS, SCIENCE - SUS

b. CWD: Campus-Wide Team
   • A team comprised of participant who do not have a common University identification, or more than the allowable number of Designated Imports.

Section B - Facilities of Play

B1 – All Nitobe Basketball games will be played at either the UBC Student Recreation Centre or the UBC War Memorial Gymnasium.

Section C – Eligibility

C1 - Any current UBC student, faculty or staff member is eligible to participate in Intramurals as long as the registration permits. Please refer to http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/ under “Eligibility Policy”


Section D – Waiver/Sign-In

D1 - Each player must sign a waiver prior to participation. In the event that a waiver is misplaced by the Nitobe Basketball League, the player affected must sign another one. Players can sign online waivers (and are encouraged to do so instead of paper waivers once they are roster listed on the website.

D2 - Each player must sign in initially with the supervisor by presenting a valid UBC ID card prior to their first game. The only cards accepted by
Intramurals are the UBC Student Card and the UBC Staff/Faculty card, or, once they are on the roster (in our database), a government issued photo ID card (driver's license, BC ID card, etc). Until our records show you having signed a waiver, Intramurals will only accept UBC Student or a UBC Staff/Faculty Cards.

D3 – For further information please see http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

Section E – Mandatory Equipment
E1 – Footwear
   a. All participants must wear appropriate indoor gym shoes with non-marking soles.

E2 - League Uniform Policy

Numbers and Colors
For the purposes of player and team recognition, each team must have similar colored team uniforms with numbers that make the team both unified and uniquely identifiable with respect to the opposing team. At the game official's discretion, if both teams wear uniforms that are too similar in color, one team will be required to wear pinnies provided by the league.

- Numbers must be clearly displayed on the back of the uniform
- Numbers must be a minimum of 6" in height
- Tape is not allowed to be used as a number
- Each member of a team must have a unique number in relation to the rest of their team
- Players who enter the game in violation of these rules after the uniform deadline will be subject to the sports associated penalty listed below:
  - Uniforms do not have to be professionally made

Teams that are in violation of the Uniform Policy after the Uniform Deadline are subject to sport specific penalties for each player that does not have a uniform. The specific penalties can be seen below.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Uniform Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basketball</td>
<td>10 points and 3 personal fouls per infraction</td>
</tr>
</tbody>
</table>
Names and Logos

- In reference to team uniforms, teams are responsible for adhering to the UBC policy on Harassment and Discrimination

Just for Fun Teams are NOT subject to the League Uniform Policy

Section F – Equipment Regulations

F1 - An official or supervisor has the right to remove any piece of equipment which they deem to be dangerous, including, but not limited to:
  a. Jewelry (this includes earrings, bracelets, necklaces, etc.)
     Exceptions: medical alert necklaces and bracelets.
  b. Braces with exposed metal
  c. Towels attached to the players
  d. Any hooded shirt or sweatshirt

F2 – Game Balls
  a. A size 7 basketball is used for all Open and CoRec games.
  b. A size 6 basketball is used for all Women’s (W2STGN) games.

Section G – Length of Games (Times Structure)

G1 – Tier 1 Open and Women’s (W2STGN) will play four periods of 12 minutes running time, stop time in the last two minutes of the second and fourth quarter.

G2 – All other divisions will play two periods of 20 minutes, stop time in the last two minutes of the each half.

G4 - Stop time refers to the clock being stopped on all dead balls, including any successful field goal and is only in effect if the score is within 20 points. There is no stop time in Just For Fun games.

G5 - Intervals between first and second, and third and fourth quarters are 1 minute long. Half time shall be 5 minutes long, unless deemed otherwise by the official.

Section H – Overtime/Tied Games

H1 – Regular Season Overtime
  a. If the score is tied at the end of playing time for the fourth period, the game will end in a tie.

H2 – Playoff Overtime
a. If the score is tied at the end of playing time for the fourth period, the game shall be continued with an extra period of five minutes, stop time in the last minute
b. If the score remains tied an additional five minutes will be added.
c. If still tied (after two overtimes), and time permits teams will continue to play five minute overtimes until such time as a winner is selected, however;
d. If still tied, and time constrains (building closing, other games etc) are present, teams will shoot free throws in a shootout style.
   I. Teams select 5 shooters from their game roster
   II. Teams alternate shots
   III. After 5 shots if no winner can be declared the shootout continues with a sudden death format 1 for 1.
   IV. Players may not be reused during the shootout until each dressed player takes a shot

Section I – Rules of Play

I1 – Number of Players
   a. At least 4 players from each team must be on the court before the game can start.
   b. In Competitive CoRec, teams can have a maximum of 3 self-identified men on the court at any time.
   c. Over the course of any game, a team can legitimately continue with less than five players to a minimum of three players as a result of disqualification or injury.

I2 - Teams shall change baskets at the beginning of the first and third Period for elite games, and after the first half for all other tiers.

I3 - Jump Balls
   a. A jump ball is used to begin the game and at the start of overtime only
   b. When a held ball is called or when a double foul is called, play is resumed by use of the alternating possession arrow.

I4 - Substitutions
   a. Substitutions can be done on any dead ball through the game official.

I5 - Time-outs
   a. Each team is permitted one time out per half
   b. Unused time-outs may not be carried over to the next half.
   c. There are no time-outs in overtime.

Updated August 1st, 2018
I6 - Shot Clock  
   a. There is no shot clock except during the last 2 minutes of each half. At this point, teams are subject to a 30 second shot clock that start as soon as the clock reaches 2:00 minutes remaining. A shot must hit the rim for the shot clock to reset.

I7 - Fouls  
   a. Personal Fouls  
      i. A player who has committed five fouls, either personal and/or technical, shall be informed thereof and must leave the game immediately. This is considered a controlled ejection for the purposes of season demerits  
   b. Team Fouls  
      i. For Open and Women’s (W2STGN) Tier 1 divisions, on the 5th team foul in a quarter, and any subsequent player foul shall be penalized by two free throws instead of possession  
      ii. In all other divisions, on a teams’ eighth team foul in a half, any subsequent player fouls committed shall be penalized by two free throws instead of possession.  
      iii. If a personal foul is committed by a player of the team in control of the live ball, or of the team entitled to a throw-in, such a foul shall not be penalized by two free throws.

I8 - Technical Fouls  
   a. All technical fouls will result in two free throws and possession at centre court.  
   b. A single player can accumulate no more than 2 technical fouls in a single game  
   c. Any player receiving a technical foul for verbal or physical abuse of an Intramurals Official, Intramurals Staff member, participant, or spectator shall receive an automatic game ejection and be reported to the Supplementary Discipline System  
   d. Any player ejected from a game for any reason will be reported to the Supplementary Discipline System

I9 – Flagrant Foul  
   a. Any participant who receives a flagrant foul deemed by the official to be purposeful and with any intent to injure shall be reported to the Supplementary Discipline System.

I10 - Free Throws

Updated August 1st, 2018
a. A maximum of six players (4 defensive and 2 offensive) may occupy the free-throw lane places
b. When a player is shooting the first of multiple free throws, the official does not have to wait for the players to assume their positions on the lane before passing the ball to the shooter.

I11- Controlled ejection of a participant
a. A controlled ejection (game ejection) will be assessed to any player that fouls out of a game with only personal fouls. Controlled ejections are not subject to the Supplementary Discipline System.

Section J – Supplementary Discipline System (SDS) and Full Intramural Policy Page

Intramurals reports all incidents involving misconduct of individuals or teams to the Supplementary Discipline Commissioner.

Individuals may face disciplinary action as outlined in the SDS Classification System which can be found in the Intramural Policy Document at http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/