

2025-26 NCBBA-M RULES & REGULATIONS INDEX

1.00.00	(Conference Play)
2.00.00	(Post Season Play)
3.00.00	(Determining Conference Standing/At-Large Bids)
4.00.00	(Line Up Cards)
5.00.00	(Roster Size)
6.00.00	(Eligibility)
7.00.00	(Academic Eligibility)
8.00.00	(Uniforms)
9.00.00	(Official League Ball)
10.00.00	(Medical Personnel)
11.00.00	(Officials)
12.00.00	(Scorer's Table)
13.00.00	(Court Requirements)
14.00.00	(Scoreboard Requirements)
15.00.00	(Game & Clock Operation)
16.00.00	(Shot Clock Violations)
17.00.00	(Restricted Area)
18.00.00	(Tobacco/Drug Use)
19.00.00	(Ejections)
20.00.00	(Forfeitures)
21.00.00	(Protests)
22.00.00	(Team Probation/Expulsion)

Definitions

2025-26 NCBBA-M RULES & REGULATIONS

NOTE: The National Club Basketball Association follows the [NCAA Division 1 rules of play](#) with the following exceptions listed below.

1.00.00 (Conference Play)

- 1.01.0 All NCBBA-M conference play will be broken up into 2-game series.
- 1.02.0 4- Team Conferences
 - 1.02.1 NCBBA-M teams in conferences made up of four or fewer teams will play both a home 2-game series and an away 2-game series against each conference opponent during a single NCBBA-M season.
- 1.03.0 5+ Team Conferences
 - 1.03.1 NCBBA-M teams in conferences made up of five or more teams will play either a home 2-game series or an away 2-game series (but not both) against each conference opponent during a single NCBBA-M season.
 - 1.03.2 NCBBA-M teams in conferences made up of five or more teams will alternate their home and away 2-game series with each conference opponent from one NCBBA-M season to the next.
 - 1.03.2.1 Example: If Team A played a 2-game series at Team B during the 2014 NCBBA-M season, Team B will play a 2-game series at Team A during the 2015 NCBBA-M season.
- 1.04.0 Conference Schedule Confirmation
 - 1.04.1 Once the conference schedule has been released publicly, teams have exactly 1 month to confirm with their scheduled conference opponents and conference coordinator that a court and officials have been reserved and that start times for the conference games have been set.
- 1.05.0 Weather Cancellation
 - 1.05.1 In the event that an NCBBA-M conference game(s) would be cancelled due to weather (i.e. school is shut down or roads are impassible), the teams have until midnight Thursday of the week following the week that the game(s) were originally scheduled to be played to mutually agree upon a makeup date and submit it to their Conference Coordinator for approval.
 - 1.05.2 Should the teams fail to mutually agree upon the makeup date, the Conference Coordinator will officially set the makeup date at his/her discretion.
- 1.06.0 Non-Conference Games
 - 1.06.1 All NCBBA-M teams are welcome and encouraged to supplement their conference schedule with non-conference games against: NCBBA-M Member Club Basketball Teams, Non-NCBBA-M Collegiate Club Basketball Teams, and any other Collegiate Basketball Team.
 - 1.06.1.1 Teams are required to report the scheduling of any non-conference games to their conference coordinator, no less than 1 week prior to the playing of

- those non-conference games or else they lose the opportunity to count the results and stats from those games.
- 1.06.1.2 “Non-Conference” **NCBBA-M Sanctioned Basketball Games** that are played using a “Running Clock” may be counted as an official NCBBA-M game.
- 1.06.2 Conference games ALWAYS take top priority over non-conference games, and it is possible non-conference games may need to be bumped from the schedule in order to make up conference games that have been cancelled due to weather.
- 1.07.0 Conclusion of Conference Play
- 1.07.1 Conference play officially concludes at midnight of the Sunday prior to the scheduled start of the Regional Playoffs.
- 1.07.2 No additional conference games may be played after the official conclusion of conference play, even if games that were cancelled due to weather have not yet been able to be made up.
- 2.00.00 (Post Season Play)
- 2.01.0 Regional Championships
- 2.01.1 Regions comprised of only 1 Conference will have a best of 3 Regional Playoff featuring both the Conference Champion and the Conference Runner Up with the winner automatically qualifying for the National Championship Tournament.
- 2.01.1.1 Regional Playoffs will be held two-three weeks prior to the start of the National Championship tournament.
- 2.01.1.2 The Regional Playoff will be hosted at a geographically central location selected by the NCBBA-M.
- 2.01.1.3 Conference winner will receive the #1 seed and the conference runner-up will receive the #2 seed.
- 2.01.2 Regions comprised of 2 Conferences will have a 4 team single elimination Regional Playoff featuring both Conference Champions plus both Conference Runner Ups with the winner automatically qualifying for the National Championship Tournament.
- 2.01.2.1 Regional Playoffs will be held two-three weeks prior to the start of the National Championship tournament.
- 2.01.2.2 The Regional Playoff will be hosted at a geographically central location selected by the NCBBA-M.
- 2.01.2.3 Conference winners will receive the #1 and #2 seed. Conference runner-ups will receive the #3 and #4 seed.
- 2.01.2.3.1 Conference winner seeding will be determined by National Ranking, Conference Win %, Overall Win % and Total Games Played with each factor receiving 25% weight.
- 2.01.2.3.2 Runner-Ups will be matched up against cross conference winner.
- 2.01.3 Regions comprised of 3 Conferences will have a 4 team single elimination Regional Playoff featuring all 3 Conference Champions plus an At Large Selection with the winner automatically qualifying for the National Championship Tournament.

- 2.01.3.1 Regional Playoffs will be held two-three weeks prior to the start of the National Championship tournament.
- 2.01.3.2 The Regional Playoff will be hosted at a geographically central location selected by the NCBBA-M.
- 2.01.3.3 Conference winners will receive the #1, #2, and #3 seeds. The At-large selection will automatically receive the #4 seed.
 - 2.01.3.3.1 Conference winner seeding will be determined by National Ranking, Conference Win %, Overall Win % and Total Games Played with each factor receiving 25% weight.
- 2.01.3.4 Opening round match-ups will be the #1 seed versus the #4 seed and the #2 seed versus the #3 seed.
 - 2.01.3.4.1 If the #1 seed and the #4 seed are in the same conference, then the opening round match-ups will be the #1 seed versus the #3 seed and the #2 seed versus the #4 seed.
- 2.01.4 Regions comprised of 4 Conferences will have an 8 team single elimination Regional Playoff featuring all 4 Conference Champions plus all 4 Conference Runner Ups with the winner automatically qualifying for the National Championship Tournament.
 - 2.01.4.1 Regional Playoffs will be held two-three weeks prior to the start of the National Championship tournament.
 - 2.01.4.2 The Regional Playoff will be hosted at a geographically central location selected by the NCBBA-M.
 - 2.01.4.3 Conference winners will receive the #1 through #4 seeds. Conference runner-ups will receive #5 through #8 seeds.
 - 2.01.4.3.1 Conference winner seeding (#1 through #4) and conference runner up seeding (#5 through #8) will be determined by National Ranking, Conference Win %, Overall Win % and Total Games Played with each factor receiving 25% weight.
 - 2.01.4.3.2 Opening round matchups will feature the highest seed versus the lowest seed while NOT featuring two teams from the same conference.
- 2.02.0 National Championship
 - 2.02.1 The NCBBA-M National Championship Tournament will be an 8 team single elimination tournament featuring the Regional Champions plus At Large Selections if needed to complete the field.
 - 2.02.1.1 Seeding for the National Championship Tournament will be determined by the National Ranking, Conference Win %, Overall Win %, and Total Games played with each factor receiving 25% weight.
 - 2.02.1.1.1 Opening round matchups will feature the highest seed versus the lowest seed while NOT featuring two teams from the same conference.
- 3.00.00 (Determining Conference Standing/At-Large Bids)
 - 3.01.0 Determining Conference Standing

- 3.01.1 For a team to be eligible to win their conference, the total number of conference games they played must equal or exceed 75% of the average number of conference games played by all teams in their conference including forfeits.
- 3.01.2 The first criterion for determining conference standing is conference-winning percentage.
- 3.01.3 The first tiebreaker for determining conference standing is conference game head-to-head results.
- 3.01.4 The next tiebreaker for determining conference standing is conference game results versus the conference winner.
- 3.01.5 The next tiebreaker for determining conference standing is conference game results versus the next best conference team.
- 3.01.6 The next tiebreaker for determining conference standing is the lower number of conference game points allowed versus the tied opponents including forfeits.
- 3.01.7 The next tiebreaker for determining conference standing is the lower average of points allowed per conference game played excluding forfeits.
- 3.01.8 The final tiebreaker for determining conference standing is a coin toss.
- 3.02.0 At-Large Bids
 - 3.02.1 On occasion the opportunity arises for one or more teams that do not win their Conference/Region to be selected to make the Regional Playoffs or National Championship as an At-Large Bid.
 - 3.02.2 All teams selected to receive an At-Large Bid are chosen at the NCBBA-M's discretion.
 - 3.02.3 Factors taken into account by the NCBBA-M when selecting an At-Large Bid consist of but are not limited to:
 - 3.02.3.1 Did the team finish in at least 2nd place in their conference?
 - 3.02.3.2 How did the team perform against their Conference Champion?
 - 3.02.3.3 How did the team perform against their Regional Champion?
 - 3.02.3.4 Is the team on probation?
 - 3.02.3.5 Has the team forfeited any games?
- 4.00.00 (Line Up Cards)
 - 4.01.0 10 Minutes prior to the start of any **NCBBA-M Sanctioned Basketball Game**, a lineup card must be submitted to the Official Scorer.
 - 4.02.0 The lineup card must designate Head Coach for the team for that particular game.
 - 4.02.1 In the event that the lineup card does not designate a Head Coach, by default who ever turns the lineup card in to the Official Scorer is designated the Head Coach for that particular game even if it's a player.
 - 4.03.0 The lineup card must list the first and last name and jersey number worn during that particular game for all starting players and available substitutes.
 - 4.03.1 Only substitutes listed on the lineup card are eligible to compete in that particular game.
- 5.00.00 (Roster Size)
 - 5.01.0 The official eligible NCBBA-M roster is limited to no more than 18 players.

- 5.02.0 The 18 players listed on the roster are the **ONLY** players allowed to compete in any **NCBBA-M Sanctioned Basketball Game**.
- 5.02.1 Any team found playing a player (in an **NCBBA-M Sanctioned Basketball Game**) not on the current official roster will be issued a forfeit for all games that the above-mentioned player has competed in.
- 5.02.2 Any team found playing any **NCBBA-M Sanctioned Basketball Game** with **ZERO** players on their eligible roster will **AUTOMATICALLY** be forced to forfeit any victories achieved while having no eligible roster.
- 5.02.2.1 Additionally, the team is **AUTOMATICALLY** placed on probation.
- 5.02.2.2 Player statistics for both teams of a game forfeited due to a participating team having no eligible roster **DO NOT** count.
- 5.02.2.3 In the event that an **NCBBA-M Sanctioned Basketball Game** is played with neither team having an eligible roster, then the game itself and the player statistics from that game **DO NOT** count and both teams are **AUTOMATICALLY** placed on probation.
- 5.03.0 Each player, coach and manager on the roster **MUST** have a signed liability waiver on file with the NCBBA-M.
- 5.03.1 Any team found playing a player (in an **NCBBA-M Sanctioned Basketball Game**) without a liability waiver on file with the NCBBA-M may be removed from the NCBBA-M without reimbursement.
- 5.04.0 Each team is allowed to add players to their roster at any time until the team's roster has grown to 18 players, at which time, no more players may be added.
- 5.04.1 In a single NCBBA-M season, no more than 3 players can be removed from a team's official NCBBA-M roster.
- 5.04.1.1 Effective July 1, 2020 the NCBBA-M has removed any stipulations as to why those players can be removed from the roster.
- 5.04.1.2 Those players being removed from the roster can only be removed between January 19th and January 25th inclusively.
- 5.05.0 Players are not deemed eligible to participate in any **NCBBA-M Sanctioned Basketball Game** until their paperwork has been processed with the league. When the player appears on the team's roster, which is available on the Official NCBBA-M Website (www.NCBBA-Mbasketball.org), then that player is then eligible to compete in **NCBBA-M Sanctioned Basketball Games**.
- 6.00.00 (Eligibility)
- 6.01.0 Players are not deemed eligible to participate in any **NCBBA-M Sanctioned Basketball Game** until their paperwork has been processed with the league. When the player appears on the team's roster, which is available on the Official NCBBA-M Website (www.NCBBA-Mbasketball.org), then that player is then eligible to compete in **NCBBA-M Sanctioned Basketball Games**.
- 6.02.0 Any team found playing an ineligible player will be penalized by forfeiting all games that that ineligible player participated in while holding an ineligible status.
- 6.03.0 All players playing in an **NCBBA-M Sanctioned Baseball Game** **MUST** be a member of the Institution, which that team represents. An example is that no member of the University of Texas may play for the Texas A&M Basketball Club.
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- 6.03.1 Students from a school's Satellite campus ARE eligible to participate on the main campus's club basketball team, given that the satellite campus does not have its own NCBBA-M sanctioned basketball team.
- 6.03.2 Players who begin the spring season as a registered student and then graduate in the middle of the season will remain eligible to compete for the remainder of the season.
- 6.04.0 A player with any previous professional experience in the sport of basketball is NOT eligible to play in any **NCBBA-M Sanctioned Basketball Game**.
- 6.05.0 If a player appears on any school's varsity basketball roster at any point during the season, they immediately become ineligible to compete in the NCBBA-M for the remainder of that season.
- 6.06.0 Faculty members are NOT eligible to play in any **NCBBA-M Sanctioned Basketball Game**.
- 6.07.0 A player playing in an **NCBBA-M Sanctioned Basketball Game** MUST hold **Full-Time Status** with that team's College or University.
- 6.07.1 An exception is if a **Final Semester Student** requires less than a Full-Time load in order to graduate.
- 6.07.2 An exception is if a player who graduates at the end of the fall semester will remain eligible to compete in the immediately following spring season provided he is enrolled in at least 1 credit during the spring semester.
- 6.07.3 An exception is if a player who begins the spring season as a registered student and then graduates in the middle of the season will remain eligible to compete for the remainder of the season.
- 6.08.0 Student Athletes are limited to no more than 5 seasons of intercollegiate basketball competition whether it is at the collegiate club, collegiate varsity, or collegiate JV level to be eligible to compete in an **NCBBA-M Sanctioned Basketball Game**.
- 6.08.1 Each student-athlete has an unlimited amount of time to complete his five seasons of participation in intercollegiate basketball.
- 6.09.0 For a player to participate in the NCBBA-M using a fifth year of eligibility, that player must NOT have exhausted four years of eligibility at the Varsity Level.
- 6.10.0 If a player is injured and is unable to play any part of a season, he may file an appeal for a medical red shirt. If the appeal is granted, the player may be granted an additional season of competition. All appeals must be filed with the NCBBA-M Commissioner and are granted at the Commissioner's discretion.
- 6.11.0 NCBBA-M rules indicate that any competition, regardless of time, during an intercollegiate basketball game counts as a season of competition. It does not matter how long the player was involved in a particular game; the player is charged with one season of competition.
- 7.00.00 (Academic Eligibility)
- 7.01.0 At the time of any roster submission, a letter from the academic institution must be submitted to the NCBBA-M listing that each player holds a minimum 2.0 cumulative GPA and is not on academic warning or probation.

- 7.02.0 Teams are required to submit a 2nd academic eligibility letter prior to the start of the spring portion of their conference season in order to reconfirm that all rostered players remain academically eligible.
- 8.00.00 (Uniforms)
- 8.01.0 Definition
- 8.01.1 The following items have been determined to be considered part of the team uniform and thus must match the rest of the team: Jersey Top and associated decorations and trim, Shorts base color, Exposed Under Sleeve color.
- 8.01.2 The following items have been determined to be exempt from having to match the rest of team: Shorts decorations and trim, Sock color/style, Shoe color/style, Head/Arm Bands, Shooting Sleeve color.
- 8.02.0 Penalty
- 8.02.1 In the event that a player is not dressed in uniform with the rest of the team, the official is to give that player an opportunity to get into uniform or else is AUTOMATICALLY ejected from that game.
- 8.03.0 Players Uniform
- 8.03.1 The NCBBA-M will adhere to all NCAA requirements regarding player's uniforms excluding the following exceptions.
- 8.03.1.1 It is **NOT** required that each team have **TWO** sets of uniform jerseys of contrasting colors.
- 8.03.1.2 It is the responsibility of the visiting team to wear a contrasting uniform color to the jersey worn by the home team **ONLY** if a contrasting uniform color is available.
- 8.03.1.3 While the NCAA limits what jersey numbers a player can wear the NCBBA-M allows for players to wear any single digit or double-digit jersey number.
- 8.04.0 Uniform Sponsors
- 8.04.1 An exemption to the NCAA Uniform Rules allows NCBBA-M Member Teams to advertise sponsors on their uniforms provided the Sponsor AND the Advertisement Artwork are approved by the NCBBA-M front office.
- 8.04.1.1 Requests for approval can be sent to info@collclubsports.com and must include advertisement artwork, a detailed description of the sponsor's nature of business, as well as full email/phone/web contact information for the sponsor.
- 9.00.00 (Official League Ball)
- 9.01.0 The official league ball of the NCBBA-M will be the Rawlings Contour Basketball.
- 9.02.0 During **NCBBA-M Sanctioned Basketball Games**, the home team is responsible for providing a sufficient quantity of official league basketballs for each competition.
- 9.03.0 Any game played without the official league ball will result in a forfeit against the home team.
- 10.00.00 (Medical Personnel)
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- 10.01.0 While it is not required for the home team to provide onsite medical personnel (i.e., trainer or EMT), the home team is required to provide some sort of communications equipment capable of summoning medical personnel in the event of an emergency (i.e., telephone, cell phone, or CB radio).
- 11.00.00 (Officials)
- 11.01.0 During **NCBBA-M Sanctioned Basketball Games**, the home team is responsible for providing officials for each competition.
- 11.02.0 It is the responsibility of the home team to provide the officials with a copy of the Official NCBBA-M Rules prior to the start of each game.
- 11.03.0 The officials **MUST** be High School, NCAA, NJCAA, or NAIA certified.
- 11.03.1 The visiting team reserves the right to request proof of the official's credentials prior to the start of any **NCBBA-M Sanctioned Basketball Game**.
- 11.04.0 It is required that the home team schedules two officials (1 Referee and 1 Umpire) to officiate each competition.
- 11.04.1 The game may be played provided that at least one approved official is present.
- 11.04.2 Should one of the officials be found to be unqualified then the game is deemed to have been played using unqualified officials.
- 11.05.0 If no officials have arrived within 15 minutes after the competition is officially scheduled to start, the game is forfeited to the visiting team.
- 11.06.0 If multiple games are scheduled in the same day, the home team has an additional 45 minutes from the time that the previous game was declared a forfeit to get NCBBA-M approved officials to the court or that game is also forfeited to the visiting team.
- 12.00.00 (Scorer's Table)
- 12.01.0 During **NCBBA-M Sanctioned Basketball Games**, the home team is responsible for providing 1 Scorer and 1 Timer for each competition.
- 12.02.0 It is the responsibility of the home team to provide the scorer and timer with a copy of the Official NCBBA-M Rules prior to the start of each game.
- 12.03.0 The Scorer and Timer **DO NOT** have to hold any certification.
- 13.00.00 (Court Requirements)
- 13.01.0 All **NCBBA-M Sanctioned Basketball Games** must be played on an indoor court featuring either a hardwood or sports court surface.
- 13.02.0 There are no required court dimensions provided that both ends of the court are uniform in size and line markings.
- 13.03.0 It is **NOT** required that a restricted area be marked on the court.
- 13.04.0 The NCBBA-M requires the presence of a 3-point line.
- 13.04.1 The use of the 22' 1 3/4" 3-point lines is required **IF** the court features 22' 1 3/4" 3-point lines.
- 13.04.2 If 22' 1 3/4" 3-point lines are not available, then the use of 20' 9" 3-point lines is required **IF** the court features 20' 9" 3-point lines.
- 13.04.3 If neither the 22' 1 3/4" nor the 20' 9" 3-point lines are available, then the use of the 19' 9" 3-point lines is acceptable.
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14.00.00 (Scoreboard Requirements)

- 14.01.0 All **NCBBA-M Sanctioned Basketball Games** must feature a visible scoreboard which features a game clock and a team score tracker
 - 14.01.1 It is NOT required that the scoreboard be capable of tracking Team Fouls, Time Outs, or Possession.
 - 14.01.2 It is NOT required that the scoreboard feature a Shot Clock.
- 14.02.0 It is deemed sufficient if the scoreboard is located on the Scorer's Table rather than mounted above the court either at center court or at one end of the court.

15.00.00 (Game & Clock Operation)

- 15.01.0 Since the NCBBA-M plays by NCAA Division 1 Rules as a basic rule structure, all "Conference" **NCBBA-M Sanctioned Basketball Games** are played by "Stop Clock" rules, NOT "Running Clock".
 - 15.01.1 "Non-Conference" **NCBBA-M Sanctioned Basketball Games** that are played using a "Running Clock" may be counted as an official NCBBA-M game.
- 15.02.0 Mercy Rule:
 - 15.02.1 If a team is up by 20 or more points at any point in the 2nd half of an NCBBA-M Conference Game, the game clock will be turned to a "Running Clock" format.
 - 15.02.1.1 Should the score differential drop to less than 20 points, then the game clock will return to a "Stop Clock" format.
 - 15.02.1.2 A "Running Clock" format consists of the clock continuing to run during fouls, balls out of bounds, violations, and baskets made in the final minute.
 - 15.02.1.2.1 The clock will stop for Time Outs and Injuries.
 - 15.02.2 This Mercy Rule is NOT in effect during any NCBBA-M post-season play.

15.03.0 Personal Fouls/Timeouts:

- 15.03.1 All players have 5 personal fouls.
 - 15.03.1.1 Once a player commits their 5th personal foul, they have "fouled out" and can no longer participate in the remainder of the game.
 - 15.03.1.2 Players who have "fouled out" report to the bench.
- 15.03.2 Teams are granted four 60 second timeouts and two 30 second timeouts.
 - 15.03.2.1 Timeouts do not reset after the first half of the game.
 - 15.03.2.2 Timeouts carry over into the second half of the game.
 - 15.03.2.3 Timeouts may be used at any time.

15.04.0 Extra Period (Overtime)

- 15.04.1 An extra period is the extension of playing time allocated to break a tie score.
- 15.04.2 When the score is tied at the end of the second half, play shall continue without change of baskets for one or more extra period(s) with a one-minute intermission before each extra period. The game shall end when the score is not tied at the end of any extra period
- 15.04.3 The length of each extra period shall be five minutes. As many such periods as are necessary to break the tie shall be played.
- 15.04.4 Each extra period is an extension of the second half.
- 15.04.5 One 60 second Time Out is granted for each extra period

16.00.00 (Shot Clock Violations)

16.01.0 In **NCBBA-M Sanctioned Basketball Games**, there is no Shot Clock Violation Rule.

17.00.00 (Restricted Area)

17.01.0 In **NCBBA-M Sanctioned Basketball Games**, there is no Restricted Area Charge Rule.

18.00.00 (Tobacco/Drug Use)

18.01.0 Smokeless Tobacco Use

18.01.1 The use of Smokeless Tobacco is prohibited by players, coaches, and managers before, during, and after any **NCBBA-M Sanctioned Basketball Game** while at the court or in on the bench.

18.02.0 Smoking

18.02.1 Smoking is prohibited by players, coaches, and managers before, during, and after any **NCBBA-M Sanctioned Basketball Game** while at the court or in on the bench.

18.03.0 Drug Use

18.03.1 By signing the liability waiver each player agrees that the use of drugs, alcohol, or any other substances that could cause danger or detrimental effects upon the participant's performance as a member of this organization is strictly prohibited during NCBBA-M Sanctioned Competition.

18.03.2 Random drug testing will not occur at any point during the NCBBA-M sanctioned season.

19.00.00 (Ejections)

19.01.0 In the event that a player or coach should be ejected from an **NCBBA-M Sanctioned Basketball Game**, it is required that the team's primary representative complete an NCBBA-M Ejection Report and submit it via email to both the appropriate Regional Director and NCBBA-M Commissioner.

19.01.1 The team's primary representative has 72 hours from the time of the ejection to complete and submit the Ejection Report.

19.01.2 If a team fails to report an ejection within 72 hours of the ejection, the team is automatically placed on probation for the remainder of the season.

19.01.3 Upon reviewing the Ejection Report, the NCBBA-M may determine that a further suspension is necessary.

19.02.0 Player Ejections

19.02.1 In the event that a player is ejected for any of the following reasons, he is AUTOMATICALLY suspended for an additional 1 game: Arguing an Official's Call, receiving a Flagrant 2 Technical Foul, receiving 2 Technical Fouls, or Bench Jockeying.

19.02.2 In the event that a player is ejected for threatening or making physical contact with an opposing player, coach, or official, that player is AUTOMATICALLY suspended for an additional 3 games.

19.02.3 In the event that a player is ejected for any of the following reasons, he is NOT automatically suspended for any additional games: Uniform Violation, Use of Foul Language.

19.03.0 Coach Ejections

19.03.1 In reference to ejections, a “coach” is defined as anyone on the bench not dressed in uniform with the team who is not listed on the team’s roster or on the line up card for that particular game AND includes the acting Head Coach for that game as determined by the lineup submitted to the Scorer at the start of the game even if this Head Coach is also a player (i.e. the a player/coach).

19.03.1.1 There may only be one player/coach during a particular game.

19.03.2 In the event that a coach is ejected for threatening or making physical contact with an opposing player, coach, or umpire, that coach is **AUTOMATICALLY** suspended for an additional 3 games.

19.03.3 In the event that a coach is ejected for any of the following reasons, he is **NOT** automatically suspended for any additional games: Arguing an Official’s Call, Use of Foul Language, Bench Jockeying, or receiving 2 Technical Fouls.

19.04.0 Automatic Suspensions

19.04.1 If a player, coach, or manager who is ejected fails to leave the premises peacefully and without further incident, they are **AUTOMATICALLY** suspended for 1 additional game on top of any other suspension they may have earned based upon the reason for their ejection.

19.04.2 Suspensions that cannot be fully served during the NCBBA-M season in which they were accrued will carry over and be served at the beginning of the following NCBBA-M season.

19.05.0 Post-Game Ejections

19.05.1 Ejections taking place after the final buzzer **DO NOT** require the ejected player or coach to sit out the next game **UNLESS** the reason for the ejection stipulates an automatic suspension as per Rules 19.02.0, 19.03.0, or 19.04.0.

20.00.00 (Forfeitures)

20.01.0 In the event that a visiting team has not arrived for any scheduled **NCBBA-M Sanctioned Basketball Game** within 10 minutes after the scheduled start time AND the visiting team has **NOT** communicated their tardiness to the home team, the game is **AUTOMATICALLY** considered a forfeit.

20.02.0 In the event that a visiting team communicates their tardiness to the home team AND arrives no more than 1 hour after the scheduled start time of any scheduled **NCBBA-M Sanctioned Basketball Game**, then the game **IS NOT AUTOMATICALLY** forfeited unless the visiting teams tardiness causes a problem with the availability of court time or the scheduled officials for any of the scheduled **NCBBA-M Sanctioned Basketball Games** that day.

20.03.0 In the event that a visiting team should forfeit any **NCBBA-M Sanctioned Basketball Game** to the home team; the visiting team is required to inform the home team via telephone of their intent not to play at least 48 hours in advance of the predetermined start of the first game.

20.03.1 Should the visiting team not provide the home team with sufficient notice to cancel officials and/or court rentals for the game(s) in question, the visiting team assumes financial responsibility for the payment of those officials and/or court rentals should any cancellation fees be incurred.

- 20.04.0 In the event that a home team should forfeit any **NCBBA-M Sanctioned Basketball Game** to the visiting team; the home team is required to inform the visiting team via telephone of their intent not to play at least 48 hours in advance of the predetermined start of the first game.
- 20.04.1 Should the home team not provide the visiting team with sufficient notice to cancel their transportation and/or lodging arrangements for the game(s) in question, the home team assumes financial responsibility for the payment of those transportation and/or lodging costs should any cancellation fees be incurred.
- 20.05.0 Each team is responsible to pay a \$150 performance bond prior to the start of the NCBBA-M season.
- 20.05.1 For every UNPLAYED CONFERENCE game that is forfeited, \$50 is deducted from the team's performance bond and that money is used to supplement the regional playoff budget of the region that the team is affiliated with.
- 20.05.1.1 This performance bond penalty does not apply to non-conference games or forfeited conference games that were PLAYED.
- 20.05.1.2 Since the performance bond is \$150 a team can lose no more than \$150 through forfeits in a single season.
- 20.05.2 At the end of the NCBBA-M season, each team will have the option to have the remainder of their performance bond returned to them or have it roll over to the next season.
- 20.06.0 In the event that an **NCBBA-M Sanctioned Basketball Game** is prematurely terminated by the officials due to EQUALLY hostile conduct on the part of both competing teams, the game will be declared a double forfeit tie regardless of the score at the time of the game termination.
- 21.00.00 (Protests)
- 21.01.0 No protest ever shall be permitted on judgment decisions by the Officials.
- 21.02.0 On Court Protests
- 21.02.1 On Court Protests consists of protests regarding Uniform Violations, Equipment Violations, Official decisions believed to be in violation of NCBBA-M rules, Official Qualifications, and ALL Roster Violations.
- 21.02.2 Any On Court protest by the coach of a competing team must be made at the time of the action or incident that caused the protest and before play is resumed.
- 21.02.2.1 If the game ends (legal contest) in a protest able situation, the offended team has until all players have left the court to voice its protest intentions.
- 21.02.2.2 All On Court protests must be made to the Referee.
- 21.02.2.3 All On Court protests must be reported to the NCBBA-M (via the NCBBA-M GAME PROTEST FORM) no later than midnight E.S.T. of the Tuesday following the "NCBBA-M Week" in which the protested game occurred.
- 21.02.3 When a coach claims that an official's decision violates NCBBA-M rules, the Referee must: (1) allow the coach the right to file a protest; (2) announce to each coach, to the official scorer and to the public-address announcer that the game is being played under protest, and (3) note and record the game situation at the time of the protest. No replay of any part of a game will be allowed even if the protest

is proven to be legitimate, if the play in question did not directly affect the outcome of the game. If the protest is proven to be legitimate and could have had a bearing upon the game, then it is upheld and play resumes from the point of the protest.

21.02.4 When a coach questions the validity that an opposing player is actually the player on the roster who he claims to be, that coach may request that the Referee have the player in question produce a photo ID.

21.02.4.1 In the event that the player in question is unable to produce a photo ID, then the game may be played under protest by the opposition as an On Court Protest.

21.03.0 Off Court Protests

21.03.1 Off Court Protests consist of protests regarding Failure to secure a court, Failure to schedule officials, and Official Qualifications.

21.03.1.1 Effective July 1, 2022, Official Qualifications is considered and On-Court Protest ONLY.

21.03.2 All Off Court protests must be reported to the NCBBA-M (via the NCBBA-M GAME PROTEST FORM) no later than midnight E.S.T. of the Tuesday following the “NCBBA-M Week” in which the protested game occurred.

22.00.00 (Team Probation/Expulsion)

22.01.0 A team can be placed on probation if they forfeit 3 or more NCBBA-M scheduled conference games in a single season, forfeit to 2 or more conference opponents in a single season, or if they conduct the basketball operations of their team in a manner not considered acceptable by NCBBA-M standards.

22.02.0 A team can be expelled from the league if they forfeit 2 or more NCBBA-M scheduled conference games or if they conduct the basketball operations of their team in a manner not considered acceptable by NCBBA-M standards during a probationary season.

22.03.0 Expulsions are not automatic and are evaluated on a case-by-case basis by the NCBBA-M unless previously declared as AUTOMATIC.

22.04.0 The NCBBA-M will publicize to all member teams if, when, and why a team is placed on probation.

22.05.0 A team placed on probation will NOT be eligible for the early payment discount off the annual dues.

22.06.0 Players and Coaches on a team that is currently on probation are INELIGIBLE for any Conference, Region, or National award recognition of either the weekly or seasonal variety. (I.e. All American, All Region, All Conference, MVP, Player of the Week, etc.)

22.07.0 A team on season long probation will not have their probationary status lifted until June 30th of that season.

Definitions:

Any basketball game featuring one or more teams holding membership in the National Club Basketball Association can be classified in to one of three categories: “**Off Season Basketball Game**”, “**Exhibition Basketball Game**”, and “**NCBBA-M Sanctioned Basketball Game**”.

“**Off Season Basketball Game**” is defined as any basketball game featuring one or more teams holding membership in the NCBBA-M, which takes place between May 1st and October 31st inclusively. “**Off Season Basketball Games**” are not sanctioned by the NCBBA-M.

“**Exhibition Basketball Game**” is defined as a basketball game featuring one or more teams holding membership in the NCBBA-M, which is played for the purpose of practice and training rather than for competition. An “**Exhibition Basketball Game**” may take place between November 1st and April 30th inclusively. For a basketball game to be deemed “**Exhibition**”, it must be declared in writing by the participating teams holding membership in the NCBBA-M to their respective Conference Coordinators no less than 48 hours before the scheduled start time. “**Exhibition Basketball Games**” are not sanctioned by the NCBBA-M.

“**NCBBA-M Sanctioned Basketball Game**” is defined as any and all basketball games featuring one or more teams holding membership in the NCBBA-M, which is played for the purpose of competition, and takes place between November 1st and April 30th inclusively. Scores, Results, and Statistics from “**NCBBA-M Sanctioned Basketball Games**” are recorded and tabulated.

“**Full-Time Status**” is defined as a minimum 12.0 Credit Hours for Undergraduate students at 4 Year Colleges/Universities and 9.0 Credit Hours for Undergraduate students at 2 Year Colleges. For Graduate students, there is no definitive number of Credit Hours required to be considered Full-Time as long as the player is considered Full-Time in the eyes of the Institution that he represents.

“**Final Semester Student**” is defined as a student who will be graduating at the end of the current semester.