

**CLUB BASKETBALL
RULES AND POLICIES
2024-2025**



MEMO

The NIRSA Club Basketball Conference is excited to provide league basketball for collegiate club teams across the country. The mission of the NIRSA Club Basketball Conference is to provide regular season basketball play with a focus on facilitating good competition between peers at institutions in the region. In addition to expanded opportunities for club teams, campus recreation professionals and student officials will have the opportunity to gain relevant career experience and invaluable transferable skills through the administration and support of the NIRSA Club Basketball Conference.

CLUB BASKETBALL BOARD

Section I: Club Basketball Members

- I. NIRSA Championship Series Director – Nicole Jackson
- II. NIRSA Championship Series Coordinator – Lauren Carlson
- III. NIRSA Exec Team Vice Chair – Stephanie Calhoun
- IV. NIRSA Club Basketball Chair – Jasmine Randolph V. NIRSA Club Basketball Vice Chair –
- VI. NIRSA Club Basketball Work Team Member – Courtney Smith, Mary Shelly, Michael Corder, Janae Gamara

Section I: Club Basketball Board

REGISTRATION

- I. Registration will take place on the NIRSA IMLeagues website. Scheduling, standings, and score reporting will also be managed on IMLeagues.
- II. Registration will open June 1st and closes on October 1st. Club teams will need to make payment arrangements through IMLeagues or with Lauren Carlson at NIRSA Headquarters (HQ) by October 1st.
- III. Each team, including all individual players, must sign up and register through the registration site to be eligible for league play. Players are responsible for completing the following required documents:
 - i. Liability Waiver(proof of medical insurance)
 - ii. NIRSA Code of Conduct
- IV. IMLegues forms must be completed and approved before a participant is eligible to participate in any games throughout the duration of the Club Basketball season.

CONFERENCE DUES

- I. All club teams will be expected to pay \$875 in NIRSA Club Basketball Conference dues.
- II. Dues cover:

- i. Liability Insurance
 - ii. Participation in (8-12) conference games and one (1) NIRSA Regional Basketball Tournament of the club's choice.
 - iii. All officiating fees at each Club Conference game
 - iv. Entry for the Champion of each division, to the NIRSA National Basketball Championships, hosted by the University of Wisconsin – Madison in Madison, WI.
- III. Conference dues do not cover travel expenses for the club teams to Club Basketball conference games or the NIRSA Regional Basketball Tournament. Clubs will be expected to secure transportation, meals, and lodging for these events.
- IV. Conference fees are non-refundable. After registration closes, a survey will be sent to each team asking for availability and every attempt will be made to schedule around availability, spring breaks, and NIRSA Regional Basketball Tournaments. Club teams that do not make themselves available for the designated Club Conference Round Robin Events will not be refunded, if unable to play.
- V. Conference dues can be paid two ways:
- i. Teams can pay the \$875 in advance via IMLeagues, check, or Purchase Order (PO) to NIRSA HQ.
 - ii. If teams require an invoice for payment, please contact Lauren Carlson directly at Lauren.Carlson@nirsa.org. This payment will be due October 15th.
 - iii. Teams can also pay in three installments via check, PO, or over the phone with NIRSA HQ. You CAN NOT pay the installments online through IMLeagues.
 - i. Contact Lauren Carlson directly at Lauren.Carlson@nirsa.org if interested in paying in three installments. Teams will receive an invoice for all payments.
 - ii. Installments must be set up before October 1st with Lauren Carlson at NIRSA HQ.
 - iii. The payment schedule is as follows
 - 1. First payment due October 15th
 - 2. Second payment due November 15th
 - 3. Third and final payment due December 15th

If you have any questions about payment, please contact: Lauren Carlson at NIRSA HQ at Lauren.Carlson@nirsa.org.

LEAGUE STRUCTURE

Section I: Conference Play

- VII. # of Teams: NIRSA Men's and Women's Club teams in conferences made up of four or fewer teams will play a total of 8 games during the season. At least 3 of these games must be played against a conference opponent.

- VIII. # of Teams: NIRSA Men's and Women's Club teams in conferences made up of five or more teams will play a total of 12 games during the season. At least 5 of these games must be played against a conference opponent.
- IX. All conference games must take place from October 15th through March 1st. The days of March 1st through 15th is reserved ONLY for games that need to be rescheduled.
- X. Conference play officially concludes at March 15th. No additional conference games may be played after the official conclusion of conference play, even if games that were cancelled and have not yet been able to be rescheduled.

Section II: Post Season Play

- I. Regional Championships
 - i. Beginning in February teams will partake in a Regional Championship based on their geographical location as an institution and the selected Regional Championship sites for a specific year.
 - ii. Regional Championships will take place between February and March.
 - iii. Should a Region NOT have a Regional Host Site the team is eligible to participate in a surrounding Regional Championship
- II. National Championships
 - i. The National NIRSA Championship Tournament will be held at the University of Wisconsin - Madison from April 10-13, 2024.
 - ii. The NIRSA Club Basketball team in each division with the highest winning percentage after conference play has concluded will be named the Conference Champion and will receive an automatic bid and funding to the National Tournament.

Section III: Non- Conference Games

- I. All NIRSA Men's and Women's Club teams are welcome and encouraged to supplement their conference schedule with non-conference games against: NIRSA Club Basketball Teams and Non-NIRSA Club Basketball Teams.
- II. Conference games ALWAYS take top priority over non-conference games, and it is possible nonconference games may need to be bumped or moved within the schedule in order to make up conference games that have been cancelled.

Section IV: Conference Standings

- I. 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
- II. Conference Standings
 - a. The first criterion for determining conference standing is conference-winning percentage.

- b. The first tiebreaker for determining conference standing is conference game head to head results.
- c. The next tiebreaker for determining conference standing is conference game results versus the conference winner.
- d. The next tiebreaker for determining conference standing is conference game results versus the next best conference team
- e. The next tiebreaker for determining conference standing is the lower number of conference game points allowed versus the tied opponents including forfeits.
- f. The next tiebreaker for determining conference standing is the lower average of points allowed per conference game played excluding forfeits.
- g. The final tiebreaker for determining conference standing is a coin toss

ELIGIBILITY

PLAYER ELIGIBILITY

Section I: General Eligibility

- I. Players are limited to six appearances in NIRSA Championship Series National events or appearances on a varsity roster per sport. These appearances can be non-consecutive, but after any six appearances on a roster in the same sport eligibility is exhausted
- II. Beginning in the fall of 2010, anyone participating as a first-time participant has six years of eligibility per sport at NIRSA events. Players that have appeared on a NIRSA Championship Series roster in the same sport between the fall of 2005 and spring 2010 also have six appearances that can also be non-consecutive. Any players that appeared on a NIRSA Championship Series event roster or varsity roster (or "Squad List") prior to the fall of 2005 are no longer eligible to participate in NIRSA Championship Series events. If a player has appeared on a varsity roster at any two-year or four-year college varsity team in the same sport, this also constitutes a year(s) of used eligibility. If a student played on varsity sport for two years, they still have four appearances left at NIRSA events (so long as their team doesn't exceed the maximum number of former varsity players).

Section II: Academic Eligibility

- I. Players must be enrolled for the minimum number of hours (listed below) for at least 45 days prior to the beginning of the championship event.
 - Undergraduates - minimum of half, full-time enrollment status
 - Graduate - minimum of six credit hours
- II. If a player is a graduating senior and taking less than the required hours to fulfill their graduation requirements, submit a letter from the registrar along with the registration materials stating that the player will be graduating the same term of the event.
- III. For NIRSA Championship Series events that occur during an academic break, the preceding term will be used to determine eligibility.

- IV. Participants from schools on the quarter system must meet the eligibility requirements of the half time enrollment for both the current and the preceding quarter.

Section III: Varsity Athlete Eligibility

- I. Players must not be listed on the varsity roster in the same or related sport for the current academic year. Exceptions may be granted to any player that was listed on the roster for less than three weeks. If a former varsity player has been listed on a varsity roster for four or five academic years, that player is not eligible for NIRSA Championship Series competition until after one full academic year has lapsed from the final academic year they were listed on a school's varsity squad list.
- II. Players who have been declared a professional athlete in the same or related sport are ineligible. A professional athlete is one who receives any kind of payment, directly or indirectly, for athletic participation, or who has participated in-competition with a professional team. A professional athletics team is any organized team that provides any of its players more than actual and necessary expenses for participation on the team and/or declares itself to be professional.
- III. The following matrix can be used to clarify eligibility and classification:

On a Varsity Squad List for (the):	Current Academic Year (AY): ≤3 weeks	Current AY: > 3 weeks	1 AY	2 AY	3 AY	4 AY	5 AY	6 AY
Eligible to Compete	Yes	No	Yes	Yes	Yes	Yes*	Yes*	No
Label as Former Varsity	Yes	-	Yes	Yes	Yes	Yes	Yes	-
# years of NIRSA Championships Series Eligibility Remaining	6	-	5	4	3	2	1	0

* must be removed one full academic year from last year on squad list

TEAM ELIGIBILITY

- I. All team players must attend the same institution from any two or four-year degreegranting college or university.
- II. Teams representing military installations are eligible to compete, so long as all members of those teams are assigned to the same military installation.

- III. Team rosters are limited to a maximum of 20 players. Club teams must request for players to be substituted off the roster once that individual has played in a regular season game. Substitutions will only be considered for injury or ineligibility reasons. Please note that rosters for Club Conference play will need to stay the same for Regional and National Tournament(s).
- IV. Participants are eligible to play based on their expressed gender identity so long as they comply with all Player Eligibility Guidelines. Individuals are not eligible to play on multiple single-gender teams.
- V. Teams are limited to one former varsity athlete on a roster. A former varsity player is defined as a student who has been listed on a school's varsity squad list for any 2-year or 4-year college/university team for more than one academic year in the sport of basketball.

GAME ADMINISTRATION

Section I: Officials

- I. During NIRSA Men's and Women's Club Basketball sanctioned games, the home team is responsible for providing officials for each competition.
- II. It is required that the home team schedules a minimum of two officials (1 Referee and 1 Umpire) to officiate each competition. However, it is highly encouraged that teams schedule three officials (1 Referee and 2 Umpires)
- III. ALL officials should be abiding by the National Federation High School Basketball (NFHS) rulebook and NIRSA rule modifications.
 - a. *Please note that there are minor modification made to NIRSA competitions to align with Regional and National tournaments. For a full list of modifications please visit [HERE](#).*
- IV. The game may be played provided that at least two officials are present.
- V. If no officials have arrived within 15 minutes after the competition is officially scheduled to start, the game is forfeited to the visiting team.
- VI. If multiple games are scheduled on the same day, the home team has an additional 45 minutes from the time that the previous game was declared a forfeit to gather the minimum number of officials (1 Referee & 1 Umpire) to the court or that game is also forfeited to the visiting team.
- VII. Officials Pay
 - a. All officials will be paid via an electronic platform. To receive payment officials should contact Lauren.Carlson@nirsa.org.
 - b. Officials will be paid on the 15th of every month for any games they have previously worked. If the 15th of the month lands on the weekend officials will be paid on the Friday prior to the day.
 - c. If you feel that there has been a discrepancy in payment please reach out to Lauren.Carlson@nirsa.org.

Section II: Scorers Table

- I. During NIRSA Men's and Women's Club Basketball games, the home team is responsible for providing one Scorer/Timer for each competition.
- II. The home team is responsible for providing the Scorer/Timer with the correct game rules prior to the game

Section III: Court Requirements

- I. All NIRSA Men's and Women's Basketball Sanctioned games must be played on an indoor court featuring either a hardwood or sports court surface.
- II. The required court dimensions are a minimum of 84 by 40 feet and a maximum of 94 by 50 III.
It is NOT required that a restricted area be marked on the court.
- IV. The NIRSA Club Basketball league requires the presence of a 3-point line with the following dimensions: 19 feet 9 inches from a point in the middle of the free-throw lane directly below the center of the basket to the outside edge of the line.

Section IV: Scoreboard Requirements

- I. NIRSA Men's and Women's Basketball Sanctioned games must feature a visible scoreboard which features a game clock and a team score tracker.
 - i. 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
- II. It is NOT required that the scoreboard be capable of tracking Team Fouls, Time Outs, or Possession.
- III. It is NOT required that the scoreboard feature a Shot Clock

Section V: Extra Period

- I. An extra period is the extension of playing time allocated to break a tie score.
- II. 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
- III. The length of each extra period shall be four minutes. As many such periods as are necessary to break the tie shall be played.
- IV. Each extra period is an extension of the second half.
- V. One 60 second time out is granted for each extra period

Section VI: Shot Clock

- I. In NIRSA Men's and Women's Basketball Sanctioned games, there is no Shot Clock Violation Rule

Section VII: Restricted Area

- II. In NIRSA Men's and Women's Basketball Sanctioned games, there is no Restricted Area Charge Rule

Section VIII: Personal Fouls/Timeouts

- I. Fouls
 - i. All players have 5 personal fouls.
 - ii. Once a player commits their 5th personal foul, they have "fouled out" and can no longer participate in the remainder of the game.
 - iii. Players who have "fouled out" report to the bench.
- II. Timeouts
 - i. Teams are granted two 60 second timeouts.
 - ii. Timeouts do not reset after the first half of the game.
 - iii. Timeouts carry over into the second half of the game.
 - iv. Timeouts may be used at any time.

Rules

National Federation of State High School Association (NFHS) rules will be utilized for NIRSA Club Basketball Conference play, with the following modifications:

- Playing time shall be four ten (10) minute quarters
- Halftime will be five (5) minutes and 30 seconds between each quarter.
- Running clock until the last 30 seconds of the first three quarters, and the last 2 minutes of the fourth quarter.
- Each team will receive 2 60-second timeouts per game.
 - They will receive one additional timeout for each overtime period. All other timeouts do not carry over into overtime.
- Overtime shall be a four-minute period, with the clock stopping on all whistles in the last minute.
- 5 team fouls per quarter = two bonus free-throws – team fouls reset per quarter
- Mercy Rule: If a team is up by 20 points or more with two minutes left in the game (4th quarter), the clock continues to run for the remainder of the game (even if the losing team gets under 20-point differential).
- No shot clock will be utilized.
- Two-point field goals and three-point field goals will be used.
- When available, the high school three-point line will be utilized.

Ejections

Section I: Ejection Procedure

- I. In the event that a player or coach should be ejected from an NIRSA Club Basketball game, it is required that the team's primary representative complete an NIRSA Club Basketball Ejection Report and submit it via email to both the NIRSA Club Basketball Board
- II. The team's primary representative has 72 hours from the time of the ejection to complete and submit the Ejection Report.
- III. 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.
- IV. Upon reviewing the Ejection Report, the NIRSA Club Basketball Board may determine that further suspension is necessary
- V. Suspensions that cannot be fully served during the NIRSA Club Basketball season in which they were accrued will carry over and be served at the beginning of the following NIRSA Club Basketball season

Section II: Player Ejection

- I. In the event that a player is ejected for any of the following reasons, they are AUTOMATICALLY suspended for an additional 1 game: receiving a Flagrant Technical Foul, or receiving 2 Technical Fouls.
- II. 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.
- III. In the event that a player is ejected for any of the following reasons, they are NOT automatically suspended for any additional games: Uniform Violation, Use of Foul Language

Section III: Coach Ejection

- I. 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).
- II. There may only be one player/coach during a particular game.
- III. In the event that a coach is ejected for threatening or making physical contact with an opposing player, coach, or official, that coach is AUTOMATICALLY suspended for an additional 3 games.
- IV. 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, taunting, or receiving 2 Technical Fouls

Forfeitures

Section I: Forfeiture Procedure

- I. In the event that a visiting team has not arrived for any scheduled NIRSA Club Basketball Sanctioned Game within 15 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, and the home team will receive a win.

- II. 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 NIRSA Club Basketball Sanctioned 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 games that day.
- III. In the event that a visiting team should forfeit any NIRSA Club Basketball Sanctioned Games to the home team; the visiting team is required to inform the home team via telephone/email of their intent not to play at least 48 hours in advance of the predetermined start of the first game.
- IV. In the event that a home team should forfeit any NIRSA Club Basketball Sanctioned Games to the visiting team; the home team is required to inform the visiting team via telephone/email of their intent not to play at least 48 hours in advance of the predetermined start of the first game
- V. In the event that an NIRSA Club Basketball Sanctioned Games 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.

Section II: Forfeiture Fees

- I. 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.
- II. 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.
- III. For every UNPLAYED CONFERENCE game that is forfeited, a \$50 fee is place from the team's account and must be paid prior to the regional championships. The forfeit fees will be used to supplement the regional playoff budget of the region that the team is affiliated with.
 - i. This forfeit fee policy does not apply to non-conference games

Protests

Section I: Official Ruling Protests

- I. No protest shall be permitted on judgment decisions by the Officials

Section II: On Court Protests

- I. On Court Protests consists of protests regarding Uniform Violations, Equipment Violations, Official decisions believed to be in violation of NIRSA Club Basketball rules, and ALL Roster Violations.
- II. Any On Court protest must be made at the time of the action or incident that caused the protest and before play is resumed.
- III. All On Court protests must be made to the Referee officiating the game
- IV. On Court Protocol
 - i. When a on court protest is filed, the Referee must: (1) allow the team the right to file a protest; (2) announce to each team/coach, to the official scorer and to the public-address announcer that the game is being played under protest, (3) note and record the game situation at the time of the protest, and file a game protest form following the game.
- V. All On Court protests must be reported to the NIRSA Club Basketball Chair & Vice Chair (via the NIRSA Club Basketball Game Protest Form) no later than midnight E.S.T. of the Monday following the “NIRSA Club Basketball Week” in which the protested game occurred

Section III: Off Court Protests

- I. Off Court Protests consist of protests regarding failure to secure a court, failure to schedule officials, and the eligibility of a player.
- VI. All Off Court protests must be reported to the NIRSA Club Basketball Chair & Vice Chair (via the NIRSA Club Basketball Game Protest Form) no later than midnight E.S.T. of the Monday following the “NIRSA Club Basketball Week” in which the protested game occurred.

FORMS

Section I: Official Ruling Protests

Important Conference Season Dates

Registration Opens: June 1st, 2024

Registration Closes: October 1st, 2024

Divisions Set: October 18th, 2024

All Conference Meeting: October 18th, 2024

Season Begins: October 19th, 2024

Conference Games Completed: March 15th, 2025

Non-Conference Games Completed: March 15th, 2025

