



NABA Rules and Regulations

I. Player Qualification:

1. Must be of Filipino blood or heritage (must be a natural born Filipino or a US, or Canadian born whose parents are either a Filipino or of Filipino extraction); must have in his/her possession legal documentation to prove his lineage or any cause for doubt under this provision that results in a challenge from the opposing team shall require the player in question to present his/her proof of Filipino heritage. Failure to produce such documentation shall mean disqualification from the team he is playing for and/or forfeiture of the game(s) he has played for.
2. Must be an amateur; one who has never received or currently receiving any form of compensation for playing basketball (Professionals) in the Philippines, U.S.A., Canada or any part of the world. An ex-Pro, before he can be admitted to participate must be idle, or inactive from playing basketball as a professional for the past 2 years. He must submit a certificate or documentation to prove his/her last affiliation with a professional team before he can be allowed to participate, subject to the approval of the Commissioner.
3. Must be a resident of the city he/she is representing. Meaning the player must reside within the metropolitan area of a major city he resides and represents.
4. Must provide **Proof of Identification (ID) & Age:**
 - For a player's ID & age, any of the following documents will be accepted:
 - a) Birth Certificate (with attached photo)
 - b) Passport
 - c) U.S Alien Registration Card (Green Card)
 - d) Valid Driver's License
5. For a player's **Proof of Filipino Heritage** (if needed), only Birth Certificates will be accepted.
6. **Proof of Residence** (if needed): Certificate of Employment, Driver's License, (temporary license will not be accepted) or school ID or record.
7. **Required Documentation during Registration Day Proper:**

Each City team coordinator/Director will report to the Screening Committee at the Secretariat table upon arrival (Friday night or Saturday morning) before the opening ceremony to present documentation of his players:

- a) ID & Proof of Age (as specified in Section 1, item 4 above): only **original copies** will be accepted at the registration table.
 - b) Proof of Filipino Heritage: In cases of questioned Filipino heritage, only the Original Birth Certificate of the player concerned will be accepted as proof (stamped, sealed, signed and documented by an official of the country where he was born). **No copies will be accepted.**
 - i. If the player's original birth certificate establishes his/her Filipino heritage (either the mother or the father is Filipino), this will be accepted as de facto evidence. The parent concerned will present an original photo ID (Driver's License, Passport, Green Card) to the screening committee to verify his/her identity. If the concerned parent is not present during registration, a duly Notarized copy of the parent's photo ID will also be accepted. Non-notarized copies will not be accepted.
 - ii. If the player's original Birth Certificate cannot establish Filipino heritage beyond doubt (i.e. the parent concerned is part Filipino), **original** copies of the parent's Birth Certificate will be used to establish Filipino heritage. If an original copy of the parents' birth certificate cannot be produced, a Notarized copy will also be accepted. Non-notarized copies will be not be accepted.
 - iii. Adopted children:
 - 1. Adopted children with no Filipino lineage/roots are automatically disqualified (i.e. **biological** parents are both pure non-Filipino).
 - 2. However, if these adopted children have Filipino lineage (i.e. **biological** parents are Filipino or part Filipino), they are qualified but must produce an original birth certificate identifying his/her birth parents
8. Must be listed in the team roster submitted to the host city on or before the specified deadline.
9. Must submit the Registration Form with two (2) recent photos to the host city on or before the specified deadline.
10. Penalty for violators: Any team member, player or team official found in violation of the above rules, or deliberately or intentionally concealing a player's identity in a fraudulent manner, will automatically be disqualified from playing and may jeopardize his team standing by forfeiture of the game(s) he has participated in.

II. Team Eligibility

- 1. Must be a member of NABA in good standing. Must be one of the teams or city that is recognized and protected by NABA.
- 2. Must be an organized Filipino/American or all Filipino/Canadian club or team in the United States of America or Canada.

III. Divisions / Age Limits

1. A City Delegation may field a maximum of 10 teams.
2. A City Delegation will not be allowed to field more than one team per Age Division.
3. Tournament Fees per Age Division will be set by the Host City with the approval of the Commissioner.
4. Age limits per Division is specified below with cut-off date set as Day 1 (Sat) of the tournament:

Division	Gender	Age as of: Sat (Day 1)
Tyke	Male or Female	Under 11 years old
Peewee	Male or Female	Under 13 years old
Bantam	Male	Under 15 years old
Girls	Female	Under 17 years old
Junior	Male	Under 17 years old
Juvenile	Male	Under 20 years old
Ladies	Female	No age limit
Open	Male	No age limit
Seniors	Male	35 years & over
Masters	Male	45 years & over

IV. Team Roster

1. Each team must submit a team roster to the host city on or before the specified deadline - **June 15** in order for your team to be included in the souvenir program.
2. Each player registration form must be included with the team roster. A legible copy of each player's passport must be attached to the registration form.
3. Changes to the team roster will not be accepted after it has been submitted to the accreditation/screening committee. At this time, the team roster shall become final, permanent and official.
4. The team roster may list a maximum of 15 players. All 15 players may be allowed to play in any one game.
5. Anyone whose name does not appear in the official team roster will not be allowed to play.
6. Players must bring original copies of birth certificates and or passport to the tournament to resolve any eligibility questions.

V. Tournament Officials

1. The NABA Commissioner, the NABA Deputy Commissioners, the NABA Host City Director and Appointees shall compose the tournament officials. These officials have the jurisdiction on the enforcement of the Rules and Regulations prescribed herein and will ensure that they be adhered to throughout the duration of the tournament.
2. Only the NABA Commissioner has the right to eject any player with or without the recommendation of the game officials. The Deputy Commissioners can only eject a player in the absence of the Commissioner. The City Directors and his appointees have the privilege/authority to recommend any player/players to be ejected/suspended, whose conduct may jeopardize the continuance of the game and the tournament as a whole.
3. Any suspension(s) is/are the sole jurisdiction of the Commissioner.

VI. Team Officials

1. Each city team must have a designated official, such as the NABA City Director, coaches, trainers, manager, or team representatives who shall be responsible for the conduct and behavior of their players, supporters and or city delegation.
2. Failure of the team officials to control their players, unruly supporters and delegations may result in the forfeiture of the team as deemed by the tournament officials and game officials
3. The City Director shall be the voting official representing his city's teams in NABA. No proxy or alternate allowed

VII. Game Officials

1. The referees, scorekeepers and timekeepers are the game officials.
2. All judgment and decisions made by the referees during the game will be final, binding and irrevocable.
3. The game officials shall be completely independent from NABA or shall be non-Filipino.
4. Any dispute in the game with the time, score, fouls, time-outs, etc. will be resolved by the referees.
5. The official's table shall seat only the scorekeeper, timekeeper, and tournament official.
6. Only the team coach can approach the official's table for any inquiry.
7. All referees fully accredited/certified licensed member of the official Board of Referees Association of either the US or Canada will officiate the games.
8. Referees shall be completely independent from the host city and tournament officials.

VIII. Registration, Waiver of Liability and Release form

1. All Directors, Coordinators, Coaches, Representatives, and Players must submit to the Accreditation/Screening Committee their registration forms with their respective city or team delegation before the designated deadline.
2. All players must submit a registration form. The registration form must include two (2) identical passport-size recent photos of the player. Any player who does not submit the form will not be allowed to play. **August 15** is the final date for submission.
3. A Waiver of Liability must be signed by each player, coach, coordinator, and trainer absolving the Host Committee, the entire NABA, its officers, members, tournament officials, and volunteers of any liability in case of injury, death and loss or damage of personal property during the tournament.
4. Registration ID cards will be handed out (optional as per host)
5. Release forms are required from players transferring to another team with a written authorization from the team manager, coach or the city Director. A release form is **not necessary** if a player has served a team or played for a team for 2 years and or the team he has played for has been disbanded. In any case, the transfer of a player shall be subject for approval by the Commissioner.

IX. Schedule

1. Tournament matches will be played on Saturday (Day 1) and Sunday (Day 2).
2. Team pairings and numbers will be drawn and known only during the NABA Executive meeting on **Friday Evening** to be held at a place designated by the host city. First game will start at a time specified by the host city on Saturday (Day 1) at the different venues. Game schedules will be posted at the place designated by the Host City and at the various venues.

X. Tournament Format

1. Depending on the number of teams participating in a division, the division maybe divided into pools to properly schedule the games.
2. All games will be played in double elimination system. Any team losing twice will be eliminated.
3. During the championship game, a team with one loss and a team with no loss are of equal footage/standing. The winner between the two will be declared the Champion.
4. Drawing of lots will determine the order of the teams to play.

XI. Games Rules

NCAA rules shall be used throughout the tournament with the following modifications:

1. The tournament will be played in double elimination system. A team losing twice (2) will be eliminated.
2. Rules per Division:
 - a) **Tykes/Peewee/Bantam & Girls** – the length of each game shall be (32) minutes, 16 minutes each half, which shall be played with running time, provided that during free throw situations and time-outs, the clock shall be stopped and provided further, that the last (2) minutes of BOTH halves shall be played with stop times on all referee's calls.
 - b) **Juniors/Juveniles/Ladies/Open/Seniors & Masters**– the length of each game shall be forty (40) minutes, 20 minutes each half, which shall be played with running time, provided that during free throw situations and time outs, the clock shall be stopped and provided further, that the last two (2) minutes of BOTH halves shall be played with stop times on all referee's calls.
3. Overtime situations shall be played in as many times as are necessary to determine the winner, provided that all overtime shall be three (3) minutes, provided further, that the last one (1) minute shall be played with stop times on all referee's calls.
4. Each team shall be entitled or allowed four (4) time outs for the duration of the game. Any unused time outs shall be forfeited and not to be carried over or be used during overtime. One (1) time out shall be allowed during each overtime period.
5. One-on-one situations shall be in effect on the seventh (7th) team foul and double bonus will take effect on the (10th) team foul in each half. Team fouls will carryover in overtime.
6. A team that fails to come up with (5) players within the scheduled game shall forfeit that game and its opponent shall be declared the winner by default, provided they are able to field such number of players within the same period of time, however if both teams fail to come up with 5 players, both teams shall be declared losers by default.
7. A player incurring two (2) behavioral technical fouls in a game will be suspended in the next scheduled game. Any player ejected by the referees is likewise suspended in the next scheduled game. Fighting, throwing punches or leaving the bench will automatically ban the player/players and or the team for the rest of the tournament.

XII. House Rules and Regulations

1. An intentional flagrant foul is an automatic ejection and suspension of the player(s) involved. He will not be allowed to play in the next scheduled game. Other rules not covered by the above shall be decided by tournament officials (NABA Deputy Commissioners, the City Host Director and the appointees) with the approval of the NABA Commissioner
2. School Gym Regulations: It is against the law to smoke inside school building and community centre facilities. It is also against school regulation to bring any food in the gym. Violation of the above mentioned law may forfeit our contract with the school/community centre and cancellation of the tournament should this happen.

XIII. Conduct & Disciplinary Actions

1. The referee's decision is final and irrevocable. Any verbal abuse of the referees by a player or team official will carry an automatic technical foul. A second verbal abuse by the same person will carry an automatic ejection from the game.
2. Only the team players and the coach and city director will be allowed in the player's bench. Anybody else will be asked by the game officials to vacate the player's bench. Failure to comply will cause the team an automatic technical foul per violator or a cause for suspension of the team.
3. Only the team coach can approach the officials' table for any inquiry during the game. Failure of the team to comply with this rule will carry an automatic technical foul and/or ejection of the person or persons involved.
4. Any player, coach, team official or coordinator manifesting an unsportsmanlike conduct or is unruly shall be ejected from the game. This person or persons shall not be permitted to play, coach or be with the team during the game for the duration of the tournament.
5. A player who did not report for accreditation and screening during the registration day will not be allowed to play.
6. A player who did not play at least one game on Saturday (Day 1) will not be allowed to play on Sunday, especially in the championship game.
7. Team pictures will be taken before or during the opening ceremonies of each team that will be used to verify the players of such team during the tournament. Any player who does not belong in the team will be asked to leave the players bench. Failure to comply will cause the team an automatic technical foul per violator and/or suspension of the team.
8. A team member, player, coach, coordinator or representative found in violation of any of the NABA Rules or deliberately or intentionally concealing a player's identity in a fraudulent manner will be automatically disqualified from participating in the tournament and will be suspended from NABA for a period of 5 years or more.

9. BRAWL:

- a. Any player, coordinator, coach or team representative involved in a brawl or inflicting any physical harm to any member of the opposing team, referees, game officials and tournament officials shall be suspended for the duration of the tournament and maybe a cause for a permanent expulsion from NABA.
- b. Any member of a team who instigates (instigator), who acted first or who throws the first punch will be ejected from the game and will be fined US\$100.00 and will be suspended for the duration of the tournament. Failure to comply with this rule may lead to permanent expulsion (Banned) of the players involved.
- c. Any member of a team that retaliates by striking back will be ejected from the game and will be fined US\$100.00 and will be suspended for the duration of the tournament. The referees shall have the authority to determine as to who are involved and who will be penalized. Suspensions/ejections or expulsion will be upon the discretion of the Commissioner.

10. BENCH CLEARING

- a. All players and team officials sitting on the bench must stay in the bench in the event of a brawl.
- b. Anyone who gets involved in a brawl, either acting as a mediator or peacemaker, shall be assumed as unsportsmanlike conduct and shall be fined US\$500.00 and be ejected from the game.
- c. The referees shall have the authority to determine as to who are involved and who will be penalized.

XIV. Protest Rules

1. Any judgment rendered by the referees is final and cannot be subjected to protest.
2. Any protestor must notify game officials after the conclusions of the protested contest. Game Officials will notify Tournament Officials and make appropriate notations in the game book.
3. The opposing team must be furnished a copy of the protest.
4. Tournament officials will render the decision on any protested game.
5. A US\$100.00 cash protest fee must be submitted with the official protest. Fee is non-refundable.

XV. Uniform and Colors

1. In order to participate in the NABA tournament, a city team(s) must have an approved uniform. The colors shall be distinctive from each other.
2. No player or team will be allowed to play without the proper basketball uniform. A player with a different color of pants from his team mates will not be allowed to play (improper uniform).

XVI. Fees

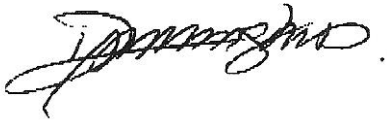
1. A fee shall be collected from each city for each of their teams to help finance the NABA Tournament.
2. Seed money of **USD\$500.00** shall be paid by each city on or before **April 15** with the remainder of the fees to be paid on or before **August 15**.

NABA HOUSE RULES & REGULATIONS:

1. Any team who decides to withdraw from a scheduled game after the schedules have been posted will be considered in default and loses the game. The opponent team will be proclaimed the winner. No refund of the fees will be given.
2. Protests will be entertained in all games throughout the tournament on Saturday and Sunday at the prescribed fee set by NABA rules. Protest must be in writing and must be lodged immediately after the game by the City Director or his assigned representative. A fee of **US\$100.00** must accompany the protest and submitted to the tournament director. The NABA Commissioner shall make the final decision on the protest. A decision will be made within 24 hours, depending on the nature of the protest. (See Section XIII – Protest Rules).
3. Switching of jersey and switching division is strictly prohibited. A player **MUST** play in one division only as per age requirements set by NABA Rules (see Divisions). Violation of this rule may result to suspension of the player and or the team. Team pictures will be taken on the first game of each team and will be used to verify the players of such team/division during the tournament. Any player who does not appear on the team picture is considered not a member of the team and not eligible to play. Some exceptions may apply.
4. All games must start on time. Teams who do not show up with a minimum of 5 players within 5 minutes from start time will be considered in default of the game and loses that game. “Game Time is Forfeit Time”.
5. All players (**NO EXCEPTIONS**) must be able to provide documents (passport from country of origin, Green Card, Valid Drivers License, Birth Certificate as needed) before he/she can play as stated in NABA Rules (See Section I)
6. Player Qualification to be able to play in the tournament: The host city will strictly impose a **ZERO TOLERANCE** on the AGE & ID requirements. **NO I.D., NO PLAY** and **NO EXCUSES** will be entertained. (See Section VIII (1) Player Qualification).
7. Player’s identification cards will be handed out indicating which city and division he/she will be allowed to play. Site conveners will check each player’s ID before he/she can play on every game schedule. Any attempt by a player to tamper with the ID card may result in his/her inability to participate in the games.
8. An intentional flagrant foul is an automatic game ejection and suspension of the next scheduled game.

Version: April 26, 2011

Approved by:

A handwritten signature in black ink, appearing to read "Ron Damasco", written in a cursive style.

Ron Damasco, MD
NABA Commissioner