



NABA INTERCITY RULES and REGULATIONS

AUGUST 01, 2025

NABA INTERCITY, CORP.

VERSION 7	NABA Intercity Rules and Regulations
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1. PURPOSE

To inform coaches, players, parents, and City Organizations of the main rules and regulations that govern the play of NABA Intercity Basketball.

2. SCOPE

These rules and regulations are applicable to the entire NABA Intercity Organization in order to have a common understanding of NABA Intercity Basketball Rules and Regulations.

3. INVOLVED FUNCTIONS

NABA Intercity Commissioner, Leadership Team, Advisors, Appointed Officers
Co-Host Leadership Team and Delegation
City Delegations - City Directors, Coaches, Players, Parents, Family Members, Spectators
Tournament Officials, Team Officials, Game Officials

4. GENERAL INFORMATION

Since 1989, NABA has followed a set of basketball rules specifically designed for its organization, in order to ensure the safety of the teams and to allow for true Filipino competition.

4.1 NABA Intercity strictly adheres to these Rules and Regulations and to all announced deadlines.

4.2 NABA Intercity strictly enforces a ZERO TOLERANCE Policy for cheating of any degree. Cheating in NABA Intercity will expel those involved, indefinitely.

4.3 Penalty for violators: Any team member, player, or team official found in violation of the below rules, or deliberately or intentionally concealing a player's identity in a fraudulent manner, will result in team disqualification and will forfeit the previous game(s) played. Expulsion and/or financial penalties will be incurred to the player, team, and/or organization if players attempt to cheat by presenting false documentation of any kind.

5. PLAYER QUALIFICATION

A player must be of Filipino lineage, whose biological parent or grandparent is of Filipino blood.

5.1 Required Documentation during Registration Day Proper:

Each City Director will have reviewed player supporting documents and will have signed the submitted rosters. All players are required to complete **online registration** prior to the tournament. Supporting documents should be uploaded accordingly. NO REGISTRATION = NO PLAY.

5.1.1 The player must have in his/her possession the legal documentation to prove his/her lineage. Any cause for doubt under this provision may result in a challenge from an opposing team at any time during the tournament weekend. This challenge will require the player in question to present his/her proof of Filipino lineage. Failure to produce such documentation shall mean disqualification from the team he/she is playing for and/or forfeiture of the game(s) played.

- 5.2 A Naturalized Philippine Citizen, who is not of Filipino blood, will NOT be allowed to play in any NABA Intercity Tournament.
- 5.3 A United States resident cannot play for a Canadian Team and a Canadian resident cannot play for a US Team.
- 5.3.1 An International player, with proof of Filipino lineage, without residence in the U.S. or Canada, may play in NABA Intercity for a U.S. Team or a Canadian Team.
- 5.3.2 At the time of registration, the player must provide proof of residence (e.g., Driver's license). If the player is a minor (under 18), the parent must present proof of residence. If there is a special case, with exception from the guidelines, it will be brought to the attention of the City Director first, then after all the facts are obtained, it will be escalated to the NABA Leadership Team and Commissioner.
- 5.4 Proof of Identification (Photo ID) & Age
A current government issued Photo ID must be presented by each player. If a photo ID is not available for a minor, the Parent ID must be presented for minors along with the minor's birth certificate.
- 5.4.1 For proof of a player's ID and Age, any of the following **original** documents will be accepted:
A. Original Birth Certificate
B. Current Passport
C. Current Medicaid/Medicare Card
D. Current U.S. Alien Registration Card (Green Card)
E. Current Valid Driver's License
- 5.5 Proof of Filipino Lineage
Only original documents of the player, parent, or grandparent will be accepted for verification. No paper copies or electronic copies will be accepted.
- 5.5.1 A player must provide their original birth certificate (and photo ID) proving Filipino lineage (he/she/parent was born in the Philippines and of Filipino blood).
- 5.5.2 If the player's birth certificate does not prove that he/she/parent is of Filipino lineage, then the parent must present their original birth certificate and/or current passport proving such.
- 5.5.3 If a player's parent cannot present a birth certificate or current passport proving they are of Filipino lineage, then the player's grandparent's birth certificate or passport is acceptable, proving Filipino lineage. The parent must still provide their birth certificate or passport showing their relationship to the Filipino grandparent.
- 5.6 Adopted children with no Filipino blood/lineage, will not be allowed to play in any NABA Intercity Tournament. If an adopted child is of Filipino blood (i.e., biological parent is Filipino or part Filipino), they are qualified to play and must produce an original birth certificate identifying his/her biological parents and their Filipino lineage.
- 5.7 DNA Testing (23andMe) results, along with a Photo ID, will be accepted as proof of Filipino lineage.

6. TEAM ELIGIBILITY

- 6.1 The team's Organization must be in GOOD STANDING with NABA Intercity.
- A. The team's players will have satisfied all required documentation proving true identification, age, and Filipino lineage.
 - B. The players/coaches and delegation will be of good moral character and ethical behavior and will exhibit these traits and qualities throughout the tournament.
 - C. The City Organization will have fulfilled all financial obligations (membership fees, seed money, team registration fees, etc.)
 - D. If the organization is an 'Official Delegation' of NABA Intercity, the franchise must register a minimum of five (5) teams into the tournament.
- 6.2 The team must be part of an organized Filipino Basketball Club/Organization representing a Filipino Community in their territory.

7. GUEST CITIES

- 7.1 In the event the Commissioner and NABA Intercity Leadership invites a Guest City, the invited Guest City must meet several requirements prior to playing:
- A. The Guest City must satisfy Team Eligibility Requirements (see above)
 - B. The Guest City will follow ALL rules and regulations of NABA Intercity
 - C. The Guest City/players/coaches will not have history of unacceptable behavior or notoriety in any other Filipino basketball leagues or tournaments
 - D. The Guest City will NOT be of the same territory as an existing Official NABA Intercity Franchise (unless approved by the Commissioner, Leadership Team, and both Organizations)
 - E. The Guest City must register a minimum of two (2) teams into the tournament (unless approved by the Commissioner and Leadership Team)
- 7.2 If a Guest City wishes to become an 'Official Delegation' of NABA Intercity, the Guest City will formally apply. The application is subject for approval by the Commissioner and Leadership Team.

8. DIVISIONS and AGE LIMITS

- 8.1 A City Delegation will be allowed to field any number of teams per age division. There is NO cap/maximum.
- 8.1.2 A minor may play up in age division (up to OPEN), provided that the minor's parent give their consent in the online registration section "Parental Waiver and Consent for Minors".
- 8.1.3 A Senior, Master, Grandmaster, or Great grandmaster may play down (through to OPEN), provided that they sign and understand the "Acknowledgement, Liability, and Compliance" section in the online registration.
- 8.2 Age division criteria is based on the **YEAR of BIRTH** and age limit per division is specified in the below table:

2025 NORTH AMERICAN BASKETBALL ASSOCIATION (NABA) INTERCITY

Division	Gender	Age Group
Mosquito	Male and/or Female	Born 2017 and later (8 and Under)
Tykes	Male and/or Female	Born 2015 and later (10 and Under)
Duchess	Female*	Born 2013 and later (12 and Under)
Peewees	Male (and Female)	Born 2013 and later (12 and Under)
Damsels	Female*	Born 2011 and later (14 and Under)
Bantam	Male	Born 2011 and later (14 and Under)
Juniors	Male	Born 2009 and later (16 and Under)
Girls	Female*	Born 2008 and later (17 and Under)
Juveniles	Male	Born 2006 and later (19 and Under)
Collegiate	Male	Born 2002 and later (23 and Under)
Ladies (Open)	Female*	No age limit
Open	Male	No age limit
Seniors	Male	Born 1990 and earlier (35 and Older)
Masters	Male	Born 1982 and earlier (43 and Older)
Grand Masters	Male	Born 1975 and earlier (50 and Older)
Great Grand Masters	Male	Born 1971 and earlier (54 and Older)

* For NABA Intercity **2025**: Approval required: In order for a female basketball team to be complete, double dipping, only for **females** may be allowed. This is subject for approval by the Commissioner, the Leadership team, and the teams involved.

9. TEAM ROSTER

- 9.1 Each team must submit a complete Team Roster Form to NABA Intercity, on or before the specified deadline, using the correct format/template provided.
- 9.2 Each player must be listed on one Team Roster Form. Anyone whose name does not appear on the official Team Roster will not be allowed to play.
- 9.3 Each Team Roster Form must include one (1) recent passport size photo of each player.
- 9.4 Changes to the Team Roster will not be accepted after it has been submitted to the accreditation/screening committee at the specified deadline. At this time, the Team Roster shall be final, permanent, and official.
- 9.5 The Team Roster may list a **maximum** of fifteen (15) players. All 15 players may be allowed to play in any one game.
 - 9.5.1 EVERY player on the roster must be registered with wristband(s), present, and suited up in uniform on Saturday, in order to play in any Sunday games.
- 9.6 In NABA Intercity Basketball, **NO DOUBLE DIPPING** is allowed. A player cannot play in two age divisions.*
- 9.7 In NABA Intercity Basketball, a player cannot play for two teams/Cities/Organizations.

- 9.8 The Team Roster Form will include the names and signatures of the Head Coach, Assistant Coach and City Director.
- 9.9 Responsibility rests on the City Director to review and ensure that the players' documentation is authentic and complete prior to submitting/uploading any forms to NABA Intercity.

10. REGISTRATION, ACKNOWLEDGEMENT, WAIVERS AND PERMISSIONS

- 10.1 ALL players MUST report for accreditation & screening at the registration tables located at the venue to receive their wristbands by FRIDAY. No player will be allowed to play without a wristband (wrist band color(s) to be assigned to each division). **Prior** to each game, the referees, coaches, and court Marshalls, MUST check that all players on the court have a secure identical wristband(s). If a wristband falls/breaks off, the player must hand in the damaged wristband and obtain a replacement prior to the start of the next game.
- 10.2 There will be NO player registration on Saturday.
- 10.3 A Waiver of Liability must be signed online by each player/parent, coach, coordinator, and trainer absolving NABA Intercity in its entirety (Commissioner, Leadership Team, Advisers, Officers, Members, Tournament Officials, Game officials, volunteers), of any liability in case of injury, death, and loss or damage of personal property during the tournament.*

* For the 2025 NABA Intercity Tournament, ALL acknowledgements, waivers, consents, and permissions, must be signed **prior** to the tournament.

- 10.4 Consent from both City Directors is required for players transferring to another team/City. Consent is not necessary if the team has disbanded.
- 10.5 Deadline for submission of all Forms shall be determined by NABA Intercity, no later than one (1) month prior to the tournament date.

11. CITY DIRECTOR / CITY LEADER

- 11.1 Each City Delegation will represent with one (1) City Director, City Leader, or Proxy.
- 11.2 For new Cities joining NABA Intercity, the City Director requires approval by the Commissioner and the NABA Leadership Team.
- 11.3 It is the responsibility of the City Director to ensure:
- Meetings are attended to obtain important tournament information;
 - The delegation receives updates, announcements, and news from NABA Intercity;
 - All players' documents are authentic, valid, and in order;
 - ALL deadlines are met, including financial obligations to NABA Intercity;
 - The proper submission of roster forms, registration forms, waivers, and release forms;
 - The delegation remains in good standing;
 - Proper control of the behavior and conduct of the entire delegation.

- 11.4 If a City Director cannot fulfill the above responsibilities, a Proxy is permissible. The name and contact information must be promptly sent to the Commissioner and the NABA Intercity Leadership Team for approval.

12. TOURNAMENT OFFICIALS

The NABA Intercity Commissioner, NABA Intercity Leadership Team, Co-Host Leadership Team, Appointees of NABA Intercity (Advisors, Compliance Officers, Basketball Court Marshalls) shall compose the Tournament Officials.

- 12.1 The Tournament Officials have the authority on the enforcement of the Rules and Regulations prescribed herein throughout the duration of the tournament.
- 12.2 The Tournament Officials 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. Final decision to be made by the Commissioner/NABA Intercity Leadership.
- 12.3 Any suspension is the jurisdiction of the Commissioner and NABA Intercity Leadership Team.
- 12.4 The NABA Commissioner has the right to eject any player with or without the recommendation of the tournament officials.

13. TEAM OFFICIALS

A NABA IC City Director, Coach, Trainer, Coordinator, Manager, or Team Representative may be appointed as Team Official.

- 13.1 Each city team must have a designated Team Official who shall be responsible for the conduct and behavior of their players, supporters, and city delegation during each game.
- 13.2 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.

14. GAME OFFICIALS

The referees, scorekeepers and timekeepers are the Game Officials. All Game Officials will be knowledgeable in the current NABA Intercity Rules and Regulations.

- 14.1 All judgment and decisions made by the referees during the game will be final, binding and irrevocable.
- 14.2 Any dispute in the game with the time, score, fouls, time-outs, etc. will be resolved by the referees.
- 14.3 The official's table shall seat only the scorekeeper, timekeeper, and tournament official.
- 14.4 Only the team coach can approach the official's table for any inquiry.
- 14.5 All referees, fully accredited/certified licensed member of the official Board of Referees Association of either the US or Canada, will officiate the games.

15. SCHEDULE

- 15.1 Player Registration (accreditation & screening) will be held at specified times on Thursday and Friday.
- 15.2 Tournament matches will be played on Saturday (Day 1) and Sunday (Day 2).
- 15.3 Games will start at 8am on Saturday and at 8am on Sunday.
- 15.4 Team pairings and numbers will be drawn and known ONLY after all teams have fully paid their membership/registration/entrance fees. Schedule to be developed under the supervision of the NABA Intercity Compliance Officer.

16. TOURNAMENT FORMAT

- 16.1 Drawing of lots will determine the order of the teams to play.
- 16.2 All Teams will play a minimum of four (4) games*. Schedule is determined based on the number of participating teams per Age Division. Seeding is determined by winning record and point system.

*One forfeited game is equivalent to one game played. One bye is equivalent to one game played.
- 16.3 In the event that multiple teams have the same record and points, a 'Tie Breaker' will determine the seeding.
 - 16.3.1 Tie Breaker: Five (5) players will shoot one free throw. The team with the most made free throws, best out of five (5), wins. For the sake of time, in case of a tie and a second round is required, three players will shoot one free throw. The team with the most made free throws, best out of 3, wins. In case of a tie and a third round is required, one player will shoot one free throw. The first player to miss in the round, loses. Once a player is chosen to shoot in a round, they cannot be changed.

17. GAME RULES

- 17.1 NABA Intercity rules shall be followed throughout the tournament, including:
For ALL divisions:
 - Ten second half court violation;
 - During free throws, it is a live ball upon hitting the rim;
 - The referee will NOT terminate the game early for ANY reason;
 - A player who incurs five (5) personal fouls (including technical fouls) shall be disqualified for the remainder of the game;
 - Games shall be played with running time, provided that during time-outs, the clock shall be stopped and provided further, the last two (2) minutes of the second half shall be played with stop times on all referee's calls;
 - Championship games shall be played with running time, provided that during free throw situations and time-outs, the clock shall be stopped and provided further, the last two (2) minutes of **both** halves shall be played with stop times on all referee's calls.

- 17.1.1 In addition to the NABA Intercity House Rules, all applicable Amateur basketball rules apply.
- 17.1.2 In the event of a protested Buzzer Beater during a Sunday semi-final or championship game, (when neither referee can make the determination of a made basket vs. game clock), review of video will **immediately** be performed by the game officials, provided that a clear video is presented. A decision will be made by the referees prior to any player leaving the game court.

17.2 Rules Per Division

17.2.1 Mosquitos/Tykes/Duchess/Peewees

A. The length of each game shall be thirty-two (32) minutes, sixteen (16) minutes each half, which shall be played with running time, provided that during time-outs, the clock shall be stopped and provided further, that the last two (2) minutes of the second half shall be played with stop times on all referee's calls.

a.1. Championship game 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.

B. For Mosquitos ONLY: Full court press is NOT allowed, except for the last two minutes of the game. A team that is ahead by twenty (20) points is NOT allowed to full court press.

C. The size of basketball for Mosquitos is 27.5. Tykes is 28.5 inches. Duchess is 28.5 inches. Peewees is 29.5 inches.

17.2.2 Damsels/Bantams, Girls/Juniors

A. The length of each game shall be thirty-six (36) minutes, eighteen (18) minutes each half, which shall be played with running time, provided that during time outs, the clock shall be stopped and provided further, that the last two (2) minutes of the second half shall be played with stop times on all referee's calls.

a.1. Championship game 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.

B. The size of basketball for Damsels and Girls is 28.5 inches. The size of basketball for Bantams and Juniors is 29.5 inches.

17.2.3 Juveniles / Ladies / Open / Seniors / Masters

A. The length of each game shall be forty (40) minutes, twenty (20) minutes each half, which shall be played with running time, provided that during time outs, the clock shall be stopped and provided further, that the last two (2) minutes of the second half shall be played with stop times on all referee's calls.

a.1. Championship game 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.

B. The size of basketball for Ladies is 28.5 inches. The size of basketball for Juveniles, Open, Seniors and Older is 29.5 inches.

17.2.4 Grand Masters / Great Grand Masters

A. The length of each game shall be thirty-six (36) minutes, eighteen (18) minutes each half, which shall be played with running time, provided that during time outs, the clock shall be stopped and provided further, that the last two (2) minutes of the second half shall be played with stop times on all referee's calls.

a.1. Championship game 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.

17.3 Overtime

17.3.1 On Saturday, all divisions shall play overtime #1 and overtime #2, provided that the overtime periods shall be two (2) minutes, provided further, that the last one (1) minute shall be played with stop times on all referee's calls.

17.3.2 There will be no #3 overtime. Instead, teams will play to 'Sudden Death' wherein the first team to score, wins.

17.3.3 Sudden death will NOT apply to any Championship Game. Championship Game overtime shall be played as many times as are necessary to determine the winner, provided that all overtimes shall be two (2) minutes, provided further, that the last one (1) minute shall be played with stop times on all referee's calls.

17.4 Time Outs

Each team shall be entitled or allowed four (4) time outs for the duration of the game (one 60 second time out and three 30 second time outs). Any unused time outs can be carried over or be used during overtime. During overtime, each team will get an additional one 30 second time out, in addition to any unused time outs.

17.5 Team/Personal Fouls

17.5.1 A player who commits five personal fouls over the course of a game, fouls out and is disqualified for the remainder of the game.

17.5.2 One-and-one situations shall be in effect on the seventh (7th) team foul and double bonus will take effect on the tenth (10th) team foul in each half. Team fouls will carry over in overtime.

17.6 Start Time

17.6.1 Teams must be ready to start on time. If a team fails to field five (5) players at the start of the scheduled game time, they shall forfeit that game* and its opponent will be declared the winner by default, provided the winning team fields 5 players.

*One forfeited game is equivalent to one game played.

17.6.2 If BOTH teams fail to field five (5) players at game time, a 'Shoot-out' will determine the winner.

17.6.3 Shoot-out: Each player will shoot at least one free throw. The team with the most made free throws, best out of five (5), wins. Rounds of five (5) shots will continue until a winner is declared.

17.7 Ejection/Suspension

- 17.7.1 A player or coach who is suspended or ejected from the game, cannot sit on or near the bench, must remove their player jersey, and must leave the gym immediately. If that player or coach remains in the gym, the player's team will forfeit the game. It is the responsibility of Coach/City Director to ensure the player leaves the venue.
- 17.7.2 A player incurring two (2) behavioral technical fouls in a game will be ejected and will be suspended in the next scheduled game.
- 17.7.3 Any player ejected by the referees is likewise suspended in the next scheduled game.
- 17.7.4 Fighting/throwing punches during a brawl will automatically ban the player/players and or the team for the rest of the tournament.

18. CONDUCT & DISCIPLINARY ACTIONS

18.1 Gym Regulations

- 18.1.1 It is against the law to smoke inside the sports venue.
- 18.1.2 It is against building regulation to bring any food and prohibited items (alcohol, drugs, tobacco, e-cigarettes/vape) in the gym. Violation of the above mentioned law may forfeit our contract with the sports venue and cancellation of the tournament may occur.
- 18.2 An intentional flagrant foul is an automatic ejection and suspension of the player(s) involved. He/She will not be allowed to play in the next scheduled game. When a player or coach is ejected from a game for any reason, the player(s)/coach must leave the venue immediately. It is the responsibility of the Coach, Team official, City Director, or Tournament Official to ensure that the ejected player(s)/coach leaves the venue. If the player(s)/coach returns to the game which he/she was ejected, the game will cease and their team forfeits. The player/coach will not be allowed to play/coach in the next scheduled game. Other rules not covered by the above shall be recommended by tournament officials with the approval of the Commissioner and the NABA Leadership Team.
- 18.3 The referee's decision is final and irrevocable.
- 18.3.1 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 and the player/coach will be suspended from playing/coaching in the next scheduled game. Referees, Coaches, City Directors or Tournament Officials (NABA Commissioner, NABA Leadership Team, Appointees of NABA (e.g., Advisors, Compliance Officers, Basketball / Volleyball Court Marshalls) have the authority to warn and eject fans/spectators when behavior is unruly or excessive. If a fan is ejected, they must leave the venue immediately.
- 18.4 Only registered team players, coaches, team officials, and City Directors will be allowed on or near the players' bench. Anyone else will be asked by the game officials to vacate the players' bench. Failure to comply will cause the suspension of the team.
- 18.5 Only the team coach can approach the officials' table for any inquiry when the ball is not in play. Failure of the team to comply with this rule will carry an automatic technical foul and/or ejection of

the person or persons involved.

- 18.6 A player who did not report for accreditation and screening during registration will not be allowed to play. Only Leadership approved exceptions will be honored.
- 18.7 Spectator Conduct. All delegations are expected to follow the rules and regulations of NABA Intercity on and off the court, as well as adhering to the policies of the Sports venue. Spectators of NABA Intercity shall remain respectful and display courteous behavior towards other delegations. Spectators shall avoid using offensive language or gestures and refrain from any disruptive behavior. Failure to comply with the conduct rules will result in removal from the venue for the day and possible forfeiture of the entire team. Removal will be at the discretion of the Tournament Officials.

19. FIGHT / BRAWL

- 19.1 NABA Intercity strictly enforces a ZERO TOLERANCE Policy for fighting/brawling of any degree. Fighting in NABA Intercity may expel those involved, indefinitely.
- 19.2 Any player, coordinator, coach or team representative involved in a fight or brawl or inflicting any physical harm to any member of the opposing team, referees, game officials and tournament officials will be suspended for the duration of the tournament and may be a cause for permanent expulsion from NABA Intercity.
- 19.3 Any member of a team who instigates (instigator), who acted first or who throws the first punch will be ejected from the tournament and the City the player represents will be fined US\$500.00. Failure to comply with this rule may lead to permanent expulsion of the players involved.
- 19.4 Any member of a team that retaliates by striking back will be ejected from the tournament and the City the player represents will be fined US\$500.00. The referees and tournament officials shall have the authority to determine who are involved and who will be penalized. Suspensions/ejections or expulsion will be upon the discretion of the Tournament Officials.
- 19.5 Bench Clearing - All players and team officials sitting on the bench must stay on the bench in the event of a brawl. Failure to do so will result in ejection from the game and suspension of the next scheduled game.
- 19.6 Only Game officials and Tournament officials may act as mediator or peacemaker.
- 19.7 The referees and tournament officials shall have the authority to determine who are involved and who will be penalized.

20. PROTEST RULES

- 20.1 Any judgment rendered by the referees is final and cannot be subjected to protest.
- 20.2 Any protestor must notify game officials after the conclusion of the protested contest. Game Officials will notify Tournament Officials and make appropriate notations in the game book.
- 20.3 Tournament officials will render the decision on any protested game. The NABA Commissioner or his designate shall make the final decision on the protest.

- 20.4 A US\$500.00 cash protest fee must accompany the official protest and will be submitted to NABA Intercity. In the case that the protesting team wins the protest, the fee will be returned. If the protesting team loses the protest, the fee will not be returned. However, a team that is found with an ineligible player/cheating will pay NABA Intercity a non-refundable penalty of US\$500 before the end of the tournament. If the penalty is not paid to NABA Intercity, this may be cause for indefinite expulsion from NABA Intercity. If a winning team has a player that is found to be ineligible after the game, the team will lose that game and the protesting team will be declared the winner.
- 20.5 Protests must be filed immediately after the game by the City Director or his assigned representative.

21. UNIFORMS

In order to participate in the NABA Intercity tournament, a city team(s) must have an approved uniform by NABA Intercity.

- 21.1 Cities with NBA Franchises may follow their state colors as a guideline.
- 21.2 A mockup image or uniform picture, including sponsorship logos, must be submitted to NABA Intercity by the specified deadline. Uniform colors shall be distinctive from each other.
- 21.2.1 For those teams who do not submit a uniform picture for NABA Intercity approval, they will have a reversible top with a light and dark color. If a reversible top is not available, the team shall have a proper light colored jersey and a dark colored jersey.
- 21.3 No player or team will be allowed to play without the proper basketball uniform. A proper basketball uniform consists of:
1. Complete uniform (jersey/shorts) with an identical design for the entire City organization
 2. The City will be named on the front chest with the player's number
 3. The back of the uniform will have a larger number
 4. The shorts will have the players' number on the side
- 21.4 A maximum of 2 (NABA Intercity approved) sponsorship logos may be allowed on the uniform.
- 21.5 If a team presents with a non-approved NABA Intercity uniform, the teams will be disqualified from the tournament.

22. FEES

- 22.1 Seed money shall be paid by each city on or before March 15th with the remainder of the fees to be paid on or before the date determined by NABA Intercity. The seed money will be put towards the Team Registration Fees.
- 22.2 Team Registration Fees must be paid on or before the date determined by NABA Intercity.

23. HOUSE RULES & REGULATIONS

- 23.1 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 fees will be given.

- 23.2 ALL Players, Coaches, City Directors, and Team Managers, must be responsible for cleaning up the bench area after each and every game. Offenses may incur a fine and/or delay of game.
- 23.2.1 Tripods, spectators, gym bags, or any obstructing items must be cleared several feet from the court.
- 23.3 Noisemakers will not be permitted during the tournament. This includes airhorns, cowbells, thunder sticks, bullhorns, etc. Repeated offenses will result in confiscating of the noisemaker and possible ejection from the gym.
- 23.3.1 Throwing of any item on the court will result in ejection from the game/court.
- 23.4 Switching of jersey/team and switching division is strictly prohibited. A player MUST play in one division and one team only as per age requirements set by NABA Intercity Rules (see Divisions). Violation of this rule may result to suspension of the player and/or the entire team.
- 23.5 All games must start on time. Teams who do not show up with a minimum of 5 players at scheduled time will be considered in default of the game and loses that game.
- 23.6 All players (NO EXCEPTION) must provide all the required documents and must register, as described in Section 10, before he/she can play.
- 23.7 NABA will strictly impose a ZERO TOLERANCE policy for cheating on the player's Age, Filipino Lineage & Identification requirements. NO REQUIRED DOCUMENTS = NO PLAY. NO EXCUSES will be entertained.
- 23.8 Site conveners will check each player's wristband(s) before he/she can play for every game scheduled. Any attempt by a player to tamper with the wristbands may result in his/her inability to participate in the games. NO Wristband = NO PLAY.
- 23.9 Any rules not included in these NABA Intercity House Rules will be decided by the Commissioner and the NABA Leadership Team.

NABA Intercity Override Clause: ONLY in the event of an emergent situation, NABA Intercity Commissioner reserves the right, without prejudice and without prior notice, to temporarily suspend, override, and amend certain sections of the rules and regulations for NABA Intercity to hold the tournament in the spirit of fair competition.