

# Regulations Basketball

## GNSK 2024

### Team composition and eligibility

1. Each Student Sport Council (OSSO) or city can register a maximum of two men's and two women's teams. A team consists of a minimum of 5 and a maximum of 12 players. The first team registered per OSSO or city always has the right to participate. Depending on the number of registered teams, a decision will be made regarding the participation of the second team. If there are too many second teams for the remaining spots, participation will be based on the order of registration.
2. The registered participants from an OSSO or city may only consist of students who meet the requirements as set in Chapter 1 of the SSN event regulations. In case of a violation of this rule, the team will forfeit all matches. If an ineligible participant takes part in the GNSK, a fine of €200 will be charged to the OSSO or representative organization in the city to which the participant belongs.
3. The team lineup must be provided to the basketball committee before the start of each match. If an OSSO or city sends two participating teams, players cannot be swapped or participate in the other team. If this happens, Article 2 applies.
4. The winner of the basketball tournament at GNSK 2024 qualifies for the European Universities Championships (EUC) from July 6 to July 13, 2025, in Bologna (Italy).

### Match provisions

5. The preliminary rounds of team tournament consist of groups. The group placement is determined by drawing, with teams seeded according to Implementation Regulation Seeding GNSK 2024 and, if possible, teams from the same OSSO or city distributed across different groups. The basketball committee decides, prior to the draw, how many teams per group qualify for the final bracket, which is played through a knockout system.
6. In case of a won match, a team receives 2 points, and in case of a draw, 1 point. The final ranking in the group is determined by the total number of points a team has earned. In the event of a tie in the group stage, the ranking is decided successively by the head-to-head result and the point difference. If no decision is reached, five different players from each team take one free throw each. If necessary, both teams will then take turns with free throws until a decision is reached.
7. The duration of a match is set at 25 minutes of continuous playing time without changing sides and without a break, with the last 3 minutes being **pure** playing time. The final consists of two periods of 15 minutes of pure playing time, with a 5-minute break between the halves.

8. Each team is allowed one timeout per match, lasting a maximum of 1 minute, with the playing time continuing. If this timeout occurs during the pure playing time (during the last three minutes of a match or during the entire final), the clock does stop.
9. Players can be substituted without any restrictions, but only during a dead-ball moment (after the referee's whistle).
10. In the group stage, a draw is possible. If a match ends in a tie in the later stages of the tournament, an extension of 5 minutes of pure playing time will be played. If there is still no winner, five different players from each team take one free throw each. If necessary, both teams will then take turns with free throws until a decision is reached.
11. Teams must be present and ready to play at the time indicated in the schedule. If a team is not present at the specified time, the team loses the match. The score will be recorded as 20-0 in favor of the present team.
12. The aim is to arrange NBB referees for each match. If this is not possible, non-playing teams, as per the schedule, are required to provide players to act as referees for other matches. They must be present and ready at the specified time.
13. The teams must wear shirts with numbers. If necessary, the team mentioned second on the match schedule is responsible for providing reserve shirts.
14. Officially approved match balls will be used. The match balls will be provided by the basketball committee. Practice balls should be brought by the teams themselves.
15. A player with four personal fouls is excluded for the remainder of the game.
16. A player is excluded for the remainder of the game after two technical fouls or one unsportsmanlike foul.
17. A player is excluded for the remainder of the tournament after a disqualifying foul.
18. The team foul rule applies until the final starting from the eighth foul committed by one team. From the eighth team foul, each defensive foul is penalized with one point and possession of the ball for the attacking team.
19. In the final, the team foul rule applies from the fifth foul per half (15 minutes). From the fifth team foul, each foul is penalized with two free throws.
20. In the final, personal fouls are penalized according to [FIBA-regulations](#). A player with four personal fouls is excluded for the remaining duration of the game.

21. During the game, fouls are not penalized with free throws but in the following manner:

- Foul against a non-shooting player: possession of the ball;
- Foul against a shooting player who does not score: 1 point and possession of the ball;
- Foul against a shooting player who scores: score + 1 point bonus;
- Technical foul: 1 point and possession of the ball;
- Unsportsmanlike and disqualifying fouls (let's make sure it never gets that far): 2 points and possession of the ball.

22. Protests will not be accepted as far as they concern referee decisions.

### **Closing provisions**

23. Players must wear appropriate shoes.

24. The organization is not responsible for accidents or damage to third parties before, during, or after the match. Participation is at your own risk.

25. The organization is not responsible for theft before, during, or after the competition.

26. In the absence of exceptions in the above points, the [regulations of FIBA](#) are in force.

27. In all cases, the basketball committee reserves the right to make a binding decision.