



Elevate Ballers League – Official Rules & Regulations

Valid as of 1st January 2026

Based on FIBA Official Basketball Rules 2024, with league-specific amendments.

RULE ONE – League Administration & Structure

Governance

Define bylaws, roles, and decision processes

Compliance & Policies

Set rules for eligibility, discipline, and safety



Organizational Structure

Establish divisions, teams, and reporting lines

Administration Operations

Manage registration, scheduling, and communications

Article 1 – Registration & Payment

1.1 Payment Structure:

- Half of the league fee is due upon registration.
- The second half is due upon release of fixtures and before the first scheduled game.
- **No refunds** will be issued after payment.
- Teams failing to make the second payment will receive **walkover losses** for all fixtures until payment is completed. (Refer to Article 2, section 2.2 on walkover threshold for teams)

1.2 Team Roster & Player Addition:

- Teams may add new players to their roster at any time until the **2nd Monday of July (transfer deadline)**.
- Addition of players will be done through a letter written to the league with the full details of the players and their professional photos attached.
- A **non-refundable fee of Ksh. 500** is required per player addition.
- New players will be eligible to play one week from the time of the submission of their full details.
- Teams must submit a professional-grade passport-size photo and a full-body photo of the player in a full team kit.
- During the Transfer Window (first two weeks of July), transferring players must pay a Ksh. 1,000 transfer fee, which will be split 50:50 between the league and the player's former team. The player must also provide photos in the new team's kit.
- A transfer will be initiated by the team manager of the team wanting the player to join their team by writing a "Request for transfer" letter to the player's current team and CC'd to elevateballers@gmail.com.
- The current team will approve the request by responding the request for transfer and the response also CC'd to elevateballers@gmail.com
- All communication and league payments must be completed by midnight of the 14th day of July. Payments and requests made after the deadline will be automatically declined.
- Transferring Players will be eligible to play from the 21st of July after changes have been effected on the website.
- During the transfer season, teams can only acquire a **MAXIMUM OF THREE** players.

Article 2 – Fixtures & Schedule

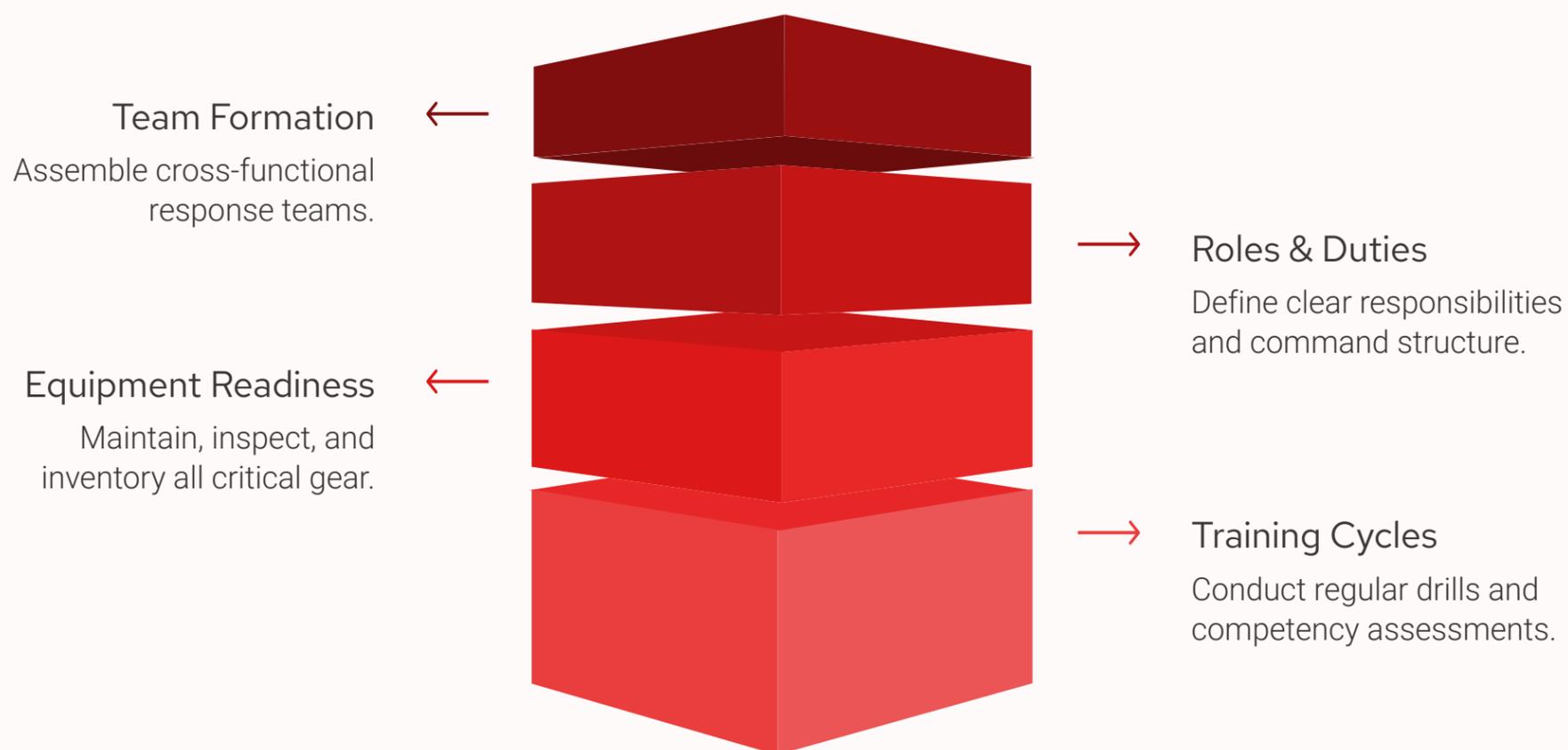
2.1 Fixture Changes:

- Teams may request up to 3 fixture changes per season, subject to league approval.
- Requests must be submitted in writing at least 2 weeks before the original fixture date.
- Special consideration may be given to academic institutions participating in national or regional events. However, such communications must be made 2 weeks before their fixtures.
- The league will respond to change requests within 48 hours.

2.2 Game Time & Walkovers:

- Games start at the scheduled time. Teams arriving more than 15 minutes late forfeit the game via walkover.
- A walkover results in:
 - Loss of the game (recorded as a forfeit; the game shall be awarded to the opponents and the score shall be 20 to 0).
 - 1-point deduction from the team's points on the league table.
 - A **Ksh. 500** fine for each subsequent walkover, payable before the next game.
- Teams with **3 walkovers** in the regular season are suspended for the remainder of the season.
- **One walkover during the playoffs results in forfeiture of the series.**

RULE TWO – Teams & Equipment



Article 3 – Team Composition

3.1 Eligibility:

- Each team may register up to 22 team members but only 12 can be added to the score sheet entitled to play, including a captain.
- A minimum of 5 players is required to start a game (FIBA Rule 9.3).
- If a team has fewer than 2 players ready to play during a game, they lose by default (FIBA Rule 21.1).
- The Team should also indicate their coach/team manager who MAY also be registered as a player.

3.2 Uniforms:

- All team members shall wear shirts of the same dominant colour front and back as the shorts, and shorts of the same dominant colour front and back as the shirts (FIBA Rule 4.3.1).
- Each team member shall wear a shirt numbered on the front and back with plain numbers, of a colour contrasting with the colour of the shirt. Teams may only use numbers 0 and 00 and from 1 to 99. Players on the same team shall not wear the same number (FIBA Rule 4.3.2).
- Players will not be allowed to sub in if wearing:
 - Swapped or inside-out jerseys
 - Jerseys that do not match the team's color and design
- The home team (first team named in the schedule) shall wear light-colored shirts (preferably white). The visiting team shall wear dark-colored shirts (FIBA Rule 4.3.3).

Equipment Standards & Court Specifications

3.3 Permitted Equipment:

Players shall not wear equipment (objects) that may cause injury to other players (FIBA Rule 4.4.2). The following are **not permitted**:

- Finger, hand, wrist, elbow or forearm guards, helmets, casts or braces made of leather, plastic, pliable (soft) plastic, metal or any other hard substance, even if covered with soft padding.
- Objects that could cut or cause abrasions (fingernails must be closely cut).
- Hair accessories and jewelry.

The following are **permitted** (FIBA Rule 4.4.2):

- Upper arm, thigh or lower leg protective equipment if sufficiently padded.
- Knee, shoulder and ankle braces.
- Non-colored transparent mouth guard.
- Spectacles, if they do not pose a danger to other players.
- Wristbands and headbands, maximum of 10 cm wide textile material.

All players on the team must have all their arm and leg compression garments including undershirts and undershorts, headgear, wristbands, headbands and tapings of the same solid colour (FIBA Rule 4.4.2).

Article 4 - Court & Equipment Standards

4.1 The Court:

Games will be played on a regular safe court.

4.2 Equipment Provided:

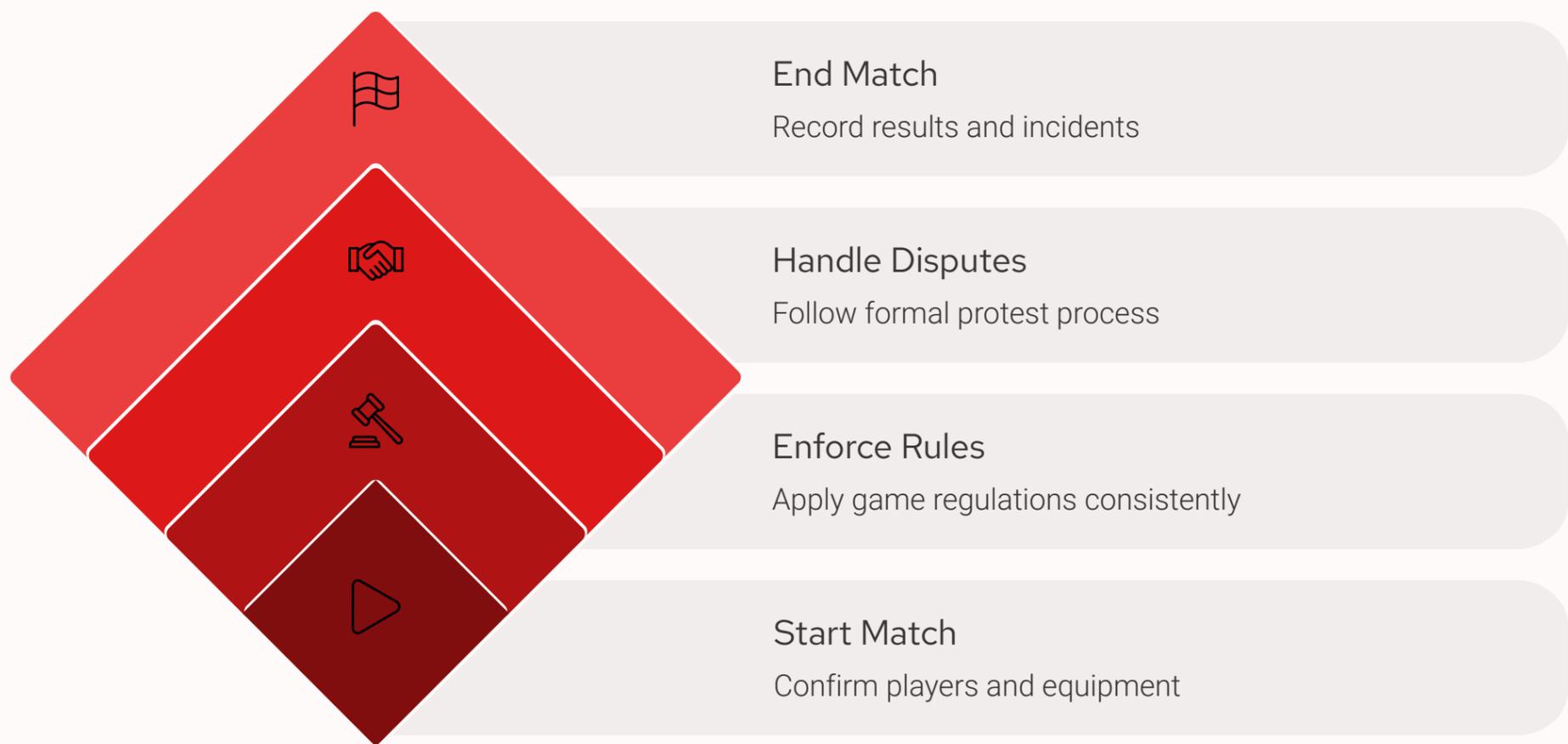
The league will provide:

- Basketballs.
- Scoreboard, game clock, and shot clock.
- Official scoresheet.
- Player foul markers and team foul markers.

4.3 Maintenance and Discipline:

Coaches that provide water and refreshments for their players will be required to ensure that all litter is picked up and deposited at the designated locations to ensure the venue remains clean and free of litter.

RULE THREE – Game Procedures



Article 5 – Game Duration & Overtime

5.1 Playing Time:

- The game shall consist of 4 quarters of 10 minutes each
- There shall be a half-time interval of play of 10 minutes
- There shall be intervals of play of 2 minutes between the first and second quarter, between the third and fourth quarter and before each overtime

5.2 Overtime:

If the score is tied at the end of the fourth quarter, the game shall continue with as many overtimes of 5 minutes duration each as necessary to break the tie.

Article 6 – Time-Outs & Substitutions

6.1 Time-Outs:

Each team may be granted:

- 2 time-outs during the first half.
- 3 time-outs during the second half, with a maximum of 2 of these time-outs when the game clock shows 2:00 minutes or less in the fourth quarter.
- 1 time-out during each overtime.

Each time-out shall last 1 minute.

6.2 Substitutions:

A team may substitute one or more players during a substitution opportunity

A substitution opportunity starts when:

- For both teams, the ball becomes dead, the game clock is stopped and the referee has ended communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last free throw.
- For the non-scoring team, a goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.

RULE FOUR – Conduct & Discipline



Article 7 – On-Court Conduct

7.1 Technical Fouls:

A technical foul is a player non-contact foul of a behavioral nature including, but not limited to: disregarding warnings given by referees; disrespectfully communicating with officials, opponents, or bench personnel; using language or gestures likely to offend or incite spectators; delaying the game; or faking being fouled.

A player shall be disqualified for the remainder of the game when charged with 2 technical fouls, or 2 unsportsmanlike fouls, or with 1 unsportsmanlike foul and 1 technical foul.

7.2 Unsportsmanlike & Disqualifying Fouls:

An unsportsmanlike foul is a player contact that is: not legitimately attempting to directly play the ball; excessive, hard contact caused by a player in an effort to play the ball or an opponent; or an unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition.

A disqualifying foul is any flagrant unsportsmanlike action by players, substitutes, head coaches, assistant coaches, excluded players, and accompanying delegation members.

7.3 Fighting Policy:

Fighting is a physical interaction between 2 or more opponent players and any person permitted to sit on the team benches.

Substitutes, excluded players or accompanying delegation members who leave the team bench area during a fight, or during any situation which may lead to a fight, shall be disqualified.

Indiscipline cases and altercations may be further reviewed by the league's disciplinary committee and additional action taken after reviewing the events. The consequences of such events are at the discretion of the events but must be fair and should reflect the weight of the case in question.

7.4 Conduct Towards Referees:

- Coaches, players and bench players should address officials in a respectful manner preferably at the end of the quarter.
- Communication to officials should be through the captain or the coach.
- Teams, coaches, and players that don't follow the laid procedures will only receive ONE warning before necessary measures available to officials are applied.

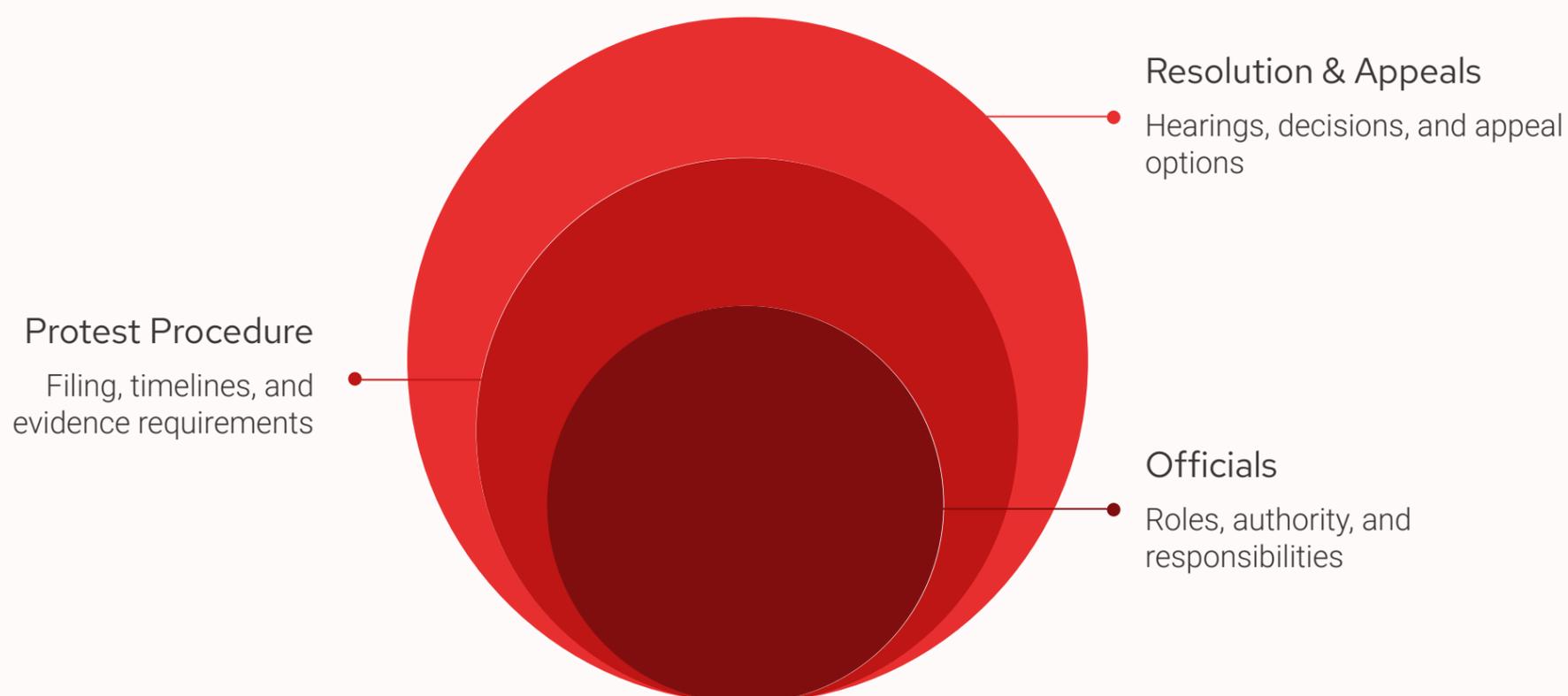
Environmental Responsibility & Officials

Article 8 – Environmental Responsibility

8.1 Cleanliness:

- Teams are responsible for keeping their bench area clean.
- All trash must be disposed of in provided bins.
- Failure to comply may result in disciplinary action from the league's management at their discretion.

RULE FIVE – Officials & Protest Procedure



Article 9 – Game Officials

9.1 Arrival & Preparedness:

- Officials must arrive at least 30 minutes before the first game.
- Officials must remain at the venue for the entire day's schedule unless excused for emergencies.

9.2 Authority:

- The referees' power shall start when they arrive on the court 20 minutes before the game is scheduled to start, and end when the game clock signal sounds for the end of the game as approved by the crew chief.
- Each referee has the power to make decisions within the limits of the referee's duties. The implementation and interpretation of the Official Basketball Rules by the referees is final and cannot be contested or disregarded, except in cases where a protest is allowed.

Article 10 – Protests

10.1 Protest Procedure:

The captain (CAP) shall inform the crew chief no later than 15 minutes following the end of the game, if the team is protesting against the result of the game and shall sign the scoresheet in the 'Captain's signature in case of protest' column.

A team may file a protest if its interests have been adversely affected by an error in scorekeeping, timekeeping or shot clock operations which the referees were authorized to correct but failed to do so; a decision to forfeit; or a violation of eligibility rules.

- ❑ A written protest must be submitted within 1 hour, accompanied by a **Ksh. 1,500 protest fee** (refunded if upheld).

RULE SIX – Classification & Playoffs

Article 11 – Standings



11.1 Point System:

- Win = 2 classification points
- Loss (including by default) = 1 classification point
- Loss by forfeit = 0 classification points.
- Walkover loss (treated as forfeit) = 0 points (plus an additional 1-point deduction per league rule).

11.2 Tiebreakers:

If two or more teams have the same win-loss record, the following criteria shall be applied in order (FIBA Appendix D.1.3):

1. A higher game points difference of the games between them.
2. A higher number of game points scored in the games between them.
3. A Higher game points difference of all games in the group.
4. A higher number of game points scored in all games in the group.

Article 12 – Playoffs & Acknowledgement

12.1 Format:

- The playoff structure will be announced before the season.
- Higher-seeded teams receive home-court advantage.
- Walkover in playoffs = series forfeiture.

ACKNOWLEDGEMENT

All participants in the game should play a positive role in the smooth running of the game and are expected to always demonstrate ethical behavior.

These rules are subject to amendment by the Elevate Ballers League Committee with prior notice to all teams.

Document prepared in accordance with FIBA Official Basketball Rules 2024 and Elevate Ballers League operational policies.