

Regulations Basketball

GNSK 2025

Team composition and eligibility

1. A maximum of two men's and women's teams can be registered per Umbrella Student Sports Organisation (OSSO)/city. A team consists of a minimum of 5 and a maximum of 12 players. The first registered team per OSSO/city is always entitled to participate. Depending on the number of registered teams, it will be decided whether the second team can participate. If there are too many second teams for the remaining places, participation will be based on the order of registration.

2. The registered participants of an OSSO/city may only consist of students who meet the conditions as stated in chapter 1 of the SSN event regulations. In the event of violation of this rule, the team will lose all matches. If an ineligible participant participates in the GNSK, a fine of €200 will be charged to the OSSO/representative organisation in the city for which that participant plays.

3. The team registration must be submitted to the basketball committee before the start of each match. Should an OSSO/city send two participating teams, players in the other team may play in consultation with the basketball committee (in case of injury, illness or other good reason). Should this happen without consultation, article 2.

4. The winner of the GNSK basketball tournament 2025 qualifies for the European Universities Championships (EUC) in 2026.

Match provisions

5. The preliminary rounds consist of groups. The group division is based on a draw, whereby teams are placed according to the Implementation Regulation Placement GNSK 2025 and, if possible, teams from the same OSSO/city are divided into different groups. The basketball committee decides before the draw how many teams per group qualify for the final schedule that is played by means of a knock-out system.

6. For a won match, a team receives 2 points, for a draw 1. The final position of the group is determined on the basis of the number of points that a team has achieved. In the event of a tie in a group phase, the mutual result and the point difference decide successively. If no decision has been reached yet, five different players per team each take one free throw. If necessary, both teams then take a free throw in turn until a decision has been made.

7. The duration of a match is set at 25 minutes of continuous playing time without a change of ends and without a break, with the last 3 minutes being pure playing time. The final consists of two halves of 15 minutes pure playing time, with a break of 5 minutes between the halves and a change of ends.



8. One time-out per team is allowed per match, with a maximum of 1 minute, during which playing time continues. If this time-out falls within pure playing time (during the last three minutes of a match or ten minutes of a match), the time-out is not allowed.
9. Players may be substituted an unlimited number of times, but only during a dead ball moment (after the referee's whistle).
10. A draw is possible in a group stage. If a match ends in a draw in the rest of the tournament, there will be 5 minutes of pure playing time extended. If there is still no winner, five different players per team will each take one free throw. If necessary, both teams will then take a free throw in turn until a decision has been made.
11. The teams must be present and ready to play at the time indicated in the match schedule. If the team is not present at the specified time, it will lose the match. The score will then be 20-0 in favour of the team present.
12. The aim is to arrange NBB referees for every match. If this is not possible, non-playing teams must, according to the match schedule, nominate players to be 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 listed second on the schedule must provide spare shirts.
14. Officially approved match balls will be used. The match balls will be provided by the basketball committee. You must bring your own practice balls.
15. A player with four personal fouls is excluded from the remainder of the game.
16. With two technical fouls or one unsportsmanlike foul, the player is excluded from the remainder of the game.
17. With a disqualifying foul, the player is excluded from the remainder of the tournament.
18. The team foul rule applies until the final 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 rules. A player with four personal fouls is excluded from the remainder of the game.



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

- 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 bonus point;
- Technical foul: 1 point and possession of the ball;
- Unsportsmanlike and disqualifying fouls (let's make sure it never comes to that): 2 points and possession of the ball.

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

Closing Provisions

23. Players must wear appropriate footwear.

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

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

26. Unless an exception is made in the above points, the [reglementen van FIBA](#) apply.

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

