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## 1. NORTH POLE HOOPS (NPH) MISSION STATEMENT

NPH is committed to providing a safe and enjoyable basketball experience for all participants, including players, coaches, parents, and spectators. To achieve this goal, the league has established a set of rules, regulations, and a code of conduct that all participants are expected to follow.

All prep divisions are governed under full FIBA rules. All grade 7-12 (NPH Showcase Leagues) are governed under FIBA modified rules. NPH has added and modified certain rules to meet the needs of the players, facility, and tournament. This document will outline these modifications. If in the event a rule is not listed in this document, it is assumed that the rule will follow FIBA guidelines.

**Raising expectations;** the only way to do this is to hold all NPH members to a high standard. Rules outlined herein about team uniforms will ensure the video being captured and seen on social media around the world reflects competitors that look prepared for the next level. NPH events will be based on the FIBA rulebook with any modifications clearly outlined. It's important for coaches, parents and players to familiarize themselves with FIBA as every league other than the NCAA and the NBA play by this rule set. Uniting the basketball community is made even stronger by educating the basketball community.

**Lead by example;** whether it be Head Coaches, parents, guardians, older siblings or spectators. We all set an example of what is acceptable and what is not to the next generation. We all have a duty to build an environment that fosters growth and shows respect to every member of the basketball community. This document will explain how anyone can provide feedback or raise a concern, which means there is no reason to cause a disruption during an event. Be passionate, be supportive, but always be respectful. Sportsmanship is not only expected on the court, but in every area of an NPH event.

**Respect for Officials;** this is an area that reached alarming levels in the last few years, in all grassroot sports. Do you ever wonder why so many basketball officials are older in age? That is because less and less young people are signing up to work games. Ask yourself as a spectator, are you making a Referee's job to officiate the game you're watching easier or more difficult? Concerns about officiating can be brought directly to NPH leadership as outlined within this document and that is the most constructive way to help our Referees improve.

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**Recruitment of Players;** engaging with players from other teams in order to try and convince them to join your team at an NPH event is strictly prohibited. These are kids, playing a game. If your actions could diminish that in any way, please do it outside of the NPH environment.

**NPH Staff;** do this for their love of the game. They are the first people to hear of concerns and problems and are responsible for handling them professionally. Sometimes the answer to your question is not one that you want to hear but please remember, their role is imperative to a game being played. A thank you or some positive feedback will ensure their love for the game gets stronger with every event and helps them reach their ultimate goal within the basketball landscape.

## 2. PLAYER WAIVERS

- 2.1. Each player or parent (for players under age 18) must sign the NPH Player Waiver and media release using the [Smartwaiver link](#) within 24 hours of the submission of the team's roster on Exposure Events.
  - 2.1.1. If a player is added after the initial roster submission, the NPH Player Waiver must be signed within 24 hours of the player being added to the team's roster Exposure Events.
  - 2.1.2. The final deadline to sign the NPH Player Waiver and remain eligible for a game is 24 hours before tipoff.
  - 2.1.3. A Head Coach cannot sign an NPH Player Waiver unless they can prove that they are the legal guardian of the player.
- 2.2. The player's legal name must be used on the player waiver and it must be indicated if it is different from what appears on the roster by putting the player's preferred name in brackets [Eg: Christopher (CJ) Smith].
- 2.3. All rules outlined within Subject 2 are the responsibility of the program's Head Coach.

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### 3. REFEREES

- 3.1. In all divisions, referees will be assigned by the NPH staff who will receive feedback from courtside staff on referee performance.
  - 3.1.1. There will be three referees for all Prep league games.
  - 3.1.2. There will be two referees for all CNIT and Showcase games.
- 3.2. Feedback about Referees from participating programs should be sent by the team's Head Coach using our feedback form here:  
<https://www.google.com/url?q=https://forms.gle/qxvj3XkjmE2FcJd8A&sa=D&source=docs&ust=1745340718098479&usg=A0vVaw2XKAlleH6lgsVDCBTmZfS>
- 3.3. NPH staff will respond to all complaints about referees within 24 hours but reserve the right to not take immediate action when it comes to assigning that referee while they investigate a complaint brought forth by a Head Coach.
- 3.4. All complaints will be logged and filed to identify on-going concerns with a referee or a rule over the course of multiple games, or competitions.
- 3.5. Head Coaches are asked to keep these complaints professional and confidential which will ensure a proper review of the referee's performance over multiple games.
- 3.6. All teams are expected to abide by the NPH Respect for Referees guidelines and ensure their fans understand their expectations in the NPH Fan Code of Conduct.

### 4. PLAYER ELIGIBILITY

- 4.1. Only players with a completed and signed NPH Player Waiver form are eligible to play in NPH hosted games as explained in Subject 2.
- 4.2. Only players that are registered on the program's official team roster on Exposure Events 24 hours prior to tipoff are eligible to

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play in that game.

- 4.3. A player from the same program may call up a player from a younger age division
- 4.4. A player may play for more than one program only if the teams are in different NPH leagues.
- 4.5. If a team uses an ineligible player NPH, in consultation with the opposing team reserves the right to:
  - 4.5.1. Subtract the ineligible player's stats from the box score which may, or may not result in the a loss for that team, or
  - 4.5.2. Keep the final score and box score as is, or
  - 4.5.3. Record the game as 20-0 forfeit per FIBA rules.
- 4.6. In the event that both teams in the same game use an ineligible player NPH will be the sole decision maker and reserves the right to:
  - 4.6.1. Subtract the ineligible players' stats from the box score and using the resulting score as the new official final score of the game, or
  - 4.6.2. Keep the final score and box score as it has been recorded, or
  - 4.6.3. Record the game as a loss for both teams.

## **5. AGE ELIGIBILITY**

### **5.1. U11 - Grade 5 (2014)**

- 5.1.1. Late birthdays are from September 1 to December 31, 2013, with
- 5.1.2. A maximum of three late birthdays allowed per team per age division.

### **5.2. U12 - Grade 6 (2013)**

- 5.2.1. Late birthdays are from September 1 to December 31, 2012, with

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- 5.2.2. A maximum of three late birthdays allowed per team per age division.

5.3. **U13 - Grade 7 (2012)**

- 5.3.1. Late birthdays are from September 1 to December 31, 2011, with
- 5.3.2. A maximum of three late birthdays allowed per team per age division.

5.4. **U14 - Grade 8 (2011)**

- 5.4.1. Late birthdays are from September 1 to December 31, 2010, with
- 5.4.2. A maximum of three late birthdays allowed per team per age division.

5.5. **U15 - Grade 9 (2010)**

- 5.5.1. Late birthdays are from September 1 to December 31, 2009, with
- 5.5.2. A maximum of three late birthdays allowed per team per age division.

5.6. **U16 - Grade 10 (2009)**

- 5.6.1. Late birthdays are from September 1 to December 31, 2008, with
- 5.6.2. A maximum of three late birthdays allowed per team per age division.

5.7. **U17 - Grade 11 (2008)**

- 5.7.1. Late birthdays are from September 1 to December 31, 2007, with
- 5.7.2. A maximum of three late birthdays allowed per team per age division.

5.8. **U19+ - Grade 12 (2007/06)**

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- 5.8.1. Late birthdays are from September 1 to December 31, 2005, with
  - 5.8.2. A maximum of three late birthdays allowed per team per age division.

## **6. DISQUALIFICATIONS AND SUSPENSIONS**

- 6.1. By definition, technical fouls are assessed by the game referees for disciplinary reasons for non-contact plays that do not follow sportsmanship rules of the game of basketball.
  - 6.1.1. NPH reserves the right to assess additional warnings or possible suspensions to a player, Head Coach, or team who have received consistent technical fouls.
- 6.2. By definition, unsportsmanlike fouls are assessed by the game referees for physical contact plays using specific criteria for C1, C2, C3 and C4 unsportsmanlike fouls per FIBA guidelines.
  - 6.2.1. NPH reserves the right to assess additional warnings or possible suspensions to a player or team who have received consistent unsportsmanlike fouls.
- 6.3. Under FIBA rules, the following will result in a player being disqualified from a game:
  - 6.3.1. Five personal fouls (which includes technical and unsportsmanlike fouls), or
  - 6.3.2. Two technical fouls, or
  - 6.3.3. Two unsportsmanlike fouls, or
  - 6.3.4. A combination of one technical foul and one unsportsmanlike foul.
  - 6.3.5. Game referees and NPH staff reserve the right to make a disqualified player leave the bench area and/or leave the facility entirely.
- 6.4. Under FIBA rules, the following will result in a Head Coach being ejected from a game:
  - 6.4.1. Two technical fouls assessed directly to the Head Coach, or

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- 6.4.2. Three bench technical fouls assessed to other staff or players on the bench, or
  - 6.4.3. One technical foul assessed directly to the Head Coach and two technical fouls assessed to other staff or players on the bench.
  - 6.4.4. Any Head Coach who is ejected from the game must leave the facility entirely and must do so within two minutes.
- 6.5. Any player or Head Coach who is disqualified or ejected from a game may face additional warnings or suspensions at the discretion of NPH staff.
- 6.6. NPH has a zero tolerance rule for violence and will review all incidents of fighting or threats of violence and reserve the right to suspend any player or coach from future games.

## **7. GAME FORFEITURE**

- 7.1. NPH reserves the right to declare a game a forfeit on a gameday if:
- 7.1.1. A team has less than five players from their official roster in full uniform, on the floor with proper footwear ready to play when the score table declares it is the scheduled tipoff time, but
    - 7.1.1.1. A team will be given a 10 minute grace period from the scheduled tipoff time which will be timed by the score table staff to allow for an additional player to arrive.
    - 7.1.1.2. If a player does not arrive to meet the above requirements the final score will be recorded as 20-0 as a win for the opposing team.
- 7.2. NPH reserves the right to declare a game a forfeit in advance of a gameday if a Head Coach declares their team unavailable five (5) days or less before their scheduled game.
- 7.2.1. Considerations may be given to forfeitures resulting from unavoidable circumstances, such as inclement weather,

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- canceled or delayed flights, or other forces beyond the team's control, or
- 7.2.2. If NPH leadership decides that the offending team is not deliberately circumventing scheduling rules or attempting to gain a competitive advantage.
- 7.2.3. If a municipality declares that recreational facilities are closed, all scheduled games in that municipality will be canceled accordingly and games will be rescheduled without either team forfeiting the game.
- 7.3. Failure to follow NPH staff or game referee direction related to Subject 6.3.5. or
- 6.4.4. may result in a forfeiture of the game for the team they represent.
- 7.4. A forfeit will count as a game played for both teams involved.
- 7.5. A participating team cannot exceed 34% of games in forfeitures or they are ineligible for playoffs.

## **8. SCHEDULING**

- 8.1. All teams participating in NPH events must provide the dates they are unable to compete (ie: blackout dates) a minimum of five (5) days before the first day of the season or tournament. In order to participate in NPH sanctioned leagues teams must be available for 60% of available session dates.
- 8.2. Failure to provide these dates will result in the session schedule being built without a team's requests taken into consideration.
- 8.3. Any additional costs incurred due to changes in the schedule that must be made to accommodate a team that did not provide their availability as explained in Subject 8.1 will be charged back to the offending team.
- 8.4. In cases where schedule changes must occur within 30 days of a gameday, a \$250 compensatory fee will apply for administrative efforts.
- 8.5. In cases where schedule changes must occur within 15 days of a gameday, a \$500 compensatory fee will apply for administrative



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efforts.

## 9. TIEBREAKERS

9.1. All NPH session and tournament standings will be based on wins and losses.

9.2. If two or more teams are tied in the standings, the following tiebreakers will be used (in order):

9.2.1. Head-to-head record between the teams tied in the standings, if all teams have played each other and won the equal amount of games, then

9.2.1.1. Overall point differential in the games played against one another, if the teams are still tied, then

9.2.1.2. The team with the highest points scored (ie: the team that scored more total points) in the games played against one another, if the teams are still tied, then

9.2.1.3. The team with the lowest points against (ie: the team that allowed less total points) in the games played against one another, if the teams are still tied, then

9.2.1.4. The final decision will be made via coin toss.

9.2.2. In the event that the teams that are tied did not all play each other, the following tiebreakers will be used (in order) with the tied teams being eliminated by each tiebreaker:

9.2.2.1. Overall point differential in all games played, if two or more team are still tied, then

9.2.2.2. The team with the highest total points for (ie: the team that scored more total points), if two or more teams are still tied, then

9.2.2.3. The team with the lowest points against (ie: the team that allowed less total points), if two or more teams are still tied, then

9.2.2.4. The decision will be made via coin toss.

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## 10. PLAYOFF ELIGIBILITY

- 10.1. Players must be listed on the team's official NPH roster for a minimum of 50% of their team's NPH sessions to be considered playoff eligible.
  - 10.1.1. For further clarification, participation is defined by a player being eligible as defined in Subject 4.
  - 10.1.2. This means a player who did not play for their team due to injury or other reasons may still be eligible for the postseason if they were listed on their team's roster.
- 10.2. At the end of the regular season, NPH will provide each Head Coach with a list of their team's playoff eligible players.
  - 10.2.1. Any disputes regarding player eligibility must be reported immediately via email to [league@northpolehoops.com](mailto:league@northpolehoops.com) no later than four (4) days prior to the team's first playoff game.
  - 10.2.2. Three (3) days prior to a team's first playoff game, their playoff roster will be considered set and shared with all competing teams.
  - 10.2.3. NPH reserves the right to make final decisions on player playoff eligibility.
- 10.3. If a team plays, or is later found to have played an ineligible player, the offending team may be forced to forfeit the game as outlined in Subject 4.5.
- 10.4. Playoff formats will be confirmed after the amount of teams playing in a division or league is confirmed and then communicated to all teams.

## 11. TEAM ROSTERS

- 11.1. Each team's Head Coach is responsible for the submission of a team roster on Exposure Events at least 48 hours prior to tipoff of their first game of an NPH session or tournament.
  - 11.1.1. Teams that do not have a roster submitted in accordance with Subject 11.1 are subject to a game forfeit as explained in

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## Subject 7.

11.2. Each team roster must consist of:

- 11.2.1. A minimum of 8 players, and
- 11.2.2. A maximum of 20 players, and
- 11.2.3. Each player must have a signed NPH Player Waiver as outlined in Subject 4.

11.3. Each team must have a minimum of 5 active players to start the game fulfilling the requirements explained in Subject 7.1.

11.4. Team bench personnel must be included in the team roster submission outlined in Subject 11.1 and consist of a maximum of 5 persons consisting of:

- 11.4.1. A Head Coach, and/or
- 11.4.2. Assistant Coaches, and/or
- 11.4.3. Team Manager, and/or
- 11.4.4. Program Lead or Owner, but
- 11.4.5. Any persons not listed on the official team roster may not sit on the team bench,  
and
- 11.4.6. When there are five players on the floor there should not be more than 16 people in the bench area.

11.5. Any changes to the team roster must be made by the Head Coach in Exposure Events at least 24 hours prior to the team's next game.

11.6. A change to the roster is defined as:

- 11.6.1. An addition of a player/team personnel, or
- 11.6.2. A removal of a player/team personnel, or
- 11.6.3. Calling up of a player from a different age group, or
- 11.6.4. A jersey number change

11.7. It is the responsibility of the Head Coach to ensure all team roster changes are inputted in Exposure Events. These changes include but are not limited to:

- 11.7.1. jersey number changes, and

- 11.7.2. team personnel changes, and
- 11.7.3. player personnel changes.

11.8. NPH will be responsible for the final review of all team rosters and reserves the right to make final decisions on team composition to ensure compliance with the NPH Rules and Regulations.

- 11.8.1. Any changes made to a team's roster must be communicated by the team's Head Coach as soon as the changes are made.

## **12. PLAYER TRANSFERS**

- 12.1. A player may transfer from one team to another team only once in an NPH season.
- 12.2. This transfer must be agreed upon by both team's Head Coaches in advance of the following process:
  - 12.2.1. The Head Coach of the team with the incoming player must alert NPH staff immediately via the email [league@northpolehoops.com](mailto:league@northpolehoops.com), and
  - 12.2.2. The Head Coach of the team that the player is leaving must be CC'd, and
  - 12.2.3. Both team rosters must be updated immediately on Exposure Events.
- 12.3. The transferring player's games played with their previous team will count towards their total for their playoff eligibility requirements outlined in Subject 10.
- 12.4. A player may not transfer within the CNIT.
- 12.5. No in-season player transfers are allowed in the NPA or WNPA unless a player can provide NPH staff with information explaining reasons as to why this should be allowed which will be subject to a full review.

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## 13. UNIFORMS

- 13.1. Each Head Coach is responsible for ensuring their team has matching home and away jerseys to start an NPH season or session and that they are brought to each gameday.
  - 13.1.1. Home jerseys should be white, or lighter in colour while away jerseys will be dark.
  - 13.1.2. Teams must wear the correct jersey corresponding to their teams listing in the Exposure Events with the team listed first as 'away' and the team listed second as 'home'.
  - 13.1.3. Any agreed upon jersey changes between Head Coaches must be emailed to [league@northpolehoops.com](mailto:league@northpolehoops.com) at least 24 hours prior to tipoff.
- 13.2. Mis-matched jerseys and shorts altered by tape or marker used to change a jersey number is not acceptable and will result in player being ineligible to participate in that game.
- 13.3. Players must wear the same jersey number for each competition and two players may not wear the same jersey number to ensure proper accumulation of statistics.
  - 13.3.1. In the event that a jersey number changes, the Head Coach is responsible for making those changes on Exposure Events and notifying the game staff prior to tip off.
- 13.4. Player jerseys must be tucked in order to enter the playing surface and must remain tucked throughout the game.
  - 13.4.1. Players refusing to, or delaying tucking their jerseys may be sent back to the bench or assessed a delay of game warning or technical foul at the discretion of the referees.
  - 13.4.2. Referees will ask players to tuck jerseys in-game which is a FIBA regulation to ensure the safety of all players and to assist in the officiating of the game.
- 13.5. Any team that does not abide by the rules outlined in Subject 13 will be assessed a warning for a first offence followed by further sanctions which may include a team fine.

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## 14. ACCESSORIES

- 14.1. Per FIBA rules, all players of the same team should have the same colour of accessories and either be white, black, or the dominant colour of the team jersey to ensure uniformity.
- 14.1.1. Medical accessories that do not meet the requirements of Subject 14.1 must be eported to [league@northpolehoops.com](mailto:league@northpolehoops.com) at least 24 hours prior to tipoff so that game Referees may be alerted.
- 14.2. Acceptable accessories are:
- 14.2.1. Arm sleeves
- 14.2.2. Leg sleeves
- 14.2.3. Sleeveless compression shirts
- 14.2.4. Short sleeve compression shirts
- 14.2.5. Long sleeve compression shirts
- 14.2.6. Tights
- 14.2.7. Elbow and/or knee pads
- 14.2.8. Head bands
- 14.3. Compression shorts that are visible beyond the end of the leg line of the shorts do not need to be uniform colour but if deemed to be offensive by NPH organizers will result in a player being asked to not wear them for another NPH game.
- 14.4. Jewelry is not permitted unless it is safely taped prior to entering the playing surface.
- 14.5. Loose fitting shirts, even if made of a compression material, are not permitted.
- 14.6. Anything a player is wearing that, at the discretion of the game Referees, could possibly result in another player being injured can result in a player being asked to leave the floor until the issue is corrected.
- 14.7. Any team that does not abide by the rules outlined in Subject 14 will be assessed a warning for a first offence followed by further

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sanctions which may include a team fine.

## **15. SAFETY EQUIPMENT**

- 15.1. Protective or prescription eyewear is acceptable on the court.
- 15.2. Mouthguards are optional and encouraged but must be properly fitted and securely in place throughout the game.
- 15.3. The responsibility of safety equipment is the responsibility of the Head Coach and/or the player.
- 15.4. NPH is not responsible for any damage to, or loss of personal equipment.
- 15.5. NPH reserves the right to request a doctor's note for any accessory or safety equipment to approve or reject its use.

## **16. PLAYER CONDUCT**

- 16.1. Any conduct not covered by the rules of basketball and outlined in Subject 9 will be the sole discretion of NPH staff. Example of unacceptable behaviour for players or coaches may include, but are not limited to:
  - 16.1.1. Physical or verbal abuse of Referees.
  - 16.1.2. Physical or verbal abuse of NPH staff.
  - 16.1.3. Physical or verbal abuse of fans.
  - 16.1.4. Physical or verbal abuse of other players.
  - 16.1.5. Damaging equipment or the facility itself.
  - 16.1.6. The use of, or appearing to be under the influence of drugs or alcohol.
- 16.2. The definition of abuse is at the discretion of NPH staff and may include, but are not limited to:
  - 16.2.1. The perceived threat of physical violence.
  - 16.2.2. Derogatory comments, or suggestions.

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- 16.2.3. Invoking someone's race, creed, religious beliefs, or sexual orientation.
- 16.3. Team Head Coaches are responsible for the behaviour of their players.
- 16.4. NPH reserves the right to enforce any penalty, including suspension or removal from a premises and future NPH events in order to ensure a positive and safe environment for All.

## 17. GAME RULES

- 17.1. NPA and WNPA (FIBA rules):
- 17.1.1. Four 10 minute quarters, and
  - 17.1.2. Ten minute halftime, with
  - 17.1.3. Two 60 second timeouts in the first half, and
  - 17.1.4. Three 60 second timeouts in the second half, but
  - 17.1.5. A maximum of two timeouts in the final two minutes of regulation, and
  - 17.1.6. One 60 second timeout in each overtime period without timeouts carrying over.
  - 17.1.7. Per FIBA rules, Head Coaches can request a timeout from the table after being scored upon in the final two minutes of regulation.
    - 17.1.7.1. To help with this, teams should warm up on the net directly in front of their bench and shoot on that basket in the first half.
    - 17.1.7.2. Teams will then defend the basket in front of their bench in the second half.
- 17.2. D1 Academy, D1 Scholastic and D1 Juniors (FIBA rules with a shortened halftime):
- 17.2.1. Four 10 minute quarters, and
  - 17.2.2. Five minute halftime, with
  - 17.2.3. Two 60 second timeouts in the first half, and
  - 17.2.4. Three 60 second timeouts in the second half, but
  - 17.2.5. A maximum of two timeouts in the final two minutes of regulation, and



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- 17.2.6. One 60 second timeout in each overtime period without timeouts carrying over.
  - 17.2.7. Per FIBA rules, Head Coaches can request a timeout from the table after being scored upon in the final two minutes of regulation.
    - 17.2.7.1. To help with this, teams should warm up on the net directly in front of their bench and shoot on that basket in the first half.
    - 17.2.7.2. Teams will then defend the basket in front of their bench in the second half.
  - 17.3. CNIT and Showcase League (FIBA rules with the modifications listed below):
    - 17.3.1. Two 16 minute halves, and
    - 17.3.2. Three minute halftime, with
    - 17.3.3. The game clock stopping after each made basket in the final two minutes of regulation time, with
    - 17.3.4. Two 60 second timeouts in the first half, and
    - 17.3.5. Three 60 second timeouts in the second half, but
    - 17.3.6. A maximum of two timeouts in the final two minutes of regulation, and
    - 17.3.7. One 60 second timeout in each overtime period without timeouts carrying over.
    - 17.3.8. If needed, the first overtime will begin in the direction of the possession arrow and will consist of:
      - 17.3.8.1. Five minutes, with
      - 17.3.8.2. The first four minutes being runtime, and
      - 17.3.8.3. The final one minute being stop time, including
      - 17.3.8.4. After a made basket.
    - 17.3.9. If an additional overtime period is needed, it will start with a jump ball at center court and the team that scores five (5) points will be considered the winner.
    - 17.3.10. Teams will be in the penalty once they reach eight (8) team fouls resulting in two foul shots for their opponent.
    - 17.3.11. Team fouls will reset at halftime but they do not reset entering any overtime periods.
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17.3.12. Personal fouls never reset.

17.4. A 24 second shot clock will be used under full FIBA rules in all divisions Grade 9 (U15) and above.

17.5. In the event of a shot clock malfunction, Referees or score table staff may verbally cue teams by counting out warnings at:

17.5.1. Fourteen seconds

17.5.2. Ten Seconds

17.5.3. The final five seconds of the clock.

17.6. All NPH Leagues will use a standard Size 7 (29.5"), previously used indoor basketball for all games.

17.6.1. Both Head Coaches and/or team captains may provide input on which ball should be used prior to tipoff with the game Referee making the final decision. The home team is required to provide game ball.

## 18. LEAGUE DUES

18.1. All teams must either pay in full or make payment arrangements at the time of registration. Payment arrangements must be approved by the NPH finance team.

18.1.1. A 25% deposit is required at the time of registration, along with a proposed schedule for the remaining payments.

18.1.2. A valid credit card must be provided at the time of registration to secure the team's place in the league.

18.2. In the case of missed payments, interest will accrue at a rate of 25% for the first 30 days on the outstanding balance.

18.2.1. If payments remain outstanding for 30 (thirty) days, the team will be automatically withdrawn from the league. The team will also be billed for the remaining balance, including all accrued interest.

18.3. Refunds are only available up to five days prior to the appropriate league's start date.

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NORTH POLE HOOPS

## FREQUENTLY ASKED QUESTIONS

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**Q: I noticed something on the court is being done that goes against the league rules. What should I do in this situation?**

A: Please notify the nearest NPH staff member (people wearing red Gamespeaks shirts) at your earliest convenience and they will relay the concern to the correct person.

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**Q: I have a suggestion for NPH - where do I share my suggestion?**

A: We love suggestions as they help us improve and thus provide you with a better service. Please send all suggestions to [info@northpolehoops.com](mailto:info@northpolehoops.com)

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**Q: It looks like we might be late to our scheduled game. What do we do?**

A: Notify the League Manager at your earliest convenience. Teams receive a 15 minute grace period for out-of-control situations (such as weather or highway standstill) before it is considered an automatic forfeit.

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**Q: I have an injured player - what do I do?**

A: A club team staff member must call the ambulance—it is the team's responsibility to transport the player to the nearest healthcare centre.

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**Q: Where can we have our team briefs / debriefs?**

A: Please feel free to use the cafeteria, or if the availability allows it, the gym benches.

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**Q: What do we do if there is a mistake with our league stats?**

A: Notify your venue's Site Manager who will investigate the issue and respond to you once the investigation is complete.

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**Q: Where can I see league statistics?**

A: You can see statistics on the NPH website and on the SWISH app (available on both iOS and Android)

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**Q: Why do spectators have to pay at the door?**

A: Gate Revenue covers essential expenses to help create a world class environment and maximize exposure for the players. Expenses include staff members (marketing, operations, scouting, facility, & referees). This contributes to the growth of Canadian basketball, providing career pathways through the development of our next generation of industry professionals.

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NORTH POLE HOOPS

## **PREPARATORY LEAGUES ACADEMIC QUALIFICATIONS & REQUIREMENTS**

### **NPA/WNPA/D1 Academy/D1 Juniors:**

- All players must attend the same academic institution to qualify as a preparatory team.
- Teams must provide proof of enrollment for each athlete prior to the start of the session.
- If the team does not belong to a traditional brick-and-mortar school, all student-athletes must enroll in a full course load at Blyth Academy, an NCAA-accredited institution.
  - Alternatively, if a different NCAA-accredited online institution is preferred, North Pole Hoops (NPH) will require documentation to verify the institution's credentials.

### **Scholastic Leagues:**

- All student-athletes must attend the same academic brick-and-mortar institution, and the team must carry the name of the institution they represent.

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This policy ensures fairness, compliance, and the integrity of our league structure, while also supporting the academic success of all participating student-athletes.