

POLICIES

Registration and Fees:

- Player Fee = as shown on www.muslimbasketball.org/registration.asp, this includes all referee fees, stat keepers' fees, and playoffs; this does NOT include the Jersey Fee.
- Jersey Fee = additional \$35/player (one-time purchase; to be used for all future Muslim Basketball (MB) seasons, provided no number overlaps on future teams).
- Registration is **1st-come, 1st-pay, 1st-served subject to commissioner approval**. Captains must pay their deposit to hold their spot.
- All balances due upon registration

Rosters:

- All players must be male and 16 years of age or older to play. If a player turns 16 during the season, he will be permitted to play on/after his 16th birthday, so long as there are sufficient games remaining that will allow the player to be playoff eligible. The player must play in the minimum number of games required in order to be eligible for playoffs.
- MB reserves the right to request ID from any player, at any point throughout the season.
- All players shall be subject to the rules of the venue used for MB games.
- Team rosters must be constructed of 8 players at all times.
- [NTD: Team rosters may include no more than 2 Non-Muslim players.]
- Captains will select 7 of the 8 rostered players with the 8th player being a free agent assigned to rosters by Commissioners
- Initial rosters must be approved.
- **NOTE TO CAPTAINS: Make sure to pick up reliable players whose attendance will be consistent.**

New Players:

- All new players will be subject to a review period. If commissioners deem that a new player is altering the skill level of their team, and increasing that teams' skill level beyond league comparability, then commissioners will remove player from team.
- Commissioners also have the right to remove a new player after the review period if necessary to preserve league balance.
- If a new player intentionally tries to downplay their skill level, Commissioners will remove player from the league.

Non-Registered Player:

- If a non-registered player enters a game, the game will immediately be forfeited by that team and the team's captain will be suspended indefinitely.
- Commissioners and referees have a right to request to see the players identification.

Roster Changes:

- Rosters may be adjusted until 40% (rounding down to the nearest whole number) of regular season games have been played (pending Commissioners' approval).
- After such , teams will only be able to add a player if their roster falls below 7 players. Commissioners will approve a player of AVERAGE skill (even if the player(s) dropping is/are the team's best player(s)).

Guest Passes:

- There will be no guest passes this season.

Jerseys:

- Players requiring a jersey will be able to purchase from MB's inventory for \$35.
- All registered players will be required to wear their official MB black/white reversible jerseys
- Jerseys CANNOT be altered. No patches, writing, etc. Any altered jersey will be penalized 3 points. Jerseys previously altered to this season, will be asked to have alteration removed/cleaned.
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- If league player is not wearing his official jersey (jersey number must match MB Stats Program):
 - Then his team will be penalized 3 points.
 - If the jersey matches other team's color, then he cannot play at all.

- Penalty points will be assessed at any time that it is brought up to the stat keepers or referees.
- Walking around premises shirtless is strictly prohibited.

Sponsorships:

- We will honor any sponsorship. Sponsorships can be shared among players from different teams.
- 50% of sponsorship will go towards Muslim Basketball and 50% will go towards players' registration fee.
- Example: If group of 4 players obtain \$200 sponsorship, each player will get \$25 discount.
- Sponsorships can be accepted via check or cash to Muslim Basketball. Details are provided on Sponsorship Form PDF file (located on Sponsors page).

Arriving Late and Forfeits:

- All games will start on time as long as there are 4 players from each team. If a team only has 3 players, then the following will occur:
 - 10 mins after scheduled start time – 18 min halves, 1 min halftime.
 - 15 mins after scheduled start time – 16 min halves, 1 min halftime.
 - If you don't have 4 players at 15 min mark, game will be an automatic forfeit.
- If a team forfeits 10% or more of their regular season games, they will get sent to the bottom of any tiebreaker at the end of the season.
- If a team forfeits 20% or more of their regular season games, they will not be eligible for playoffs.

Standings Tiebreakers:

- 1st Tiebreaker – head-to-head record. If there are more than 2 teams tied, will automatically go to 2nd tiebreaker.
- 2nd Tiebreaker – point differential.
- 3rd Tiebreaker – total points scored.
- 4th Tiebreaker – total points allowed.
- 5th Tiebreaker – coin toss by Commissioner.

Playoff Eligibility:

- A player must play in 40% of regular season games to be eligible to play in the playoffs. This is regardless of injury/travel/sickness/etc.

Captain's Roles:

- Each team shall appoint only one player as Captain.
- Captain is to serve as voice for his team's concerns.
- All communication between teams and Directors/Commissioners/Referees must be done through Captains.
- No player or captain should contact stat keepers, any concerns should be addressed to the referees during the game or commissioners post game via email.
- If a Captain goes on leave, he must appoint an Acting Captain and notify Commissioners.

Other:

- Alcohol/Drugs are not permitted anywhere in or outside facility premises.
- Any individual may be removed from the premises if they are under the influence of any prohibited substance.
- Any fighting or prohibited activity, anywhere on the premises, can result in MB penalties, and may reported to proper authorities.

ANYTHING NOT MENTIONED IS AT THE SOLE DISCRETION OF MB.