

RULES

Referee's Rights:

- **ALL REFEREE DECISIONS ARE FINAL.**
- Referee will instruct scorekeeper to put correct time and/or score on game clock when in doubt.
- Referee will make final decision regarding buzzer beaters.
- Referees can confirm or discuss league rules with Commissioners, however Commissioners DO NOT have right to overturn any referee decisions.

Game Length:

- Regulation is two 20-minute halves with halftime of 2-minutes.
- **First Overtime is 2-minutes. If score is still tied after First Overtime, teams will play Sudden Death to 5 points with no game clock.**
- Regulation, overtime, and Sudden Death all begin with jump-ball at center court.

Game Clock:

- **Stop clock**
 - **Last 2 minutes of each half for free throws, dead balls, and made field goals.**
 - **Last 1 minute of overtimes for free throws, dead balls, and made field goals.**
 - No clock for Sudden Death Overtime (first team to 5 points wins)
 - When referee stops play:
 - For injury, loss of contact lens, etc.
 - To confer with scorers or clock operator.
 - During team timeout.
 - For any emergency.
 - Neither team will be assessed timeout.
- **Clock will NOT stop if there is 20 or more point lead with less than 2 minutes remaining in second half.**
- If clock is stopped, it can only be restarted by referee discretion or when it is legally touched after a jump-ball, missed free throw, or inbound.

Beginning Halves and Overtime:

- First half and overtime will start with a jump-ball.
- To start second half, offense will be granted to team favored with possession arrow at end of first half.
- At beginning of second half, ball will be inbounded at half court. Inbounding team can use backcourt to inbound - it will not result in backcourt violation.
- **In event of an overtime, team fouls will carry over to extra period (i.e. if team has 5 fouls at end of regulation, it begins overtime period with 5 team fouls).**

Alternating-Possession Arrow:

- Team that does not gain possession after initial jump-ball will be given alternating-possession arrow.
- Direction of alternating-possession arrow will be reversed immediately after:
 - Jump-ball.
 - Double free-throw violation.
 - Live ball lodges on basket support (unless free throw or throw-in - which results in violation and loss of possession).
 - Loose ball hits ceiling beam (see Ceiling Beam Rule below for further clarification).
 - Double personal foul, double technical foul, or double flagrant foul.
 - Inadvertent whistle where is no player or team control.
 - When referee is in doubt of who last touched ball when ball goes out of bounds.
- Second half begins with team with possession arrow at end of first half receiving ball.

Ceiling Beam Rule:

- If shot or pass by offense hits ceiling beam (whether during shot attempt or after high bounce from rim/backboard), play will be deemed turnover and possession will be given to defense.
- If loose ball hits ceiling beam, possession will be determined by alternating-possession arrow rule.

Timeouts:

- Only players on court may request timeouts from referees, and only when on offense or when play is dead (dead-ball, free-throws, etc).
- Each team is given 2 timeouts for each half and 1 timeout for overtime (no carryover). All timeouts are 30 seconds.
- If team does not have timeout, and a player on the court requests a timeout, the team (not player) will be charged with technical foul.
- Timeouts will only be granted if player still has at least one foot on ground.
- In last 2 minutes of regulation or last 1 minute of overtime, ball can be advanced to half-court provided it is not advanced by player prior to timeout. Inbounding team can use backcourt to inbound - it will not result in backcourt violation.
- If timeout is taken at any other point in game, ball must be inbounded where timeout was taken.

Free Throws:

Positions during Free Throw Attempt:

- 1st space on each side of lane will remain empty. 2nd and 4th spaces are for defensive players. 3rd space is for offensive players. All others must be behind free-throw line extended and behind 3-point arc.
- Free-throw shooter has 10 seconds to shoot after being given ball.
- If free-throw shooter is injured, substitute player will shoot free throws. If there are no substitutes, then any player already checked into game can shoot free throws.

Violations:

- Free-throw shooter cannot cross free-throw line until ball strikes rim or backboard.
- Players along lane may not enter lane until free-thrower has released ball.
- Players behind 3-point arc cannot cross 3-point arc until ball strikes rim or backboard.

Violation Penalties:

- If offense commits violation, basket will not count. Ball will become dead and opposing team will be given possession.
- If opponent commits violation, shot will count if made and will be re-attempted if missed.
- If both teams commit violation simultaneously, ball will become dead, no point will be scored, and possession will be determined by possession-arrow.
- For one-and-ones, or final shot of sequential free throws: missed free throws must hit at least rim or it is violation.

Substitutions:

- A substitute must report to scorer's table to enter game.
- After notifying scorer's table, player may only enter game during dead ball: referee whistle, free throw, timeout, jump-ball, and out of bounds.
- Substitutions during free-throws may enter:
 - On automatic 2- and 3-shot free-throws: only immediately before last free throw.
 - On 1-and-1 free-throws: before either free throw.
 - On And-1 free throws: before free throw.
- Players must remain in designated bench area. If you are not substituting you are not permitted near scorer's table.

Violations:

- 3-second Violation: An offensive player is not permitted to have any part of his body remain in paint for more than 3 consecutive seconds while ball is in front court.
- 5-second Violation: Players have 5 seconds to inbound ball. 5-second clock is applicable until ball completely leaves hand(s) of inbounding player.
- 10-second Violation: Players must bring up ball past half court before 10 seconds expire.
- Closely Guarded Violation: In front court, and if guarded by defender within 6 feet, an offensive player staying in one spot can hold or dribble ball for only up to 5 seconds.
- Dunking (only when making contact with rim) or even grabbing rim at any point during warm-ups, halftime, and any dead-ball situations will result in technical foul.
- Wearing jewelry will result in warning on first offense and technical on second offense.

Fouls:

- 7 Team Fouls ("Bonus") will result in "1-and-1" free throw situation.
- 10 Team Fouls ("Double Bonus") will result in 2 free throws per foul.

- Team fouls will carry over to Overtime and Sudden Death periods (i.e. if team has 5 fouls at end of regulation, it begins 2 minute overtime with 5 team fouls).
- If field goal attempt is unsuccessful while being fouled, offensive player will be awarded:
 - Two free throw attempts if he was attempting two point field goal.
 - Three free throw attempts if he was attempting three point field goal.
- If field goal attempt is successful while being fouled, basket will count and offensive player will be awarded one free throw attempt.

Charging/Illegal Screens:

- Charging fouls will not give special consideration to "restricted" areas under basket.
- Committing charging foul or illegal screen/moving pick will count towards player's Personal Foul total, and Team Foul total, but will NEVER result in free throws.

Blocking:

- Blocking fouls will not give special consideration to "restricted" areas under basket.
- Committing blocking foul will count towards player's Personal Foul total, and Team Foul total, and WILL result in free throws if in Bonus or Double Bonus.
- Blocking foul committed while offended player is in act of shooting will result in free throws being awarded.

Clear Path Foul:

- Fouling (without making play on ball) any offensive player who is on fast-break without any other defender between him and basket results in 2 free throws plus possession.

Hack-a-Shaq:

- Intentionally fouling player without ball at any point in game results in 2 free throws plus offended team keeps possession.

Personal-Foul Limit:

- When player receives his 5th foul, including any combination of personal fouls and technical fouls, player will be disqualified.
- If team is left with only 3 players due to teammates fouling out, then it must forfeit game regardless of score and time remaining.

Technical Fouls:

Assessed when:

- Disrespectfully addressing, contacting, or gesturing towards referee in such manner as to indicate resentment.
- Using profanity or vulgarity. CURSING will not be tolerated no matter intention.
- Taunting, baiting or ridiculing, or making obscene gestures toward another player or towards bench.
- Inciting undesirable crowd reaction.
- Dunking (only when making contact with rim) or even grabbing rim at any point during warm-ups, halftime, and any dead-ball situations.
- Calling an excessive timeout (team technical).
- Other in-game situations at referee discretion.

Penalty:

- A technical foul results in 2 free throws (both to be shot by same player of offended team's choice AND possession to offended team).
- Technical fouls count toward player's 5 fouls for disqualification AND toward team foul total.
- When double technical fouls are committed, no free throws will be shot.
- 2 technical fouls assessed to player will result in his ejection.

Flagrant Fouls:

Assessed when:

- A flagrant foul is severely or excessively contacting an opponent during live ball or dead ball.
- Other in-game situations at referee discretion.

Penalty:

- Flagrant foul results in 2 free throws to offended player plus possession of ball and will count toward offender's Team Foul Total. Offender will also be ejected.

- Double-flagrant foul will result in no free throws or change of possession but will count towards Team Fouls. Both offenders will be ejected.

Suspensions:

Fighting, includes, but is not limited to:

- Trying to strike an opponent with arms, hands, legs, or feet with intention of punching, kicking, pushing or shoving, regardless of whether contact is made.
- Instigating fight by committing an unsportsmanlike act toward an opponent that causes opponent to retaliate by fighting.
- A player who retaliates will face these same rules.
- Any act of fighting will be ruled flagrant foul and receive similar punishment.
- When fight has occurred, referees will determine individuals who were involved in fight and any players that left bench to escalate fight.

Suspensions:

- Any regular season game ended prematurely due to fighting may result in double forfeit by both teams involved (Director and Commissioner discretion).
- Commissioners will examine fights on case by case basis. Penalty for fighting can range anywhere between 2 games and an entire season, including playoffs, depending on severity of incident.
- When an individual participates in his second career fight (accumulation of all participated Muslim Basketball seasons), that individual will be suspended for remainder of season, including playoffs.
- After game, Commissioners may correct an error in who was involved in fight but cannot change referee's ruling that fight took place or lessen severity of penalty.
- Accumulation of 5 technical fouls for season will suspend player for remainder of season, including playoffs.
- 2 technical fouls (ejection) or any ejection of player by referee in game will result in 1 game suspension. 2nd ejection gets two game suspension. 3rd ejection will result in suspension for remainder of season.
- Instances with alcohol at premises are reviewable for suspension and possibly expulsion from MB.
- Instances where dress code is abused are reviewable for suspension. Utilize locker room or changing room at facility as necessary. Shorts/Pants and Jerseys/Shirts must be worn at ALL times.
- All suspensions in playoffs and championships carry over to following season player participates in.

Any new situations that occur and any items not mentioned in these rules and policies will be looked at by Directors and Commissioners (except for final calls by referee).