

POLICIES

Registration and Roster Size:

- Team Fee = \$1,350/team + \$75 advanced guest pass fee (\$1,425 total).
- The balance is due on the season opener, Sunday September 18, 2011.
- Registration is on a 'first-come, first-serve' basis. This is pending a \$150 deposit by captain.
- Initial rosters must include 6 or 7 players.
- Captains and Admins will approve final rosters.
- All players/guests must be at least 16 years of age.

Captains:

- Captains are FINANCIALLY responsible for the players they pick up.
- Captains are to pay the advanced/reimbursable \$75 guest pass fee.
- The \$75 fee is to be divided by five potential guest passes, payable to the captain.
- The \$1350 team fee is to be divided by the number of team players (including free agent)
 - $\$1350 / 8 \text{ players} = \$168.75 \text{ per player}$
 - $\$1350 / 9 \text{ players} = \$150.00 \text{ per player}$
- MB will be FINANCIALLY responsible for free agents.

Free Agent Draft: (Not applicable for Fallball '11)

- The free agent draft will be conducted, via telephone, in lottery style.
- The first 12 free agents to have registered, and paid their \$50 deposit, will be guaranteed a spot.
- Each registrant after the initial 12 will be placed on the Free Agent Waiting List. If one of the initial 12 drops, then the next in line will take their place. Once the draft is over, there is no more 'waiting list'.

Sponsorships:

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

T-Shirts:

- MB Fallball '11 league shirts must be worn for every game.
- If a league player is not wearing the official league shirt, his team will be penalized 3 points for at least wearing a similar colored shirt. Team will be penalized 5 points for wearing a completely different colored shirt. If the shirt color matches the opponent's color, he cannot play at all. The penalty points will be awarded to the opposing team prior to the start of the game.
- If a player comes late without his shirt, the penalty points (3 or 5) will be awarded at halftime to the opposing team.
- If a player is not wearing the MB Fallball shirt number assigned to him in the stats program, he will be penalized 3 points. The penalty points will be awarded to the opposing team prior to the start of the game.
- If a guest pass player is wearing the same colored shirt, his team will not be penalized. If a guest pass player is wearing a completely different shirt, his team will be penalized 3 points. If the shirt color matches the opponent's color, he cannot play at all.
- For transactions during the season that result in a new player on your team, if the team shirt is not available from the original roster spot, a similar color tshirt must be worn by the new player (no penalty).
- The bottom line: **DO NOT LOSE YOUR SHIRT**. It may be wise to carry an extra solid/same colored shirt to cover for you or your teammates.

Roster Size:

- Initial rosters are 6 or 7 players.

- If a team loses players and has less than 7 players, they MUST pick up another player to make their roster equal to 7. (7 of 9 captains must approve in D1, and 4 of 5 in D2).

Trading a Player:

- Tradee must request a trade and approve of trade. Everyone involved (captains, players, commissioners) must approve of the trade. In addition, 6 of 8 captains must approve the transaction for D1. For D2, 3 of the 4 captains must approve the transaction.
- A Trade request must be submitted to commissioner@muslimbasketball.org by one of the captains involved, CCing all related parties (other captain, all tradee's). This request must be submitted by Wednesday 11:59PM prior to Sunday's games in order to be put into effect for the following game. The Commissioners will then forward on for approval.
- Any trade request received after Wednesday 11:59PM will not be considered for taking effect until the FOLLOWING week's Sunday games.
- Trade deadline during the season is Wednesday October 19 at 11:59pm. Any trade sent for approval to commissioner@muslimbasketball.org after the deadline will not be processed.

Adding a Player:

- Before 9/17/11 6 pm – teams may add players without captain approvals
- From 9/17/11 6 pm to 10/4/11 6 pm – teams may add players with captain approval (D1 – 7 out of 9 captain approval, D2 – 4 out of 5 captain approval)
- From 10/4/11 6 pm to end of regular season – teams may replace only certain players with captain approval (D1 – 7 out of 9 captain approval, D2 – 4 out of 5 captain approval)
 - Each team captain will designate 2 players prior to the start of the season for Transaction Exemption Rule (TER) considerations. TER selections must be sent to commissioner@muslimbasketball.org NLT 9:00pm Thursday September 15.
 - Teams who fail to submit TER selections by the deadline will forfeit the opportunity, and will only be permitted to acquire a player if their roster limit falls below 7 players (subject to same captain approval as above)
- NOTE TO CAPTAINS: Make sure you pick up reliable players.
- All transactions (accepted or rejected) will be made public on a locked forum thread.
 - The listing will include the transaction details, the justification for the request if provided by the captain and the status of the transaction (approved/rejected).
 - The listing will not include the number of reject votes received, or the captains voting results.

Arriving Late and Forfeits:

- If an opposing team has 3 or less players at game-time, it has a 5 minute grace period to bring at least 4 of its players on the court for tipoff.
- After 5 minutes, the team that showed up on time will have a choice of either forcing the latecomers to forfeit or playing a shortened game (based on the time remaining on the hour):
 - 5 mins late – 18 min halves
 - 10 mins late – 15 min halves
 - 15 mins late – Game is officially a Forfeit
 - The forfeit score is 10-0.

Tiebreakers:

- If teams have the same record at the end of the regular season, their playoff seeding will be a result of the following:
 - 1st Tiebreaker – Head-to-Head Record
 - 2nd Tiebreaker – Point Differential
- When teams in a tie-breaker scenario did not have head-to-head matchups:
 - 1st Tiebreaker – Point Differential

Guest Passes:

- Each team will pay a \$75 advanced guest pass fee awarding them 5 guest passes throughout the season. Unused guest passes will be reimbursed at the end of the season. No more than 2 guests are allowed per game.
- Guest passes must abide by the t-shirt rules mentioned above.
- All guests must be entered/acknowledged PRIOR to the start of the game and are required to sign the waiver before their game (forms will be available at the scorer's table).
- There are NO guests permitted in the playoffs.

Captain's Roles:

- Each team will have one captain only.
- The captain is to serve as the voice for his team's concerns.
- All roster modifications must go through the captain and have his approval.
- All other communication between teams and Admins/Commissioners must be done through the Captains.
- If a captain goes on leave, he must appoint a captain and notify the Commissioners.