

## POLICIES

### Registration and Fees:

- Team Fee = \$1250/team, this includes all referee fees, statskeepers fees, guest pass fees, and playoffs; this does NOT include 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 **1<sup>st</sup>-come, 1<sup>st</sup>-served**. Captains must pay \$150 deposit and Free Agents must pay \$50 deposit to secure spots.
- All remaining balances are due on season opener. Failure to pay will result in forfeits and/or late fees.
- Playing in both divisions is permitted.
- Captains are FINANCIALLY responsible for players they pick up. MB recommends that captains split the Team Fee equally amongst the players. For example,  $\$1250/8 = \$156.25/\text{player}$ .
- MB will be FINANCIALLY responsible for free agents.
- First 16 Free Agents will be placed on two D2 Free Agent teams of 8 players each. The Free Agent Fee is \$156.25/player.

### Rosters:

- All Players and 'Guest Players' must be male and  $\geq 16$  years old.
- Additionally, all players shall be subject to the rules of the venue used for MB games.
- Team rosters must be 7-9 players at all times. MB shall try to maintain Free Agent team rosters at 8 players.
- Initial D2 rosters must be approved.
- Initial D1 rosters do not need to be approved.
- Rosters are finalized:
  - D1: Once Week 1 begins.
  - D2: Once they have been approved.
- **NOTE TO CAPTAINS: Make sure to pick up reliable players whose attendance will be consistent.**

### Roster Changes:

- If absolutely necessary (Commissioners discretion), each team will be allowed to make (2) requests for the entire season.
  - If a captain requests a player and the player gets rejected, that will count as 1 request (choose wisely).
- Requests for Adds/Drops/Trades must be submitted by Captain to Commissioner@muslimbasketball.org, copying other Captains and players involved.
- A player cannot be dropped from the roster during suspension. Must be served in full.

### Guest Passes:

- Each team fee includes 5 Guest Passes (GPs). Unused GPs will not be reimbursed at end of season. No more than 2 GPs are allowed per game.
- No more than 9 players per team can be playing.
  - Team has 0-7 roster players show up, they can use 2 GP.
  - Team has 8 roster players show up, they can use 1 GP.
  - Team has 9 roster players show up, they can use 0 GP.
- GPs must abide by jersey rules below.
- Even if GPs arrive late, they must be entered/acknowledged PRIOR to start of game by the stat keepers and are required to sign waiver before playing (digital forms will be available at scorer's table).
- GPs are void for playoffs.

### Jerseys:

- All registered players, including late additions, will be required to purchase official black/white reversible jerseys through MB's vendor. Commissioners will work with Captains to make purchase following registration.
- Lost jerseys can be replaced through vendor to avoid penalties below.
- If league player is not wearing HIS official jersey (jersey number must match MB Stats Program):
  - But same colored top, then his team will be penalized 3 points.
  - But different colored top, then his team will be penalized 5 points.
  - But matches other team's color, then he cannot play at all.
- Guest Passes are not expected to have official jersey, but if they wear:

- Same colored top, then no penalty.
- Different colored top, then his team will be penalized 3 points.
- Matches other team's color, then he cannot play at all.
- Penalty points will be assessed at time player enters game.
- Walking around premises shirtless is strictly prohibited. Locker rooms and changing rooms are available at facility.

#### **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:**

- If team has  $\leq 3$  players at game-time, it has 5 minute grace period to bring  $\geq 4$  players on court for tipoff.
- After 5 minutes, teams will be playing shortened game (based on time remaining on hour):
  - 5 mins late – 18 min halves.
  - 10 mins late – 15 min halves.
  - 15 mins late – Game is officially forfeit.
- If a team forfeits once, they will automatically be the last seed in any tie.
  - Ex: Team A, B, and C have the same record but Team A had a forfeit, Team A will be seeded after Team B and C.
- If a team forfeits twice, they will not be eligible for playoffs.

#### **Standings Tiebreakers:**

- 1st Tiebreaker – head-to-head record.
- 2nd Tiebreaker – point differential.
- 3rd Tiebreaker – total points scored.
- 4th Tiebreaker – total points allowed.
- 5th Tiebreaker – coin toss.

#### **Captain's Roles:**

- Each team shall appoint one player only as Captain.
- Free Agent Teams must select a captain or Commissioners may appoint one player as captain.
- Captain is to serve as voice for his team's concerns.
- All roster modifications must go through Captain and have his approval.
- All other communication between teams and Directors/Commissioners must be done through Captains.
- If 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.