

POLICIES

Registration and Fees:

- Team Fee = \$500/team, this includes all referee fees, stat keepers 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 **1st-come, 1st pay, 1st-served**. Captains must pay \$150 deposit.
- All remaining balances are due on season opener. Failure to pay will result in forfeits and/or late fees.
- **A player can play in only one division.**
- Captains are FINANCIALLY responsible for players they pick up. MB recommends that captains split the Team Fee equally amongst the players.
- MB will be FINANCIALLY responsible for free agents.

Rosters:

- All Players and Guest Players must be male and 16 years of age or older.
- Additionally, all players shall be subject to the rules of the venue used for MB games.
- Team rosters must be 7-10 players at all times.
- Initial D2 rosters must be approved.
- Initial D1 rosters must be approved.
- **NOTE TO CAPTAINS: Make sure to pick up reliable players whose attendance will be consistent.**

Roster Changes:

- **THERE WILL BE NO ROSTER CHANGES DURING THE SEASON FOR ANY REASON. Teams will play with the rosters they have gotten approved.**

Guest Passes:

- **THERE WILL BE NO GUEST PASSES THIS SEASON.**

Jerseys:

- All registered players 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.
- **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. 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 3 players or less at game-time, it has a 5 minute grace period to bring 4 or more players on the court for tipoff.
- After 5 minutes, teams will be playing a shortened game (based on time remaining on the 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 by Commissioner.

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 communication between teams and Directors/Commissioners/Stat Keepers/Referees must be done through Captains.
- 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.