

## RULES

### Referee's Rights:

- ALL REFEREE DECISIONS ARE FINAL.
- Referees will instruct scorekeeper to put correct time and/or score on game clock when in doubt.
- Referees 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.
- Referees have the right to END any game for reasons they deem necessary.
  - Any impact to Standings will be at Commissioner discretion.

### 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 in the second half under 2 minutes.
- 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 (only after a made basket). 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:**

- 1<sup>st</sup> space on each side of lane will remain empty. 2<sup>nd</sup> and 4<sup>th</sup> spaces are for defensive players. 3<sup>rd</sup> 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 the game, 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 5<sup>th</sup> 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 referees 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 3 technical fouls for season will suspend player for remainder of season, including playoffs.**
  - **Player is removed from the league as soon as they receive 3rd technical, even if it occurs in the middle of a game.**
- 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.

**Playoff Eligibility:**

- A player must play in 1 game to be eligible to play in the playoffs. Playing in a game means that the player must have a recorded stat (ie point, rebound, foul, etc).

**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).**