

MUSLIM BASKETBALL LEAGUE

DRAFT LEAGUE



Official Rulebook & Policies

Revised 2026

PILLAR I Rules

Game rules and mechanics governing play.

PILLAR II Policies

Registration, safety, uniforms, and communications.

PILLAR III Code of Conduct

The standard of character expected of every MB player.

Brotherhood Before Basketball

www.muslimbasketball.org



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PILLARS I & II

Rules & Policies

Section 1 — Administration & League Structure

1.1 Leadership Structure

- Muslim Basketball (MB) is governed by an Executive Director and a team of Commissioners and Directors who oversee national operations and individual regions.
- Each region is managed by a Regional Commissioner who serves as the primary point of contact for all players and captains in that region.
- The Executive Operations Committee (EOC) oversees rule changes, policy updates, and league-wide decisions.

1.2 Draft League

- The Draft League season features draft-assembled rosters. Captains are selected before the season and build their teams through a structured draft process.
- All new players and eligible returning players participate in a Player Showcase (Rookie Combine) before the draft. Captains observe and evaluate players during the showcase.

1.3 Captains

- Captains are selected by the Commissioner before the season and are responsible for representing their team in all official matters, including the draft.
- A captain who cannot attend the Player Showcase or Draft must request an excused absence from the Commissioner in advance. Unexcused absence from the Showcase may result in replacement. See Section 15 for full Showcase attendance policy.
- All player concerns, disputes, and communications must be routed through the captain first.

1.4 Roster Requirements

- Each team must have a minimum of 7 rostered players and a maximum of 8.
- No player may be on more than one active roster in the same region.
- Rosters must consist of a minimum of 6 target audience players, defined as Muslim men aged 16 or older. Any roster composition, player addition, or exception falling outside of these criteria is subject to prior review and approval at the sole discretion of the league commissioners.
- Rosters are finalized at the conclusion of the draft. Post-draft additions or removals require Commissioner approval and are granted only under extenuating circumstances on a case-by-case basis.
- No player may be on more than one active roster in the same region and season.

1.5 Rules & Policies Updates

- Captains and players may submit rule change requests via the Rules and Policies Change Request Form at www.muslimbasketball.org.
- All submissions are reviewed by the EOC. Approved changes are implemented on a one-season trial basis in the proposing region before potential league-wide adoption.

1.6 Percentage-Based Requirements

- Unless otherwise stated, all percentage-based participation, eligibility, and roster requirements shall be rounded down to the nearest whole number.
- No percentage-based requirement shall result in a minimum requirement of fewer than two (2) games, players, or occurrences.
- Examples:
 - 40% of a 7-game season = 2.8, rounded down to 2.
 - 25% of an 8-player roster = 2.



- 20% of a 9-game season = 1.8, rounded down to 1; however, the minimum requirement shall be 2 under this provision.

1.7 Guest players

Guest Player Approval Process

- Guest player requests must be submitted no later than forty-eight (48) hours prior to the scheduled game time.
- Guest player approval shall be determined by the League based on factors including, but not limited to:
 - Muslim Basketball Rating (MBR)
 - Historical statistics and performance.
 - Competitive balance considerations.
 - Availability of waitlisted players and free agents.

Guest Player Limits

- A team may utilize a maximum of two (2) guest players per game.
- Guest player replacements should fall within twenty-five percent (25%) of the absent player's rating, subject to Commissioner discretion.
- Guest players may be utilized in a maximum of forty percent (40%) of a team's regular-season games.

Guest Player Priority

- When assigning guest players, priority shall be given in the following order:
 - Waitlisted players.
 - Approved free agents.
 - Other League-approved guest players.
- The League may establish response deadlines for waitlisted players and free agents before captains are permitted to contact alternative guest player options.

Commissioner Authority

All guest player approvals remain subject to Commissioner discretion. Approval may be denied if the League determines the guest player would create an unfair competitive advantage or otherwise conflict with the interests of the League.



Section 2 — Medical, Safety & Image Consent

2.1 Physical Fitness Certification

- By registering, each player certifies that they are physically fit to participate in a competitive basketball program and have not been advised by a qualified medical professional to refrain from physical activity.
- If a player has a condition, injury, or medical concern that may affect their participation, it is their responsibility to disclose this to MB at registration and to consult a licensed medical professional before playing.
- Players who develop a medical condition after registration must notify their captain and the Commissioner before returning to play.

2.2 Medical Treatment Consent

- In the event a player is injured or requires medical attention during a league event, MB staff may seek emergency medical treatment on the player's behalf if the player is incapacitated and unable to act for themselves.
- Each player is solely responsible for all costs associated with any medical treatment, transportation, or care arising from participation in MB activities.

2.3 Emergency Contact

- All registered players must provide an emergency contact at the time of registration. This information is kept confidential and accessed only in the event of an emergency.
- Required information:
 - Full name of emergency contact.
 - Relationship to participant.
 - Phone number.
- Players must also disclose any known medical conditions or allergies relevant to their participation. If there is nothing to disclose, that must be confirmed at registration. Failure to complete this information will result in the player being ineligible to participate until it is submitted.

2.4 On-Site Safety

- A first aid kit is present at every MB event. An Automated External Defibrillator (AED) is confirmed operational at every venue before the season begins.
- At least one staff member holding a current CPR / Basic Life Support (BLS) certification is present at all league events.
- Players are encouraged to note the location of the first aid kit, AED, and emergency exits at each venue upon arrival.

2.5 Image & Media Consent

- By participating in Muslim Basketball, each player consents to MB and its designated staff capturing photographs, video recordings, and other media during league events, including games, practices, media day, and community activities.
- MB may use this media across any platform or channel — including social media, the MB website, promotional materials, and marketing content — for the purposes of league promotion, community engagement, and organizational development.
- This consent is granted without expectation of financial compensation or prior approval for each individual use.
- Players who have specific concerns about their image being used may communicate those concerns in writing to the Commissioner before the season begins. MB will make reasonable accommodations where possible.



Section 3 — Player Communications & Chat Standards

3.1 Official Channels

- Official MB communication is delivered through WhatsApp group chats, email, and the MB website (www.muslimbasketball.org). Players are responsible for monitoring these channels throughout the season.
- Players are added to the appropriate group chats before the season begins. There are separate chats for all players and for captains only.
- All communication between players and Commissioners, Directors, or Referees must go through the team captain. Players should not contact stat keepers or officials directly.

3.2 Purpose & Mission of the Chats

- Purpose: Share league updates, schedules, and announcements.
- Mission: Build brotherhood through basketball discussion and spiritually uplifting reminders.
- Values: Post with the intention of benefit and barakah. If a message does not serve those aims, keep it out of the chat.

3.3 Adab (Refined Manners) & Respect

- Stay on topic. Keep conversations tied to MB, basketball, brotherhood, or beneficial reminders.
"Whoever believes in Allah and the Last Day should speak a good word or remain silent." — Prophet Muhammad ﷺ
- Limit rapid-fire messages. If a thread becomes a private conversation, move it to DMs.
- No foul or vulgar language, in any form.
"The believer is not a slanderer, nor does he curse others, nor is he immoral or foul-mouthed." — Prophet Muhammad ﷺ
- No personal attacks, targeting, or hate speech.
"Gentleness is not in anything except that it beautifies it, and it is not removed from anything except that it makes it ugly." — Prophet Muhammad ﷺ
- Disagree politely. Criticize ideas, never people.
"I guarantee a house in the surroundings of Paradise for a man who avoids arguing even if he is in the right..." — Prophet Muhammad ﷺ
- Assume good intent. Ask for clarification before reacting.
"If your brother is seen doing something questionable, find seventy excuses for him. If you can't, say: 'Maybe he has an excuse I don't know.'" — Prophet Muhammad ﷺ
- On-court disputes and altercations are handled through captains and commissioners — not in the chat.

3.4 Content Standards

Allowed ✓	Not Allowed ✗
League logistics, scores, highlights, predictions, recaps	Illicit or non-Islamically permissible topics (gambling, drugs, explicit content)
Respectful smack talk and friendly pre-game banter	Proselytizing or sectarian debates
Basketball strategy and training tips	Unrelated forwards, spam, or chain messages
Brotherhood initiatives (post-game hangouts, community events)	Memes, GIFs, or links with profanity or suggestive material
Inspirational or Islamic reminders relevant to the group	Settling on-court disputes or altercations
Props to the other team after a game	Unapproved advertising

These are Official MB Policies. Failure to comply may result in removal from the group chat, suspension, or other disciplinary action at the Commissioner's discretion.



Section 4 — Game Format & Timing

4.1 Game Length

- Regulation consists of two 20-minute halves with a 2-minute halftime.
- There is no shot clock. The closely guarded rule applies to prevent stalling (see Section 6.5).
- Any period may be shorted under commissioner discretion for reason included but not limited to
 - Schedule adherence
 - Game day operation requirements
 - Facility needs
 - Emergency situations
 - Other at commissioner discretion

4.2 Team Check-In Requirements

- Teams must be fully checked in with League staff and present at center court by their scheduled game time.
- Teams are liable for all late-arrival penalties based on their scheduled game time and may not use delays from previous games, facility issues, or other circumstances as justification for arriving late.

4.3 Late Arrivals & Forfeits

- All games start on time provided each team has at least 4 players.
- If a team has only 3 players at game time:
 - 10 minutes after scheduled start: 18-minute halves, 1-minute halftime.
 - 15 minutes after scheduled start: 16-minute halves, 1-minute halftime.
- If a team does not have 4 players by the 15-minute mark, the game is an automatic forfeit.
- A team that forfeits 10% or more (rounding to the nearest whole number) of regular season games is placed at the bottom of all tiebreakers.
- A team that forfeits 20% or more of regular (rounding to nearest whole number with a minimum of two) season games is eliminated from playoff contention.
- The opposing team shall be awarded three (3) points for every five (5) minutes of lateness, with any partial five-minute period counting proportionally.
- The exact amount of time the team is late shall be deducted from the first half.
- Example: If a game is scheduled for 10:00 AM and a team is not ready to play until 10:08 AM, the team is considered eight (8) minutes late. The first half shall be reduced by eight (8) minutes, and the game shall begin with the opposing team receiving the applicable late-arrival point advantage.
- If a team fails to field the minimum required number of players within fifteen (15) minutes of its scheduled game time, the game shall be ruled a forfeit. At the time of the forfeit, the opposing team shall be awarded a win, and any applicable standings or playoff implications shall be applied in accordance with League rules.

4.4 Overtime

- If tied at the end of regulation, a 3-minute overtime period is played. Team fouls carry over into overtime.
- If the score remains tied at the conclusion of overtime, play shall continue in a sudden-death format.
- A jump ball shall occur at center court to begin sudden death. The first team to score shall be declared the winner.
- The Ball will advance the last minute of overtime

4.5 Mercy Rule (Regular Season Only)

- In the regular season, if a team leads by 15 or more points with 60 seconds or less remaining in the second half, the game ends immediately.
- This rule does not apply in playoff or championship games.

4.6 Game Clock



- The clock runs continuously except during the last 2 minutes of each half and last 1 minute of overtime, when it stops for: free throws, dead balls, and made field goals.
- During sudden death overtime there is no game clock.
- The clock does not stop in the final 2 minutes of the second half if the leading margin is 20 or more points.
- No timeout is charged for: injury, loss of a contact lens, conference with the scorer, or any emergency.

4.7 Beginning of Halves & Overtime

- The first half, all overtime periods, and sudden death begin with a jump ball at center court.
- The second half begins with the team holding the possession arrow inbound the ball at half court. That team may use their backcourt without a backcourt violation.

4.8 End of Period

- Each period ends when time expires. If a field goal attempt is in flight when time expires, the period ends when the attempt is made, missed, or touched by an offensive player.
- If an official's whistle sounds before 0:00, time must be added back. If a foul is called as time expires, the period ends after the foul is penalized.

4.9 Game Cancellation & Rescheduling

- Games may only be canceled by the Commissioner or their designated representative.
- In the event of a cancellation, the league will make best efforts to reschedule the game within the same season.
- Regardless of the reason for cancellation — including facility issues, weather, or any other circumstance — a canceled game counts toward each player's playoff eligibility game total.

4.10 Reseeding

- At the conclusion of any playoff round in which one or more teams received a bye, all remaining teams shall be reseeded based on their original regular-season standings
- The highest remaining seed shall play the lowest remaining seed, the second-highest remaining seed shall play the second-lowest remaining seed, and so forth.
- Once all teams have participated in a playoff game, the bracket shall remain fixed for the remainder of the playoffs and no further reseeding shall occur unless otherwise announced by the League before the start of the season.

Section 5 — Timeouts & Substitutions

5.1 Timeouts

- Each team is entitled to 2 timeouts per half and 1 timeout per overtime period. All timeouts are 30 seconds. No carryover between periods.
- Timeouts may only be called by a player currently on the court, and only when that player's team is in possession or when play is dead.
- If a team has no timeouts remaining and calls one, a technical foul is assessed to the team.
- With 1 minute or less remaining in regulation or overtime, a team in possession that calls a timeout may advance the ball to half court upon resumption.

5.2 Substitutions

- A substitute must report to the scorer's table and kneel to signal readiness. Substitutions are only permitted during a dead ball.
- The substitute enters when beckoned by a referee. A substitute may not replace a free throw shooter or a jump-ball participant unless due to injury or ejection.
- On 2- or 3-shot automatic free throws: one substitute may enter immediately before the final free throw. On 1-and-1 free throws: before either free throw.



5.3 Minimum Playing Time

Regular Season

- Each eligible player present and available to participate must receive a minimum of fifteen (15) minutes of playing time during each regular season game.

Playoffs

- Each eligible player present and available to participate must receive a minimum of ten (10) minutes of playing time during each playoff game.

Regular Season Penalties

- If a violation is reported or otherwise brought to the attention of the League, Commissioners may review game footage, statistics, and any other relevant information.
- First Offense:
 - Written warning issued to the team's captain.
- Second Offense:
 - Captain suspended for one (1) game.
 - Captain eligibility status reviewed by Commissioners.

Playoff Penalties

- First Offense:
 - Captain suspended for the team's next scheduled game.
 - Captain eligibility status reviewed by Commissioners.
- Any playoff suspension that cannot be fully served during the current season shall carry over to the next season in which the captain participates.

Section 6 — Violations

6.1 Out of Bounds

- A player is out of bounds when they touch the floor or any object on or outside a boundary. The ball is caused to go out of bounds by the last player to touch it.
- If simultaneously touched by two opponents or if officials are uncertain, the possession arrow determines next possession.
- Penalty: Loss of possession at the boundary line nearest the violation.

6.2 Throw-In Rules

- The thrower-in has 5 seconds to release the ball. The thrower-in may not carry the ball onto the court, touch it on the court first, step onto the court before releasing, or leave the designated spot.
- After a made field goal or free throw, the thrower-in may run along the endline or pass to a teammate behind it.
- Penalty: Loss of possession at the original throw-in spot.

6.3 Backcourt Violation

- A team in possession may not remain in their backcourt for more than 10 consecutive seconds.
- A player may not be the first to touch a ball that they or a teammate caused to go from frontcourt to backcourt while in control.
- Penalty: Ball awarded to the opposing team at midcourt.

6.4 Three-Second Violation (Offensive)

- An offensive player may not remain in the paint for more than 3 consecutive seconds while the ball is in the team's frontcourt. The count does not begin until the ball enters the frontcourt.
- Penalty: Ball awarded on the sideline at the free throw line extended.

6.5 Closely Guarded Violation

- In the frontcourt, if an offensive player holding or dribbling the ball is guarded within 6 feet, that player has 5 seconds to pass or shoot.
- This rule serves as the league's stall-prevention mechanism in place of a shot clock.
- The count begins when the defender is established within 6 feet. Whether the count has started or reset is determined solely by the referee, and the referee's count is final.
- Penalty: Loss of possession.



6.6 Dribbling & Traveling

- A player shall not run with the ball without dribbling, double-dribble, or carry the ball.
- A player who gathers the ball while moving may take two steps to stop, pass, or shoot. The ball must leave the hand before the pivot foot rises on a layup or shot.
- Penalty: Loss of possession on the sideline nearest the violation, no nearer than the free throw line extended.

6.7 Other Violations

- Intentionally kicking or punching the ball is a violation. Accidental contact is not.
- Excessively swinging elbows with the ball while a defender is nearby is a violation, regardless of whether contact is made.
- Goaltending and basket interference: see Section 8.4.

6.8 Alternating-Possession Arrow

- The team that does not gain initial possession from the opening tip receives the first possession arrow.
- The arrow reverses after: a held ball, double free throw violation, loose ball hitting a ceiling beam, double personal or technical foul, inadvertent whistle with no team in control, or when officials cannot determine last touch on an out-of-bounds ball.

6.9 Ceiling Beam Rule

- If a shot or pass hits a ceiling beam, it is a turnover — possession awarded to the defense.
- If a loose ball hits a ceiling beam, possession is determined by the alternating-possession arrow.

Section 7 — Jump Balls

7.1 Jump Ball Procedure

- Each jumper must have at least one foot in their half of the circle and both feet within the restraining circle. The ball must be tapped after reaching its highest point.
- Jumpers may not: tap the ball before its peak; leave their half before the tap; catch the ball before it touches a non-jumper, the floor, basket, or backboard; or tap the ball more than twice.
- Non-jumpers must remain outside the restraining circle until the ball is tapped.
- Penalty: Ball awarded to the opposing team on the sideline nearest the violation.



Section 8 — Scoring & Free Throws

8.1 Scoring

- Field goal from inside the three-point line: 2 points.
- Field goal from outside the three-point line: 3 points. The shooter must have at least one foot outside the line before the attempt.
- Successful free throw: 1 point.
- A field goal accidentally scored in the opponent's basket is awarded to the opponent.

8.2 Free Throw Lane Positions

- When a free throw is awarded:
 - 1st space (nearest the basket): empty.
 - 2nd and 4th spaces: defensive players.
 - 3rd space: offensive player.
 - All others: behind the free throw line extended and behind the three-point arc.
- The shooter has 10 seconds to attempt the free throw after receiving the ball.
- Lane players may not enter until the ball is released. Arc players may not cross the arc until the ball strikes the rim or backboard.

8.3 Free Throw Violation Penalties

Situation	Penalty
Offense violates	Basket does not count. Ball awarded to defense.
Defense violates	If made: counts. If missed: re-attempt awarded.
Both teams violate	Ball dead; possession arrow determines next possession.
Shooter crosses line early	Violation. No point scored.
Shooter fakes attempt	Violation. No point scored.

8.4 Goaltending & Basket Interference

- No player may touch the ball on its downward flight above rim level, after it contacts the backboard above rim level, or while it is in the net.
- No player may vibrate the rim, net, or backboard to cause an unnatural bounce.
- Penalty — at opponent's basket: offended team awarded 2 or 3 points. Penalty — at defending team's own basket: no points scored; ball awarded to offended team at the free throw line extended.



Section 9 — Fouls & Penalties

9.1 Personal Fouls

- A player shall not hold, push, charge into, or impede an opponent by extending a hand, arm, leg, or knee, or by assuming an abnormal position. Contact that re-routes an opponent must be called immediately.
- Incidental contact that does not affect a player's speed, quickness, balance, or rhythm shall be ignored.

9.2 Shooting Fouls

- If a player is fouled while in the act of shooting:
 - Shot is made: 1 free throw awarded (And-1). The made basket counts.
 - Shot is missed from inside the three-point line: 2 free throws awarded.
 - Shot is missed from outside the three-point line: 3 free throws awarded.
- A player is considered to be in the act of shooting from the moment they begin an upward motion toward the basket until the ball leaves their hand, provided no other violation occurs.
- If the shooter is fouled after the ball leaves their hand, the shot outcome stands and no free throws are awarded unless the shooter's momentum carries them out of bounds, in which case the play is adjudicated at referee discretion.

9.3 Foul-Out & Disqualification

- A player is disqualified upon accumulating 5 fouls. Any combination of personal fouls and technical fouls counts toward this total.
- Disqualification via the 5-foul limit does not automatically trigger a suspension. The player is removed from the game and is eligible for the next scheduled game unless a separate ejection or disciplinary action applies.
- If a team is reduced to fewer than 4 players due to disqualifications and has no eligible substitutes, the game is an immediate forfeit.

9.4 Team Foul Bonus System

- Team fouls carry over from regulation into all overtime periods.
- All fouls — personal, charging, and technical — count toward the team foul total unless otherwise specified.
- Double personal fouls and double technical fouls each count toward both players' individual foul totals and both teams' team foul totals.

Situation	Penalty
1–6 team fouls	Ball awarded out of bounds. No free throws.
7th team foul — 1-and-1	First free throw made: second awarded. First missed: live ball.
10th team foul — Double Bonus	2 free throws automatically awarded.
Charging / Illegal Screen foul	Counts toward player total AND team foul total. No free throws awarded.

9.5 Flagrant Fouls

- A flagrant foul is excessive or severe contact against any player, during live or dead ball.
- Penalty: 2 free throws + possession to the offended team. Offender is ejected immediately.
- Double flagrant foul: No free throws; no change of possession. Both offenders are ejected.

9.6 Double Fouls

- No free throws on double fouls. Each foul counts toward the individual player's total and toward each team's team foul total. If a team is in possession, they retain it. If no team has possession, a jump ball is held at center court.

Section 10 — Technical Fouls

10.1 When Assessed

- Disrespectfully addressing, contacting, or gesturing toward referees.
- Use of profanity or vulgarity in any form.
- Taunting, baiting, ridiculing, or making obscene gestures toward any player or bench.
- Dunking or grabbing the rim at any point — including warm-ups, halftime, or any dead-ball situation.
Note: a dunk that does not contact the rim is a legal field goal attempt; this rule targets rim contact and hanging.
- Wearing jewelry. First offense: warning. Second offense: technical foul.
- Calling a timeout when none remain: team technical foul.
- Faking a foul (flopping): first offense per team = team warning; each subsequent offense = team technical foul.
- Other unsportsmanlike conduct at referee discretion.

10.2 Penalty

- 2 free throws shot by a player of the offended team's choice, followed by possession awarded to the offended team.
- Technical fouls count toward the player's 5-foul disqualification total and toward both teams' foul totals.
- Double technical fouls: no free throws; possession arrow determines next possession. Both fouls count toward each player's individual total and each team's team total.

10.3 Disqualification vs. Ejection

- A player's first technical foul counts as one foul toward their 5-foul limit. If it is the foul that brings them to 5, they are disqualified. Disqualification via the 5-foul limit does not trigger a game suspension.
- A player's second technical foul in a single game results in ejection, regardless of their personal foul count. Ejection triggers a 1-game suspension for the next scheduled game.
- If a player is ejected (2nd tech in a game) before reaching the 5-foul limit, the ejection suspension applies. If the same player had also accumulated personal fouls that reached 5 at the moment of the second tech, both the disqualification and the ejection suspension are in effect.

10.4 Technical Accumulation Suspension

- A player who accumulates technical fouls across the season equal to or greater than $LX \div 2J$ — where X equals the total number of regular season games — is suspended for the remainder of the season including playoffs. The player may finish the game in which the threshold is reached.
- Example: In a 7-game regular season, $X \div 2 = 3.5$, rounded down to 3. A player who accumulates 3 or more technical fouls is suspended for the remainder of the season.

10.5 Foul-Out Exception

If a team has only four (4) eligible players remaining in a game and one of those players commits their fifth (5th) personal foul, resulting in the team being unable to field the minimum required number of players and therefore subject to a forfeit, the player may elect to remain in the game.

If the player elects to remain in the game:

- The player shall be permitted to continue participating for the remainder of the game.
- Any personal foul committed by the player after their fifth (5th) personal foul shall be recorded as a **technical foul** rather than a personal foul.
- Each technical foul assessed under this rule shall not count toward the player's **maximum technical foul limit** under League rules.
- Any technical fouls accumulated under this rule shall not carry the same consequences as any other technical foul, including any suspension or loss of playoff eligibility resulting from exceeding the League's technical foul limit.



Section 11 — Fighting, Suspensions & Conduct

11.1 Personal Foul vs. Fighting — The Distinction

- Not all physical contact that exceeds a personal foul constitutes fighting. The distinction turns on intent, context, and proportion:
 - Personal foul: Contact that occurs as a natural extension of on-ball competition — post play, a box-out, a loose ball scramble, or an off-balance collision — is a personal foul, even if it is hard or heated.
 - Fighting: A push, shove, strike, or physical act that (a) occurs after the referee's whistle or away from the ball, (b) is directed at a player's body with force clearly disproportionate to the game situation, or (c) is accompanied by aggressive forward movement toward another player with clear hostile intent, is fighting.
- Referees have sole and final discretion in making this determination in real time. Their classification of an incident as a personal foul or as fighting is not subject to protest.

11.2 Fighting

- Fighting includes: attempting to strike an opponent (punch, kick, push, or shove meeting the standard above) regardless of whether contact is made; and instigating a confrontation through unsportsmanlike acts that cause an opponent to retaliate. Players who retaliate are subject to the same penalties.
- All players determined by referees to have been involved in a fight are ejected immediately.
- A regular season game ended prematurely due to fighting may result in a double forfeit at Director and Commissioner discretion.

11.3 Bench Conduct During an Altercation

- Players on the bench must remain seated and off the court during any on-court altercation.
- Exception: A player who leaves the bench calmly and with the clear intent to serve as a peacemaker — entering to physically separate combatants and doing nothing to escalate the situation — is not subject to automatic ejection.
- Any player who leaves the bench and participates in, escalates, or contributes to the altercation in any way other than separating players is subject to ejection and potential suspension as determined by the Commissioner.

11.4 Ejection & Suspension Schedule

Situation	Penalty
1st ejection (any game)	1-game suspension — next scheduled game.
2nd ejection (same season)	2-game suspension.
3rd ejection (same season)	Suspended for remainder of season including playoffs.
2 tech fouls in one game	Ejection + 1-game suspension.
Tech accumulation threshold	Suspended for remainder of season including playoffs.
2nd career fight (all MB seasons)	Suspended for remainder of season including playoffs.
Contact with a league official or referee	Subject to suspension as determined by the Commissioner.

- Commissioners review each fight individually. Suspension length beyond the minimums above is at Commissioner discretion based on severity and context.
- Suspensions carry over to the following season. A suspended player must be on an active MB roster in the same league type (Classic or Draft) for the suspension to be served. If the player does not participate in the immediately following season, the suspension remains pending and is served upon their return to that league type.



11.5 Prohibited Items & Substances

- Alcohol, drugs, vapes, and cigarettes are strictly prohibited on or near facility premises at any MB event.
- Firearms and any weapons are not permitted at any MB venue regardless of carry permit status.
- Any player found in violation may be removed from the premises immediately and is subject to further suspension or expulsion.

Section 12 — Standings, Tiebreakers & Playoffs

12.1 Standings Tiebreakers

Situation	Penalty
1st	Head-to-head record (2-team tie only).
2nd	Point differential.
3rd	Total points scored.
4th	Total points allowed.
5th	Coin toss by Commissioner.
3+ team tie	Skip to point differential automatically.

12.2 Playoff Eligibility

- A player must play in at least 40% of regular season games (rounded down) to be eligible for the playoffs.
- This threshold applies uniformly regardless of the reason for absence — including injury, travel, illness, or personal circumstances. MB acknowledges this standard may affect players who sustain in-season injuries; it is applied consistently to preserve the integrity of playoff rosters.
- Captains are notified of any player at risk for ineligibility before the final week of the regular season.

12.3 End-of-Season Awards

- At the conclusion of the regular season, captains vote on the following awards. Captains may not vote for any player on their own team.

Captain of the Year	Strongest leadership, brotherhood, and team management.
Rookie of the Year	Best first-year MB player in the league.
Most Improved Player	Greatest development from a prior season.
Defensive Player of the Year	Most impactful defender in the league.
Most Valuable Player	Most valuable to their team's success.
Brother of the Season	Best exemplified the spirit of Brotherhood Before Basketball.

- All-Star selections are nominated by captains at season's end. Captains may not nominate themselves. Rosters are finalized by the Commissioner and announced publicly before the Championship & All-Star event.

12.4 Protests & Appeals

- No protest is permitted during the course of a game.
- To file a protest, the captain must email the Commissioner within 48 hours of the game's conclusion.
- Commissioners may not overturn referee in-game judgment calls. Protests relate to rule application only.



Section 13 — Uniforms & Jersey Policy

13.1 Jersey Requirements

- All players must wear the official MB team jersey issued for the current season.
- Undershirts must match the jersey color or be white.
- Shorts must be team or league issued, or a neutral solid color matching the team scheme.
- Players may not wear jewelry during games. First offense: warning. Second offense: technical foul.

13.2 Jersey Violation Identification & Penalty

- A jersey violation may be identified and reported by a stat keeper, score keeper, league official, or referee at any time during the game.
- Upon identification, a 3-point deduction is assessed from the offending team's score for that game. If the violation is identified at halftime or after the game, the deduction is applied retroactively to the final score.
- Exceptions (jersey number changes, late jersey arrivals, or other circumstances) must be communicated to the Game Ops Manager or score keeper before the game begins. Exceptions not documented before tip-off are subject to the full penalty.

13.3 Registration & Refund Policy

- Registration Fees: Registration covers league participation and operations, while jersey fees are separate. All players are subject to the same refund policy. Players suspended or removed for conduct violations are not eligible for refunds.
- Free Agents: Unplaced free agents receive a full league fee refund within 5–10 business days. Jersey fees become non-refundable once ordered and the player is placed on a team. Withdrawals after placement are generally non-refundable unless an exception is approved. Eligible refunds are prorated based on unused games.
- Captain Responsibilities and Exceptions: Captains must submit an approved roster by the deadline and ensure full team payment. Rejected or incomplete rosters do not automatically qualify for refunds. Exceptions for serious illness, family emergencies, bereavement, or other documented hardships are reviewed case by case by MB leadership. Requests can be sent to finance@muslimbasketball.org.

13.4 Modesty & Shorts Requirement

- All players must wear athletic shorts or pants that extend to at the minimum top of the knee while participating in any League game, warm-up, halftime activity, or League-sponsored event.
- First offense will be a written warning issued to the player and captain.
- Second offense the team assessed the same penalty as a jersey violation.

Section 14 — Sponsorships

- The league welcomes sponsorships. Sponsorships may be shared among players from different teams.
- 50% of all sponsorship funds go to Muslim Basketball. The remaining 50% is applied toward participating players' registration fees, distributed equally.
- Example: 4 players obtaining a \$200 sponsorship each receive a \$25 credit toward registration.
- Sponsorships are accepted via check or cash. Details and the Sponsorship Form are available at www.muslimbasketball.org.



DRAFT LEAGUE

Draft Process & Operations

Section 15 — Player Showcase (Rookie Combine)

15.1 Who Must Participate

- All new players to MB.
- Players who have not played 3 or more games in a single season within the last 5 seasons.
- All Captains.

15.2 Attendance & Excused Absences

- All required participants must RSVP and attend. Any player or captain who cannot attend must receive an excused absence from the Regional Commissioner by email in advance.
- Players granted an excuse must complete the Comprehensive Questionnaire provided by the Commissioner.
- Players not granted an excuse will not be permitted to participate in the season.
- Captains granted an excuse will be assigned a scout. Captains not granted an excuse prior to the Showcase date will be subject to replacement at Commissioner discretion.

15.3 Showcase Format

- The showcase runs as a full-court 5-on-5 simulation with a captain assigned to observe each group of players.
- Games are run on a 10-minute running clock. Rosters are distributed to all captains at the start of each game.
- If it is determined that a player is clearly downplaying their true skill level, they may be removed from the eligible player pool at any point before or during the season at Commissioner discretion.

Section 16 — Draft Lottery

16.1 Determining Captain Draft Positions

- All registered players are sorted in descending order by MB Rating (MBR) and divided into tranches equal to the number of teams in the season.
- A captain's Rounded Pick Position is the tranche in which their MBR places them. Commissioners may adjust by plus or minus one tranche.

16.2 Pick Restrictions for 1st & 2nd Round Captains

- For captains whose Rounded Pick falls in the 1st or 2nd round, the Commissioner determines a feasible self-selection range reflecting where the captain would realistically have been drafted. The captain must self-select within that protected range during the lottery.

16.3 Lottery Procedure

- Captains are seated in a semicircle at center court. The Commissioner and Admin Lead are positioned at the head with a live digital board.
- A randomizer tool is used. Each captain's name is entered. The wheel is clicked 3 times per selection.
- When a captain's name is selected, they choose an available draft position within their restrictions. The Commissioner updates the live board immediately. This continues until all positions are determined.



Section 17 — The Draft

17.1 Draft Board

- A full Draft Board is distributed to all captains no less than 1 week before the draft, including: player name, jersey number, MBR, height, weight, strengths, weaknesses, experience, commitment level, and Muslim status.
- The board is view-only for captains. All edits are made by the Admin Lead.

17.2 Draft Format

- The draft consists of 8 rounds.

Rounds 1–3	1-minute pick clock per selection.
Rounds 4–8	30-second pick clock per selection.

- All selections must demonstrate impartial judgment. Captains may not manipulate pick order to the detriment of league competitiveness.
- If a captain fails to select before the clock expires, their pick is deferred one spot and the next captain selects.

17.3 The Self-Pick

- In a Commissioner-predetermined round, each captain must self-select. The specific round is communicated before the draft.

17.4 Trades During the Draft

- Captains wishing to submit a trade must email the regional inbox and copy all associated captains. The Commissioner reviews and, if approved, the Admin Lead updates the Draft Board and announces the trade.

17.5 Late Rounds & Privacy

- Beginning at Round 7, the live stream is cut to protect late-round selections.

17.6 Post-Draft Roster Distribution

- Upon completion of the draft, a non-ordered list of rosters is sent to all players.

Section 18 — Guest Passes

18.1 When Guest Passes Apply

- A guest pass allows a non-rostered player to participate in a game when a team has 6 or fewer rostered players available for that game.

18.2 Eligibility Requirements

- The guest must have played in at least 5 MB games across any season and region.
- The guest's MBR must fall within the same tranche as the team's roster MBR range. No upgrading via guest pass is permitted.
- A player may not serve as a guest for a team they are competing against in the same season.
- Guests are tied to one team for the duration of the season. No cross-team guests permitted.

18.3 Process

- The captain must notify the Commissioner before the game in which a guest is to be used. The Commissioner confirms eligibility before approving.
- Unapproved guest players may not participate and may result in a forfeit if discovered after the game.



Section 19 — Trades

19.1 Trades During the Draft

Trade rules during the draft are pending. This section will be updated before the season.

19.2 Trades During the Season

Trade rules during the season are pending. This section will be updated before the season.

Section 20 — Experimental Rules

20.1 Pick Forfeit & Compensatory Pick System

- A compensatory pick system may be implemented at Commissioner discretion. Specific eligibility criteria, forfeit conditions, and compensatory pick parameters are determined by the Commissioners before the season and communicated to captains.

Parameters for this system are pending final determination by the Commissioners. This section will be updated before the draft.

PILLAR III

Player Code of Conduct

The standard of character we hold ourselves to — on the court, off the court, and in the community.

Section 21 — The Niyyah (Intention)

- Muslim Basketball exists to foster a brotherhood rooted in faith, fitness, and community. It is a space where the values of Islam are visible in action.
- We do not play simply to win. We play to build brotherhood, to compete with integrity, and to represent our deen through how we carry ourselves.
- Every player who steps onto the court is expected to hold this intention before anything else. Brotherhood before basketball.

“Indeed, actions are by intentions, and every person will have only what they intended.” — Prophet Muhammad ﷺ

Section 22 — Brotherhood & Community

22.1 Welcoming Others

- Every player, whether a veteran or a newcomer, deserves to feel welcomed the moment they walk through the door. Offer salaam, introduce yourself, and include those standing alone.
- Brotherhood is not a byproduct of basketball. It is built intentionally, through small consistent actions: learning names, checking in on teammates, showing up for one another.
- New players especially deserve extra warmth. The first impression of MB is the one they carry with them. Make it the right one.

22.2 After the Game

- Regardless of the result, players are expected to shake hands with the opposing team at the conclusion of every game. This is not optional.
- What happens on the court stays on the court. On-court heat must not carry into the locker room, the parking lot, or any MB channel.
- If there is lingering tension between players, both parties are encouraged to reconcile (musalaha) before leaving the facility. Organizers and captains are available to facilitate.

22.3 Community Cause Participation

- Each season, the league unites behind a single cause. Players are encouraged to participate in cause-related activities: fundraisers, the MB Community Dinner, volunteer days, and the open community tournament.
- Engagement with the cause is what separates MB from any other recreational league. Showing up beyond game nights is part of what it means to be a member of this community.

Section 23 — Conduct on the Court

23.1 Sportsmanship

- Compete with full effort and full integrity. Play hard, play fair.
- Respect your opponents. Recognizing a good play or effort from the other team is a sign of character, not weakness.
- Taunting, baiting, trash talk that crosses into personal attacks, and any attempt to demean or humiliate an opponent is a violation of this Code and subject to technical fouls and disciplinary action.



23.2 Spectators

- Spectators attending MB events are subject to the same conduct standards as players. Violations may result in removal from the premises and, where applicable, further action at the Commissioner's discretion.
- Players are responsible for ensuring that guests they bring to MB events understand and uphold these standards.

23.3 Respect for Officials & Staff

- Referees and stat keepers are partners in making this league possible. They deserve to be treated with dignity and respect, regardless of a call you disagree with.
- Disputing a call: a player may ask a referee for clarification calmly and briefly. Arguing, yelling, gesturing, or making a scene is a technical foul and a violation of this Code.
- Players may not approach or address stat keepers about scoring or statistics during the game. All such concerns must go through the captain, who routes them through the appropriate channel after the game.

23.4 Handling Disputes

- On-court disputes are to be handled calmly and through the captain. Players escalating disputes by confronting opponents, referees, or staff directly are subject to ejection and suspension.
- If a player feels a decision was handled incorrectly, the captain files a formal concern within 48 hours of the game. No protests are permitted during the game.
- The goal is always resolution, not escalation.

"The strong man is not the one who wrestles others to the ground. The strong man is the one who controls himself when he is angry." — Prophet Muhammad ﷺ

Section 24 — Conduct Off the Court

24.1 Jurisdiction

- This Code of Conduct applies to all players at any MB event and on the venue premises, including parking areas, hallways, and common spaces.
- It also applies off premises when conduct involves a league official, referee, or fellow player in a league capacity — including digitally.
- There is no physical boundary that separates MB players from their obligation to represent this community with integrity.

24.2 Digital Conduct

- A player's conduct in MB group chats, on personal social media, and in any public digital space is an extension of their conduct on the court.
- Posting content that mocks, demeans, or publicly attacks a fellow player, official, organizer, or opponent — regardless of platform — is a violation of this Code.
- Players may post highlights, express opinions, and engage in friendly rivalry. The line is crossed when content targets a person's character, physical appearance, or personal life.

24.3 Prohibited Substances & Items

- Alcohol, drugs, vapes, and cigarettes are strictly prohibited on or near facility premises at any MB event.
- Firearms are not permitted at any MB venue regardless of carry permit status.
- Any player found in violation may be removed from the premises immediately and is subject to suspension or expulsion.

24.4 Reporting Concerns

- If a player observes conduct that violates this Code — whether by another player, an official, or an organizer — they are encouraged to report it through their captain or directly to the Commissioner.
- Reports are handled with discretion. Players who report concerns in good faith will not face retaliation.
- Formal complaints may be submitted in writing to operations@muslimbasketball.org.



Section 25 — Accountability

25.1 Player Standards

- This Code of Conduct is a condition of participation. Registering for MB is an acknowledgement that you have read, understood, and agreed to these standards.
- Violations of this Code are reviewed by Commissioners and may result in warnings, suspension, or permanent removal from the league, separate from any on-court penalties assessed by referees.
- The goal of accountability is never punishment for its own sake — it is the preservation of an environment where every player feels safe, respected, and valued.

25.2 The Standard We Hold

Muslim Basketball is not just a basketball league. It is a community, a brotherhood, and — at its best — a reflection of who we are as Muslims. The character you bring to this league is a reflection of your deen.

“None of you truly believes until he loves for his brother what he loves for himself.” — Prophet Muhammad ﷺ

Section 26 — General Provisions

- Any situation not covered by these rules will be reviewed by League Directors and Commissioners. In-game referee calls are final and not subject to appeal.
- The league reserves the right to update these rules at any time. Captains will be notified of any material changes.
- All players are subject to the rules and policies of the venue used for MB events.
- By registering, each player confirms they have read and agreed to this rulebook and all associated MB policies.

ANYTHING NOT MENTIONED IN THESE RULES IS AT THE SOLE DISCRETION OF MUSLIM BASKETBALL DIRECTORS AND COMMISSIONERS.