

Marjaan Basketball League Rules

All players and participants must adhere to the rules and etiquettes described below. Standard college rules apply unless stated otherwise. Rules are subject to change by league officials as a result of new experience and circumstances with the intent of the betterment of the league. Players and participants are responsible for staying informed and updated on league rules.

Overarching Rules:

1. Five on Five Basketball is a full court game played between two teams of 5 players each, including a maximum of 5 substitute players per team. Non-playing managers are not considered part of the team. Team members may be added to their team rosters prior to the playing of the first game of the league. No roster changes are allowed after the first game.
2. Players may NOT play for more than one team.
3. Participants must assume full responsibility for any injury that may occur during league play. Participation is completely voluntary. All players must sign the Waiver prior to playing.
4. If a team does not have four players ready to play at the scheduled start of the game, the game will be forfeited. If neither team has enough players to start the game, a double default will be declared and neither team will receive the win.
5. Dunking is NOT allowed. Players who cause damage to the rim as a result of dunking or hanging onto the rim will be responsible for costs associated with replacing/repairing the rim.
6. Gym shoes must be worn. ABSOLUTELY NO BARE FEET, SLIDES, OR FLIP-FLOPS.
7. For safety and Islamic reasons, all JEWELRY must be removed including but not limited to the following: earrings, watches, wedding bands, friendship bracelets, tongue rings, nose rings, religious bracelets or rings within the eyebrow(s). The only exception is medical i.d. jewelry. In addition, Marjaan will not assume responsibility for any lost or broken jewelry.
8. Baseball caps, toboggans with balls attached, bandanas or any other hard hair holding devices will be prohibited.
9. Unsportsmanlike conduct will NOT be tolerated. The following behaviors will result in a technical foul and the possibility of suspension:
 - a. Cursing at referees, opposing players, spectators, league officials
 - b. Insulting referees, opposing players, spectators, league officials
 - c. Participating in a fight (AUTOMATIC EJECTION & SUSPENSION)
 - d. Other unsportsmanlike acts will also earn a technical foul. All unsportsmanlike fouls result in two free throws and the ball, regardless of whether the foul is on a player or the bench.

Referee's Rights:

- ALL REFEREE DECISIONS ARE FINAL.
- Referee will instruct the scorekeeper to put correct time and/or score on game clock when in doubt.
- Referee will make the final decision regarding buzzer beaters.
- Referees can confirm or discuss rules with League Officials; however League Officials DO NOT have the right to overturn any referee decisions.

Game Length / Format:

- Regulation & Overtime will begin with jump-ball at center court.

- **Regular Season Games:**
 - Regulation is two 20-minute halves with halftime of five minutes.
 - Overtime is 2-minutes (running clock). If the score is still tied after Overtime, the game will end in a draw.

- **Playoff Games:**
 - Regulation is two 20-minute halves with halftime of five minutes.
 - Overtime is 2-minutes (running clock). If the score is still tied after Overtime, additional Overtime periods of two minutes (running clock) will be played until there is a winner.

- **Game Clock:**
 - Stop clock
 - Last two minutes of the second half for free throws, dead balls, and made field goals.
 - Last one minute of overtime for free throws, dead balls, and made field goals.
 - When referee stops play:
 - For injury, loss of contact lens, etc.
 - To confer with the scorekeeper or clock operator.
 - During team timeout.
 - For any emergency. Neither team will be assessed timeout.

- **Beginning Halves and Overtime:**
 - First half and overtime will start with a jump-ball.
 - To start the second half, offense will be granted to the team that lost the opening jump ball.
 - At the beginning of the second half, the ball will be inbounded at half court. Inbounding team can use the backcourt to inbound.
 - In the event of an overtime, team fouls will carry over to extra period (i.e. if a team has five fouls at end of regulation, it begins the overtime period with five team fouls).

- **Mercy Rule:**
 - If at five minutes or at any point under five minutes in the second half, a team goes ahead by 25 or more points, the game will end as a result of the mercy rule.
 - Clock will NOT stop if there is a 20 or more point lead with less than two minutes remaining in the second half.
 - If the 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.

- **Alternating-Possession Arrow:**
 - The team that does not gain possession after the initial jump-ball will be given an 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 there is no player or team control.
 - When the referee is in doubt of who last touched the ball when the ball goes out of bounds.

- Second half begins with the team with possession at the end of the first half receiving the ball.
- Ceiling Beam Rule:
 - If a shot or pass by offense hits the 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 a loose ball hits the 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 two timeouts for each half and one timeout for overtime (no carryover). All timeouts are 30 seconds.
 - If a team does not have a timeout, and a player on the court requests a timeout, the team will be charged with technical foul.
 - Timeouts will only be granted if the player still has at least one foot on ground.
 - In the last two minutes of regulation or last one minute of overtime, the ball can be advanced to half-court provided it is not advanced by the player prior to timeout. Inbounding team can use the backcourt to inbound.
 - If a timeout is taken at any other point in the game, the ball must be inbounded where the timeout was taken.
- **Free Throws:**
 - Positions during Free Throw Attempt:
 - 1st space on each side of the lane will remain empty. 2nd and 4th spaces are for defensive players. 3rd space is for offensive players. All others must be behind the free-throw line extended and behind the 3-point arc.
 - Free-throw shooter has 10 seconds to shoot after being given the ball.
 - If a free-throw shooter is injured, a substitute player will shoot free throws. If there are no substitutes, then any player already checked into the game can shoot free throws.
 - Violations:
 - Free-throw shooters cannot cross the free-throw line until the ball strikes rim or backboard.
 - Players along the lane may not enter the lane until the free-thrower has released the ball.
 - Players behind the 3-point arc cannot cross 3-point arc until the ball strikes rim or backboard.
 - Violation Penalties:
 - If an offense commits a violation, the basket will not count. Ball will become dead and the opposing team will be given possession.
 - If the opponent commits violation, the shot will count if made and will be re-attempted if missed.
 - If both teams commit a violation simultaneously, the 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 a violation.
- **Substitutions:**
 - A substitute must report to the scorer's table to enter the game and be acknowledged by the referee.

- After notifying the scorer's table, players may only enter the 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 the 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 the designated bench area. If you are not substituting you are not permitted near the scorer's table.
- **Violations:**
 - 3-second Violation: An offensive player is not permitted to have any part of his body remain in the paint for more than 3 consecutive seconds while the ball is in front court.
 - 5-second Violation: Players have 5 seconds to inbound the ball. A 5-second clock is applicable until the ball completely leaves the hand(s) of the inbound player.
 - 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 the ball for only up to 5 seconds.
 - Dunking or hanging on the rim will be considered unsportsmanlike conduct and will result in a technical foul.
 - Wearing jewelry will result in a warning on first offense and technical on second offense.
- **Fouls:**
 - Five Team Fouls ("Bonus") will result in "1-and-1" free throw situation.
 - Seven Team Fouls ("Double Bonus") will result in 2 free throws per foul.
 - Team fouls will carry over to Overtime (i.e. if a 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 a two point field goal.
 - Three free throw attempts if he was attempting a three point field goal.
 - If a field goal attempt is successful while being fouled, the basket will count and the offensive player will be awarded one free throw attempt.
- **Charging/Illegal Screens:**
 - Charging fouls will not give special consideration to "restricted" areas under the basket.
 - Committing charging foul or illegal screen/moving pick will count towards team Team Foul total.
- **Blocking:**
 - Blocking fouls will not give special consideration to "restricted" areas under the basket.
 - Committing blocking foul will count towards Team Foul total, and WILL result in free throws if in Bonus or Double Bonus.
 - Blocking fouls committed while the offended player is in the 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 two free throws plus possession.
- **Fouling Out:**
 - If a team is left with only three players due to teammates fouling out (due to technical fouls), then it must forfeit the game regardless of score and time remaining.
- **Technical Fouls:**

- Assessed when:
 - Disrespectfully addressing, contacting, or gesturing towards the referee in such a manner as to indicate resentment.
 - Using profanity or vulgarity. CURSING will not be tolerated no matter the intention.
 - Taunting, baiting or ridiculing, or making obscene gestures toward another player or towards the bench.
 - Inciting undesirable crowd reaction.
 - Dunking or even grabbing rim at any point.
 - Calling an excessive timeout (team technical).
 - Other in-game situations at referee discretion.
- Penalty:
 - A technical foul results in two free throws (both to be shot by the same player of the offended team's choice AND possession to the offended team).
 - Technical fouls count toward the team's foul total.
 - When double technical fouls are committed, no free throws will be shot.
 - Two technical fouls assessed to the 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 two free throws to the offended player plus possession of the ball and will count toward the offender's Team Foul Total. Offender will also be ejected.
 - Double-flagrant fouls 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 a fight by committing an unsportsmanlike act toward an opponent that causes the opponent to retaliate by fighting.
 - A player who retaliates will face these same rules.
 - Any act of fighting will be penalized by automatic EJECTION from the league.
 - When a fight has occurred, referees will determine individuals who were involved in the fight and any players that left the bench to escalate the fight.
- **Other Suspensions:**
 - Instances with alcohol at premises are reviewable for suspension and possibly expulsion from Marjaan Basketball League.
 - Instances where dress code is abused are reviewable for suspension. Utilize locker rooms or changing rooms at the facility as necessary. Shorts/Pants and Jerseys/Shirts must be worn at ALL times.