



Muslim Athletic Program (MAP) Men's Basketball League Rules (5v5)

The following rules have been designed to ensure fair play for all participants. Each player is expected to **understand** these rules and **sign** waiver prior to participation in the Men's league.

Any questions concerning these rules should be emailed to map@isb.org.

Introduction

- 5 on 5 Men's League (18+ to sign up)
- Venue: Islamic Society of Baltimore (ISB): 6631 Johnnycake Rd, Windsor Mill, MD 21244
- Games schedule and timing (**DIVISION A**)
 - Thursdays, 6:45pm-11:30pm
 - 13 week league with 10 weeks regular season and 3 weeks for playoffs, two byes per team
 - Dates: 05/07 - 07/09 (Reg Season)
 - Dates: 07/09 - 07/31 (Playoffs)
- Games schedule and timing (**DIVISION B**)
 - Mondays, 7:00pm-11:00pm
 - 12 week league with 9 weeks regular season and 3 weeks for playoffs, 1 week off (May 25th) two byes per team
 - Dates: 05/11 - 07/13 (Reg Season)
 - Dates: 07/20 - 07/31 (Playoffs)

Rules

- **Team Rosters/Jerseys**
 - Each team must have at least 4 players to start the game
 - Have 5-7 minutes after game starts as a grace period to have 4-5 players
 - In addition, if not notified before time that team will not have at least 4 players, fine for the team is \$45
 - If a team doesn't meet the requirement without previously reaching out to league organizers **BUT** have a minimum of 1 player present, then the game clock will start with a 2 point per minute cycle to the eligible team for 10 minutes.
 - If by then the team has not met requirements the game will be forfeited of a score 20-0.
 - If both teams are not eligible then the clock will start with no points per minute and with a rundown of 15 minutes and if both teams stay ineligible then it will be recorded as a tie.
 - If notified in advance (At Least 48 hours Before Game)—teams cannot add their friends for a game on their own - Organizers will vet the additions or assign players at our discretion to give them 5 for that specific week. There is no guarantee that a replacement player will be provided. **No substitutes will be given for playoff games**
 - Games that are forfeited will end in 20-0
 - Each team should have **minimum 10** and can have a maximum of 15 players
 - Team captain must fill out team players on stat sheet every game; **5 min** before every game
 - \$110 per player to include jerseys
 - Every team member must have a jersey with number on it
 - **NO players will be allowed to play if they have not registered NO exceptions**
- **Fouls/Suspensions**
 - 5 fouls per player (includes technical fouls, i.e. 4 fouls and get a technical—that is 5 total)
 - Technical fouls will be issued on official's discretion
 - May occur due to complaining, profanity, or crowd/bench disrespect towards officials
 - **2** technical fouls result in the player missing the next game
 - **4** technical fouls result in being suspended the remainder of the season
 - Does not include technical for showing up to play without a numbered jersey
 - Any misinformation about a technical foul may result in a team suspension
 - The following will be considered misinformation
 - Refusal to give the scorer's table the offending players name
 - Lying about the name of a player who's received a technical
 - Attempting to play with a suspended player
 - Wearing a jersey without your own number results in a technical foul, however you may play the game. The technical foul assessed will not count towards the 2 needed for a 1 game

- 20 min running clock for two halves
 - Only stoppage is under 3 minutes in the second half, timeouts, injuries, or officials stop clock
- 2 timeouts per half for 1 minute
 - Do not carry over per half
- Substitutes on dead balls
 - **Report** to the scorer table and **inform** the official
- The **mercy rule** is 20 plus point lead with 5 minutes left in the game
- 24 second shot clock in the last **three** minutes of the game in the playoffs and regular season
- Politely inform scorekeeper or official if there is a mistake
- No restrictions on defense type
 - i.e. press, zone, man to man
- **Playoff eligibility**
 - 3 games played for playoff eligibility and have to be signed up before **Deadline**
- **Playoff Tiebreakers**
 - Top 8 teams will qualify for the playoffs
 - Tie breaking procedures (Point Differential, Points For, Points Against, H2H(If 2 team tie), Strength of Schedule, Strength of Victory, Coin Toss)
- **Overtime (first two overtimes)**
 - 3 minute over time period
 - 1 timeout per team for 1 minute
 - Third OT: next point wins after jump ball
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Division Structure & Promotion/Relegation Rules

- **Introduction**
 - The league will operate with multiple divisions to ensure competitive balance
 - Current divisions:
 - Division A (highest level)
 - Division B
 - Additional divisions may be added in the future as the league expands
- **Division Sizes & Season Format**
 - Each division must have a minimum of 6 teams
 - Divisions may consist of 6, 8, or 10 teams
 - 6-Team Division
 - 5 regular season games (each team plays all others once)
 - All teams qualify for playoffs
 - Top 2 teams receive a first-round bye
 - Seeds 3–6 play in the first round
 - 8-Team Division
 - 7 regular season games
 - All teams qualify for playoffs
 - Standard 8-team playoff bracket
 - 10-Team Division
 - 8 regular season games
 - Top 8 teams qualify for playoffs
 - Bottom 2 teams do not qualify
- **Promotion & Relegation**
 - Teams move between divisions based on performance
 - Movement is determined by division size and standings
 - If BOTH Division A and Division B have 10 teams:
 - Top 2 teams from Division B move up to Division A
 - Bottom 2 teams from Division A move down to Division B
 - If divisions are NOT both 10 teams:
 - Top 1 team from Division B moves up to Division A
 - Bottom 1 team from Division A moves down to Division B
 - League organizers may adjust movement if necessary to maintain balanced division sizes
- **New Team Placement**
 - All new teams entering the league must start in Division B
 - No team may enter directly into Division A regardless of skill level
 - Teams must earn promotion through league play
- **Roster & Player Movement Rules**
 - New players may join any team
 - Players who are NOT on a promoted or relegated team may switch to any team
 - Any player on a team that is promoted or relegated must remain in that division for the following season
 - Players may stay on the same team or switch within the same division
 - Players may NOT join a team in a different division for the following season
 - After one full season, players may move freely between divisions
 - Violation will result in suspension for the entire season
- **Team Roster Continuity**
 - At least 50% of a team's roster must return to retain division placement
 - A team is considered the same team if 50% or more return
 - If fewer than 50% return, the team may be treated as new team and reassigned divisions

- **Competitive Integrity Rules**
 - Teams may not intentionally lose or manipulate standings
 - Teams must field a competitive lineup each game
 - Repeated forfeits or non-competitive play may result in suspension for the entire season
 - League organizers may review and take disciplinary action
- **Administrative Authority**
 - League organizers may adjust divisions, promotion/relegation, and team placement to maintain balance
 - If a team disbands, its spot may be reassigned
 - If a team cannot move divisions, the next eligible team takes its place

Basketball Staff reserves the right to disqualify any team or player for infractions of the following policies:

Use of illegal players:

The players listed on the roster at the time a waiver form is submitted are the only players eligible. Please provide identification, if requested.

Unethical or false information: Any unethical or false information is grounds for disqualification.

Unnecessary vulgarity or abusive conduct:

Good sportsmanship is mandatory. Event Staff members may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises.

For expelled players or teams, no fees will be refunded