

RULES FOR 3E BASKETBALL LEAGUE

I. GENERAL RULES AND REGULATIONS

1. Every game day every player must sign a Waiver available at an Administration Desk.
2. Games will start on schedule. You need at least two players dressed and ready to play at game start time. Anything less will result in a forfeit. Uniforms are not provided or required. Each team should come coordinated to show unity.

must wear proper equipment to participate: sneakers, athletic wear, no jewelry of any kind

3. Players ONLY are allowed on the bench during game time. Coaches or non-players are not allowed. If this violation ensues, technical fouls will be given by administration.
4. Roster changes are eligible for the first two games. Rosters will be solidified for the third game, and going forward for the rest of the regular season and playoffs.
 - i. Registration fee remains the same during roster changes.
 - ii. Partial refunds of \$50 dollars per player will be given before the third game deadline.
 - iii. No refunds will be given after the third game deadline, whether forced out of the league or leaving voluntarily.
 - iv. If a player is already registered for one team and played, and then decides to play for a different team, this player is considered a new player and must pay additional registration fee of \$65 dollars. This change must take place before the third game deadline.
5. No player will be allowed to play in any game without paying the registration fee of \$65 dollars. NO EXCEPTIONS.
6. Players must show good conduct and sportsmanship at all times while in Muslim Community Center's facility and while on Muslim Community Center's property. Anything administration deems as a violation, can result in disciplinary actions up to being banned from the property of the Muslim Community Center.

II. TWO STYLES OF PLAY

1. Style of play will be discussed at half court by players of the opposing teams with an administrator present. An agreement should be met within 5 minutes of scheduled game time (example: game time at 6pm, agreement should be reached before 6:05pm). If agreement is not reached within 5 minutes of the scheduled game time, a coin will be flipped by an administrator.

- i. Coin flip will also determine who receives the ball first. Home team will be heads, and guest team will be tails. This takes place even when an agreement on style of play has been reached.

2. HALF COURT (HEADS)

- i. The game will begin with a ball being checked in the half court circle (offensive player within the circle, and the defense outside the circle).
 - Offensive player receiving the check must pass the ball in play.
 - Offensive player receiving the check is prohibited from shooting or dribbling until the ball is passed in play.
- ii. When a dead ball or score situation occurs, the ball will be checked in the half court circle. Failure to check the ball correctly will result in a turnover.
 - In a score situation the defense will become offense (Loser's ball).
- iii. All missed shot attempts/turnovers must be cleared past the three point arc by the defense, INCLUDING AIRBALLS. Failure to clear the ball correctly, with a shot attempt, will result in a turnover.
- iv. Scoring
 - Two points awarded for field goals made within the arc.
 - Three points awarded for field goals beyond the arc.
 - Four pointers are not available in half court play.
- v. Out of bounds is the black line all the way around.

3. FULL COURT (TAILS)

- i. The game will begin with the team who won the coin flip, checking the ball out of bounds, opposite the goal they will be scoring on. Defense will be inbounds.
- ii. When a dead ball or score situation occurs, the ball will be taken out of bounds at the nearest sideline/baseline.
 - Player is allowed to travel the sideline/baseline but NOT allowed to transition from sideline to baseline.
 - Made field goals are taken out of bounds at the nearest baseline.
- iii. Scoring

- Two points awarded for field goals made over half court.
 - Three points awarded for field goals made before half court.
 - Four points awarded for field goals made with any part of the body touching the free throw line before half court.
- iv. Out of bounds
- White line on the sideline.
 - Black line that meets white line on the baseline.
- v. There is NO backcourt violation.

III. GENERAL RULES FOR BOTH STYLES OF PLAY

1. Winner

- i. Games will be played to 70 (straight).
- ii. Halftime will take place when either team scores 35 points.
 - Players will have 3 minutes to rest during halftime.

2. Jumpball will be possession based.

3. Players on the court will govern the game.

- i. Players will officiate themselves and call their own game.
- ii. An administrator will assist the game but will not be looked upon as an official.
- iii. If there is a disagreement that lasts more than 2 minutes an administrator will be an executive decision to move the game along.
- iv. The only part of the game players will not govern will be the type of field goal shot/made (2 pt, 3pt, 4pt). That will be governed by an administrator.

4. Fouls

- i. Fouls will be called by the player who is being fouled ONLY. Player must say "FOUL" or "BALL". No other terminology will be accepted or considered.
- ii. All foul calls will be **HONORED** and **RESPECTED**. Only an administrator is able

to overturn a foul call.

- iii. A foul call negates a made basket (no And 1's), and must be taken out of bounds.
- iv. Foul calls must be made when the foul is executed. Anything delayed will not be permitted and can be overturned by an administrator.
- v. Players can not foul out.
- vi. Each team gets 10 team fouls a half before entering a BONUS (fouls, you as a player, are allowed to call)

- 11th Team Foul (the BONUS):

~ Players are no longer allowed to call their own fouls. Fouls will be called by an administrator.

~ All foul calls will result in a free throw worth 2, 3, or 4 points, depending on where the foul took place.

HALF COURT:

- a foul that takes place inside the arc gets one free throw worth 2 points
- a foul that takes place outside the arc gets one free throw worth 3 points

FULL COURT:

- a foul that takes place over half court gets one free throw worth 2 points
- a foul that takes place before half court gets one free throw worth 3 points
- a foul that takes place on the opposite free throw line gets one free throw worth 4 points

- Players lining up on free throws

HALF COURT:

- ***standard*** – above the block, defense, offense, defense

FULL COURT:

- *free throw worth 2 points*

* players will remain behind half court (similar to technical foul situations)

* free throw made/missed will result in the defensive team's basketball taken out

of bounds on the baseline (automatic change of possession)

- free throw worth 3 points (see example at <https://www.dkba518.com/3-point-free-throw-line-up.html>)

- * defensive team may be anywhere over the free throw line *extended*
- * offensive team must be anywhere behind the half court line
- * both teams can go for the rebound upon the release
- * free throw shot misses must hit the rim or a turnover will be the result
- * players are allowed to move within the area before the shot is released

- free throw worth 4 points (see example at <https://www.dkba518.com/4-point-free-throw-line-up.html>)

- * defensive team may be anywhere over the half court line
- * offensive team must be anywhere behind the opposite free throw line *extended*
- * both teams can go for the rebound upon the release
- * free throw shot misses must hit the rim or a turnover will be the result
- * players are allowed to move within the area before the shot is released

5. TECHNICAL FOULS (*automatic 2 points and the basketball*)

- i. Any disrespectful or derogatory behavior deemed by the administrator inside the facility during the course of the game, on and off the court.
- ii. Two technical fouls results in automatic ejection from the game. Player **must** leave the facility.

6. Timeouts

- i. Each team will get two timeouts for the entire game
- ii. Timeouts are 1 minute long and will be governed by an administrator. Administrator will put ball in play after time out is over.

7. Shot Clock

Administration has the power to implement a 15-second shot clock if deemed necessary and at any time.

8. Substitutions

- i. Player must be seated in the “Sub” (Substitution) Seat first to be able to enter the game on the next dead ball. Sub Seat will be identified by court administrator prior to game.
- ii. If more than one Sub, 1 player only needs to sit in “Sub” seat to represent more than one sub who may enter the game on that particular possession.

IV. PLAYOFFS

1. Playoffs will be officiated.
2. Top 10 teams will make the playoffs, 2 teams will be eliminated.
 - i. Top 10 teams will have the 10 best records in a regular season.
 - ii. Tie breaker
 - Head to Head
 - Point Differential
 - Strength of Schedule
3. Higher seed will have choice of style of play (no coin toss).
4. Single elimination bracket play.
5. Players who win the 3E League playoffs will receive a FREE ENTRY coupon into the next 3E League attended. The loss of coupon will result in the loss of FREE ENTRY.

ALL DEVIATIONS FROM THESE RULES AND REGULATIONS ARE SUBJECT TO ADMINISTRATION'S CASE BY CASE DISCRETION.