



Salaam Cup 2025 Regulations, Rules and Expectations

1. Tournament Regulations:

Tournament Regulation	Competitive Division (D2)	Backyard Division (D3)
Round Robin	<ul style="list-style-type: none">• 3 RR games for each team• Games that end in a tie will remain a tie - no OT in RR	<ul style="list-style-type: none">• 3 RR games for each team• Games that end in a tie will remain a tie - no OT in RR
Playoffs	<ul style="list-style-type: none">• Top 8 out of 10 teams make playoffs• 2 minute stop time OT in all playoff games	<ul style="list-style-type: none">• Top 16 out of 20 teams make playoffs• 2 minute stop time OT in all playoff games
Game Length	<ul style="list-style-type: none">• Round Robin and Playoff games will be two 20 min halves run time• Last 2 min of the second half will be stop time if the score is within 10 points or less	<ul style="list-style-type: none">• Round Robin and Playoff games will be two 20 min halves run time• Last 2 min of the second half will be stop time if the score is within 10 points or less

2. FIBA Rules with some modifications (for both divisions) - this is only a quick summary of some of the major rules:

FIBA Rule (some are modified for our tournament)	Explanation
Warm up	<ul style="list-style-type: none"> • Warm up towards your bench and shoot towards your bench in the first half, opposite your bench in the second half
Timeouts	<ul style="list-style-type: none"> • One timeout per half, no carry over in all Round Robin and Playoff games
Shot Clock	<ul style="list-style-type: none"> • 24 second shot clock • 14 seconds on offensive rebounds and new front court possessions
Throw ins	<ul style="list-style-type: none"> • If the throw in is in the front court, you cannot throw the ball in the backcourt
5 second closely guarded count	<ul style="list-style-type: none"> • Only when the offensive player is holding the ball and the defensive player is actively guarding within 1 metre
Two shot penalty (on the 8th team foul of the half, one foul to give in the last two min of the second half)	<ul style="list-style-type: none"> • 8th team foul of the half • Last two mins of the second half, each team only has 1 foul to give if their total team fouls is 6 fouls or less.
No charge semi circle (in the key area)	<ul style="list-style-type: none"> • A defensive player cannot take a charge when standing in the no charge semi circle if the offensive player who runs into them is airborne (shooter or passer). If the offensive player is not airborne, then a charge may be called

Goaltending/Basket Interference	<ul style="list-style-type: none"> Any player (offense or defense) can touch/bat the ball once the ball has touched the rim on a shot (there is no cylinder rule) Players may not touch the ball once its hit the backboard and is above the level of the rim and has a chance to go in Players may not touch the ball if the ball is on its way down and has a chance to go in
Traveling	<ul style="list-style-type: none"> Players are allowed to fall to the floor and slide due to their momentum Players are not allowed to stand up if they are on the ground
Technical / Unsporting Fouls	<ul style="list-style-type: none"> If a player receives 2 technical fouls or 2 Unsporting fouls or a combination of 1 technical foul and 1 Unsporting foul in any game, they will be ejected from that game and may be suspended for further games - the incident will be reviewed by the senior team of officials at the tournament Examples of technical fouls include inappropriate gestures/language towards other players and / or officials (swearing, kicking or punching a ball, throwing a ball at someone, unsportsmanlike behaviour, crossing the inbound plane in the last 2 minutes of the game or OT) etc) Examples of unsporting fouls include not playing the ball when fouling, excessive / hard fouls, fouling to unnecessarily stop a transition play (i.e. take foul), clear path fouls
Last 2 minutes of the game / OT	<ul style="list-style-type: none"> If a defensive player fouls an offensive player before the ball is in play, the offensive player will get 1 shot and the offensive team will get the ball back. A defensive player will receive an automatic technical foul if they cross the inbound barrier on an inbound Teams can substitute when they are scored upon