### 2013-14 MUNICIPAL ATHLETICS **ALL LEAGUES RULES:**

TECHNICAL FOULS (New for 2013-2014 season) All Technical Fouls will result in two points automatically put on the board and possession of the ball will go to the non-offending team. NOTE - A single flagrant foul, the second direct technical foul or the third technical (any combination of direct or indirect) charged to the head coach results in disqualification, the coach is ejected from the game and will be suspended a minimum of one week. No exceptions!!!

#### EXCESSIVE LEAD

There will not be stop time at the end of the second half if one team has a lead by 20 or more points.

#### EJECTIONS

REGULAR SEASON - Will result in a minimum of a one (1) week suspension, Municipal Athletics reserves the right to impose additional penalties as warranted based on the severity of each situation. In addition, any unsportsmanlike conduct deemed severe enough by the on-court officials may warrant an automatic ejection.

PLAYOFFS - Any player, coach, or other person that has been ejected during a game will not be allowed to participate for the remainder of the playoffs. Municipal Athletics reserves the right to impose additional penalties as warranted based on the severity of each situation.

DUNKING - No Dunking before, during, or after the game. Player ejection is AUTOMATIC and will result in a minimum of one (1) week suspension. NO EXCEPTIONS!!! If a backboard is broken from someone dunking, that person and team will be responsible for all damages incurred and will be suspended until resolved.

## 2013-14 MUNICIPAL ATHLETICS ALL LEAGUES RULES:

### NFHS – 2013-14 High School Basketball Rules Basketball and your Child's Safety!

The following information has been provided to give parents, coaches and officials an awareness of the importance of safety for our participants in St. Paul's youth basketball program.

#### RULE 3, SECTION 5 - TEAM MEMBER'S EQUIPMENT, APPAREL

**ART. 1** ... The referee shall not permit any team member to wear equipment or apparel which, in his/her judgment, is dangerous or confusing to other players or is not appropriate.

ART. 4...Wristbands and headwear shall meet the following guidelines:

- d. Rubber, cloth or elastic bands may be used to control hair. Hard items, including but not limited to, beads, barrettes and bobby pins, are prohibited.
- e. Head decorations and headwear, except those specified above, are prohibited.

# THIS RULE CANNOT BE MODIFIED BY TAPE COVERING ITEMS ON THE HEAD, OR ITEMS ON THE EARS, SUCH AS PIERCED EAR RINGS, STUDS, ETC. (EVEN WHEN NEWLY DONE). THIS RULE IS REGARDED AS IMPORTANT TO PLAYER SAFETY.

The goal of Saint Paul Parks and Recreation's youth basketball program is to provide a safe and positive environment to learn the game of basketball. This includes learning and adhering to the rules of the game as outlined in the National Federation of High Schools rule book, with some of our own modifications.

Rule 3, Section 5 and Section 7 include rules that outline approved equipment and apparel.

In past years, more and more players would show up each week with barrettes and decorations in their hair, jewelry, bracelets, earrings, and studs from newly pierced ears that pose a threat to the safety of other players and themselves. All of these items are unsafe and cannot be worn while playing, even when covered with tape.

Because we are concerned about the safety of your child and others, please do not send your player to games with items that are unsafe. Also, know that if players do show up to play with items that are unsafe, they will be held from participation until those items are removed.

This is for everyone's Safety!

### IT'S THE RULE THE FOLLOWING RULE IS REGARDED AS IMPORTANT TO PLAYER'S SAFETY RULE 3 — Players, Substitutes and Equipment



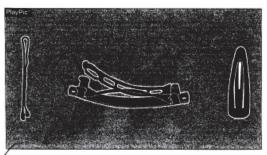
3-5-1, 4-34-4 The referee shall not permit any team member to wear equipment or apparel which, in his or her judgment, is dangerous or confusing to other players or is not appropriate. This includes the pre-game warm-up period.

#### Section 5 TEAM MEMBER'S EQUIPMENT, APPEAL

ART. 1... The referee shall not permit any team member to wear equipment or apparel which, in his/her judgment is dangerous or confusing to other Players or is not appropriate.

ART. 8...Jewelry is prohibited. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert must be taped and may be visible.

THIS RULE CANNOT BE MODIFIED BY TAPE COVERING ITEMS ON THE HEAD, OR ITEMS ON THE EARS, SUCH AS PIERCED EAR RINGS, STUDS, ETC. - (EVEN WHEN NEWLY DONE).



3-5-3d Hard items worn on the head, such as beads, barrettes and bobby pins, are prohibited.

## 2013-14 MUNICIPAL ATHLETICS LEAGUES RULES:

### **Minimum Playing Time For Youth Basketball**

Each child on every team is <u>required</u> to play in each half. It is highly recommended that each player play a minimum of five minutes. The recreation leagues are for everyone to have FUN.

Consequences of not playing a player or players in each half; The coach could be subject to <u>Disciplinary Action</u>.

It will be the <u>coaches' responsibility</u> to monitor their team's minimum requirements during the game. St. Paul Parks and Recreation Staff will oversee.

If there is an issue or concern related to playing time, please bring it to the attention of your Recreation Center Director.

