# 2013-2014 MUNICIPAL ATHLETICS ADULT BASKETBALL RULES

**St. Paul Municipal Athletics will follow the National Federation of State High School Association's High School Basketball Rules with the following exceptions:**

**EXCEPTIONS:**

**1.** Two - 20 minute halves - running time - the last 2 minutes of each half is stop time.

**2.** One 2 minute overtime of stop time. If still tied, remains a tie for league standings.

**3.** Two time outs per half - non-cumulative. Each team is allowed one time out (only) in overtime.

**4.** Bonus in effect on the 7th team foul. (Technical Fouls count as personal and team fouls).

**5.** Player or coach picking up 2 technical fouls will be ejected from the game and must sit out the next league game. Any player ejected for any reason will be subject to the Conduct Policy rules and regulations. If tournament or play-off, players ejected will be ineligible for the remainder of the tournament or play-off series. Any person ejected more than once during the same season will automatically be suspended for the remainder of the season and may be required to attend a hearing regarding reinstatement into the Municipal Athletics program. (See Conduct Policy).

**6.** ***NO DUNKING* --** Before, during, or after the game. Player ejection is AUTOMATIC. If a backboard is broken from someone dunking, that person and team will be responsible for damages incurred and will be suspended until resolved.

**7.** Violations in the ***BACK COURT*** may be taken out of bounds at the nearest spot to the violation by the opposite team, without the officials handling the ball. A player is allowed a maximum of 3 steps of continuous motion when in-bounding the ball. In the front court, the official will designate the throw-in spot and hand the ball to the in-bound passer.

**8.** During league play, each team must have at least 4 players to start the game or it will result in a forfeit. Teams must have AT LEAST 3 players to finish a league game. For play-off games; each team must have 5 players to begin play, and must have at least 4 players to finish. A five minute grace period will be allowed from the scheduled start of a game, unless announced by the Municipal Athletics Office due to weather or other circumstances.

**9.** **Due to the recreational nature of our leagues, there will be no penalty for adding late arriving players to the score book. They must simply report to the table to be eligible (assuming they are a rostered player.)**

**10.** **Pressing will not be allowed at any time for the team that is ahead by 25 or more points.**

**TEAM PROVISIONS:**

**1.** All players must live or work in Ramsey County, and must be at least 18 years of age. There is a $50.00 non-resident fee for teams with 1 or more players not living or working in Ramsey County.

**2.** Rosters should be turned in during the week of the first league game. Roster additions are allowed until the ***sixth league game***. Teams that have not submitted a roster by **January 17, 2014** will not be allowed in playoffs and no money will be refunded. **Send roster additions to: FAX 651-558-2237,** or by mail to: **Municipal Athletics, 1500 N. Rice Street, St. Paul, MN, 55117** or by e-mail**: jessica.williams@ ci.stpaul.mn.us** Roster additions must include: Name, address, zip code, player's signature, and team manager's signature.

**3.** Each player on the roster must play a minimum of six (6) league games to be eligible for playoffs. It is important when keeping your score book to put the players name and # in the book to prove participation in the event of a protest.

**4.** Each team member MUST have the same color shirt or jersey with a number on it. NO DUPLICATES!

**5.** Scorers/timers will be provided. They are NOT responsible for keeping official records such as player point totals, etc.

**6.** **If you have problems with schedules, rosters, officials, etc., please call the Municipal Athletics Office at 651-558-2255.**