



2013 - 2014 Youth Basketball Rules

(12U & 14U)

NFHS Rules apply with the following exceptions:

- 3 POINT SHOT** Will be used at all levels.
- GAME TIME** Game time will consist of two - 20 minute halves with the last 2 minutes of each half stop time (exception- see Excessive Lead below).
- OVERTIME** Overtime will consist of one- 2 minute stop time period (one additional time out per team, no carry over). If it is tied after the one OT period, the game will result in a tie.
- TIME-OUTS** 2 per half - no carryover, may be called by coach OR player.
- LATE PLAYER** A player arriving late who has not been entered into the score book prior to the game WILL be allowed to be added to the score book as a legal player without penalty.
- ROSTERS** MUST be turned into the Municipal Athletics Office prior to the 1st league game. Changes or additions to rosters must be turned in by January 10, 2014.
- SCORER** PLEASE be prepared to provide one scorer/timer that can help at the scorer's table.
- 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.
- COACHES** (New for 2013-2014 season) Coaches shall remain seated on the bench at all times during the game with the following exceptions:
- During a charged time-out, coaches may leave the bench to confer with players at or near the bench.
 - In case of an injury, coaches may leave the bench to aid an injured player, provided they are beckoned on the court by an official.
 - During an intermission, coaches may leave the bench to attend to their squads.
 - Requesting a prevention or rectification of a correctable error (Rule 2-10) as specified under rule 5, Section 8, Item 4. (Responds to the scorer's signal to grant a coach's request that a correctable error be prevented or rectified. Such a request shall be presented while that ball is dead and the clock is stopped. The appeal to the official by the coach shall be presented at the scorer's table where a coach of each team may be present).
 - Stand up to show approval for an exciting play in the game, when a basket is scored or an outstanding play takes place by a member of their team, and then must immediately return to the bench.
 - The coach may stand up to call time-out when his/her team has the ball, whether the clock is running or not and signal, forming a "T", calling a time-out.
 - Stand up to congratulate a player being substituted for.
 - The coach may confer with personnel at the scorer's table regarding a timing error, scoring error, or alternating possession error. If an error is not prevented or corrected, the team will be charged with a time-out.
 - A coach will be allowed to stand and confer with a player(s) whenever the clock is **not** running. Communication with the player(s) only, should be done in a positive manner and shall take place directly in front of where the coach was seated. When the clock starts following a throw-in or last missed free throw, the coach shall return to his/her seat. The officials will not delay a throw-in administration to permit a coach additional dead clock time to visit with player(s). This will allow coaches additional opportunities to stand up and instruct players while the clock is **not** running during the game.

- j) Disqualified player: Upon the head coach's notification of the disqualified player, the coach may stand and congratulate the disqualified player and walk the confines of his/her bench to select a replacement for the disqualified player. The rule states, a disqualified player must be replaced within 20 seconds from the time the coach is notified. Any unsporting acts on the coaches part are subject to being assessed a technical foul.

Penalties: First offense: warning, second & third offense: technical foul (Automatic 2 points put on the board plus possession of the ball 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!!!

A maximum of two coaches and one score keeper may be on the team bench during any game. The score keeper may not act as a coach. Also, coaches' children, unless they are players on the team, will not be allowed to sit on the bench. No exceptions!!!

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!!!*

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.

12U/14U Differences

Game Ball	(12U Boy's & Girl's) Women's Regulation/ Intermediate (14U Boy's) Men's Regulation, (14U Girls) Women's Regulation
Pressing	(12U Boy's & Girl's) Not allowed when ahead by 10 or more points. (14U Boy's & Girl's) Not allowed when ahead by 15 or more points.
Half Court Trap	(12U Boy's & Girl's) When ahead by 15 points, the defensive players MUST retreat below or within the three-point line on their side of the court and can only play defense once the ball crosses half court. If the offense tries to fast break you may play defense anywhere on the court. (14U Boy's & Girl's) When ahead by 20 points, the defensive players MUST retreat below or within the three-point line on their side of the court and can only play defense once the ball crosses half court. If the offense tries to fast break you may play defense anywhere on the court.

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!