



2016-2017

BASKETBALL  
MANAGER'S  
PACKET

Winona Park & Recreation Department  
207 Lafayette St., Box 378, Winona, MN 55987  
507-457-8258

**OFFICE HOURS:**

MEMORIAL DAY through LABOR DAY - 7:30 a.m. – 4:00 p.m.  
REST OF YEAR – 8:00 a.m. - 4:30 p.m.

**DROP BOX:**

LOCATED ON 4<sup>TH</sup> STREET SIDE OF CITY HALL.

**CANCELLATION LINE:**

AFTER 4 P.M., 507-457-8220

[www.cityofwinona.com](http://www.cityofwinona.com)

**WINONA PARK & RECREATION DEPARTMENT**  
**Men's Local Basketball Rules and Regulations**

**2016-2017**  
**Preface**

The following is not intended to be a complete list of basketball rules, but rather a listing of "unique" rules to the game of basketball. With the exception of MSF and local basketball rules, play will be governed the Minnesota State High School League (MSHSL) rules.

1. ROSTER LIMIT – 12 players per team. All rosters must be turned into the Park & Recreation Office prior to the date listed on your official schedule. (No additions after the stated date on your schedule.) You may only play or be on **one roster** throughout our Basketball Leagues. Players must be at least eighteen years old and/or out of high school. The penalty for playing unrostered players in a league game is a forfeit, if requested by the offended team or brought to the attention of the Recreation Director, within 24 hours.
2. JERSEYS – All participating teams must provide their players with similar colored tops with numbers. **Before purchasing your jerseys please check with our office to see what colors other teams in the league have and let us know your jersey color.** (If a player does not have a numbered similar color jersey, he/she will not be allowed to participate. You may not use taped numbers, only permanent markings.)  
**Teams without appropriate numbered uniforms and/or similar colored jerseys must wear the pullover jerseys provided by Park & Rec.**
3. NO GRACE PERIOD – Be on time or your team will forfeit!
4. All games will be officiated according to Minnesota State High School League rules, except for the following modifications:
  - a. Games will be played in **two** 20-minute halves. During the **final two minutes of each half** the clock shall stop when the ball becomes dead after a violation or foul, when a request for a time out is granted or when an official's time out occurs. If, during the second half, the difference in score is or becomes 15 points or more, the final two minutes shall be played under running time. Stop time shall be resumed if the difference in score becomes less than 15 points. (During the first 18 minutes of each half the clock may only be stopped by a team or official's timeout or a technical foul.)
  - b. There will be a five-minute half time break.
  - c. Each team will be awarded (2), one-minute time outs per half. Time outs are not cumulative. Each team will be awarded one additional time out per overtime period.
  - d. Overtime periods will consist of two-minute periods- - the first minute running time and the second minute stop time.
  - e. Substitutions may be made only during dead ball situations-wait for officials to beckon you in.
  - f. A minimum of four players must be present on each team in order to start a game. If a team cannot field at least four players by game time, it is a forfeit. (If during the game, players are reduced to less than three, it's a forfeit.) Special Note: If a player comes late and not on the

score sheet (line up) the player is allowed to be added without penalty or violation. Note: If a player's number is "incorrectly" written on the score sheet, it is a technical foul-2 shots, ball out-of-bounce to shooting team. (At no time are automatic points given for any technical or personal fouls.)

- g. Dunking: Dunking will be allowed only during the actual game. Anyone caught dunking the ball either before, or after the game will be charged with a technical foul and will be ejected from that game and one additional game. A second offense by the same player will result in ejection for the year. Payment for damaged equipment is the responsibility of the violating player/team.
- h. A second technical foul on any player shall be considered flagrant and that player shall be disqualified from the game and shall also be disqualified from the next game. Teams receiving three unsportsmanlike technicals in a single game shall forfeit the game. (Including playoffs!)
- i. Protests-You may not protest a judgement call. Game protests must be filed with the official and opposing team manager before or during the game. (Protests regarding eligibility may be made before, during a game or up to 24 hours after the game; the protesting team must call the Recreation Director within the 24 hours.) The Recreation Director will rule on the protest after receiving the circumstances and facts pertaining to the protest. (Note: The Recreation Director may rule on eligibility himself, if brought to his attention within the 24 hours.)
- j. Bonus free throws will be awarded on each common foul (except player control), beginning with a team's seventh personal foul. On the 10<sup>th</sup> foul and above in a half, two free throws are automatically awarded.
- k. Free throws will not be shot for simultaneous or double technical fouls. Alternating possession arrow determines the team that will throw in at the division line opposite the scorer's table.
- l. Equipment – gym shoes are mandatory and all protective padding must be a soft, pliable nature. Any kind of jewelry (rings, neck chains, bracelets, watches, etc.) is illegal and must be removed. (Exception: If someone absolutely can not remove a ring, it must be taped and approved safe by the officials.)
- m. Excessively swinging arms or elbows, whether or not there is contact with an opponent, will result in a technical foul.
- n. Free Throws – **During free throws the two marked lane spaces closest to the end line must remain vacant. All players will move up one lane space during a free-throw attempt. A new mark has been applied to the lane line near the free-throw line to designate the last 3-foot marked lane space.**
- o. Legal Guarding Position – In order for a player to establish "legal guarding position," both feet must be touching the "playing court". (No part of the foot can be out-of-bounds).
- p. Interfering with ball after goal: Penalty: 1<sup>st</sup> offense-Team warning, 2<sup>nd</sup> offense: Technical foul.

- q. Free Throw – During free throws, players in marked lane spaces may enter the lane when the ball is released by the free thrower. The restrictions for the free thrower and players not in marked lane spaces remain in effect until the free throw touches the rim or backboard.
- r. **Three Point Line-Any gym with a 3 point line, the farthest line away from the basket will be used.**
5. Water Only into any gym is allowed as long as it is in a “Plastic Bottle”-clean up any spilled water immediately. Deposit the empty bottle into a garbage can or take what you brought home with you.
6. Locker/changing rooms when provided please bring a lock and leave all “extra” coats, clothes, shoes, etc. in the locker room not around the exterior of the court.
7. Game Cancellations – are sometimes necessary due to inclement weather. If in doubt, please, listen to local radio stations or call our Games Cancellation Number 507-457-8220.  
**Rescheduled games: In the event that a game is cancelled due to a weather related issue or conflict, the Recreation Department will handle the rescheduling. Your manager will receive an email, letter or verbal communication from the Park & Recreation Department. Special Note: If a team is unable to attend a scheduled game, call our office. We will then call the other team, officials and supervisors. Scheduled games will not be rescheduled just because a team can't make it or doesn't have enough players to play.**
8. All other rules and/or interpretations will be up to the discretion of the game officials.
9. Player Eligibility: (Men's Leagues)  
Class A: (No Winona Teams) No Professional Players or current college players  
Class B: (No Winona Teams) No Professional Players or current college players  
Class C: (Div. I/II) No Professional Players or current college players  
Class D: (Div. III) No Professional Players, current college players, ex-college varsity players under the age of 35, and no participants over 6'5" that is under the age of 35.
10. Infectious Disease Control Rule:  
  
A player who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment has been administered. Appropriate treatment is: 1) bleeding has stopped; 2) injury is covered; 3) uniform changed or disinfected with acceptable disinfectant; 4) competition area and equipment disinfected with acceptable disinfectant.  
  
If treatment can be administered within three minutes, the individual would not have to leave the game. Otherwise, substitution of the individual must take place.
- \*ACCEPTABLE DISINFECTANTS ARE:
- 1) A solution of ¼ cup of sodium hypochlorite and one gallon of water
  - 2) A solution of ¼ cup of 70% isopropyl alcohol and one gallon of water
  - 3) A commercially-produced infectious disease spray
11. If you have any questions, please contact the Winona Park & Recreation Department at 507-457-8258.

## **FACILITY USE INFORMATION**

### WSU Facility Use:

- The Men's & Women's locker rooms are available for your use if you would like. (When using the locker rooms please bring a lock to secure your items.)
- You are allowed to bring **WATER ONLY** into the gym as long as it is in **Plastic Bottles**. You must clean up any spilled water immediately and be sure to deposit the empty bottles into the garbage cans or take what you brought home with you.
- **Emergency Phones Only:** There are emergency phones outside of McGown/Talbot gyms. (The officials & scorekeepers must know where these are before the season starts.)
- A First Aid Kit will be taken to each game by the scorekeeper for emergency use. (Scorekeepers need to come to City Hall to replace any needed items.)
- A table/chair should be set up for the scorekeeper/timer plus chairs for the players, if none are set up please use the "red phones" to get a hold of the building maintenance department at Ext. 5045 or direct at 507-457-5045.

### Wabasha Hall Recreation Center (Old Cotter Rec.-John Nett Center):

- There are no locker rooms, only bathrooms for changing clothes.
- You are allowed to bring **WATER ONLY** into the gym as long as it is in **Plastic Bottles**. You must clean up any spilled water immediately and be sure to deposit the empty bottles into the garbage cans or take what you brought home with you.
- **Emergency Phones Only:** There are emergency phones outside the gym area. (The officials & scorekeepers will know where these are before the season starts.)
- A table/chair should be set up for the scorekeeper/timer plus chairs for the players, if none are set up please use the "red phones" to get a hold of the building maintenance department at Ext. 5045 or direct at 507-457-5045.

Officials, scorekeepers and managers, please be aware of the above items and expectations. Managers please inform all your players of the above as well. You as the manager are responsible for making sure these expectations are followed. We appreciate the use of these facilities and do not want to lose the privilege of their use. Thanks for your anticipated cooperation. Any questions, please call the Park & Rec. office at 507-457-8258.

## A PHILOSOPHY OF OFFICIATING BASKETBALL

**The definition of philosophy in Webster's dictionary is: a system of principles for conducting an activity. A philosophy, as used in the field of officiating basketball, would be "principles followed by a referee to make decision/judgments on actions that occur in the game".**

In order for officials to make consistent judgments, it is necessary for a philosophy to guide officials in their application of the rules. The rules, or laws, of the game are necessary, but how those rules are applied to the game requires judgment. Judgment will be more consistently applied if a philosophy, or a system of principles, is available to assist the official in conducting the game.

1. Call the obvious foul(s). In the game of basketball, illegal contact that has an impact on the play and is obvious in nature should be called.
2. Allow freedom of movement. The ball handler, dribbler, cutter or shooter must be permitted to move without being illegally impeded, re-routed or displaced.
3. Evaluate the impact/effect of the contact on the play. When contact by one player on another is incidental to no effect on the execution of a play, then the official should not interrupt play with a whistle.
4. Permit aggressive and physical play, but do not allow rough play. When players are aggressive in their style of play and physical contact occurs, there are occasions when officials should permit play to continue if it does not affect a player's speed, quickness, balance and/or rhythm, however, when displacement occurs or play become rough, then the whistle should be blown and the appropriate penalty assessed.
5. Use common sense officiating. Fairness and balance must be maintained in each game that is played. Call similar plays on both ends of the court. Make quality calls that are significant in nature and let play continue when incidental contact occurs. Let common sense prevail.

**Note:** Current points of emphasis must be kept in mind while following the philosophy of officiating. "Pre-game" this philosophy of officiating with your partners before taking the court in every game you work. At halftime, the crew chief should make sure the crew is officiating under the philosophy of the crew discussed before tip off. If some adjustments are warranted, based on the game, make those adjustments at the half. During post game, discuss each point and evaluate yourself as an individual and as a member of the crew to see if you maintained your focus on the philosophy throughout the game. The crew must be on the same page to give the players the most consistent game possible. Attention to this game preparation will enhance your performance as an official and will give the players, coaches and your partners the best "principles to make the proper judgment in the game".

Watch your email. Most information is sent out via email if you have provided that to us.

Visit our website for all information:

Rules, standings, schedules and play-off brackets will be posted on the City of Winona's website:

[www.cityofwinona.com](http://www.cityofwinona.com)