

MINIBALL RULES

Amended February 2016

- GAME TIME:** Y3/4 2 halves of 14 mins 2-minutes half time
Y5/6 2 halves of 14 mins 2-minutes half time
Y7/8 4 quarters of 9 mins 1-minute between quarters & 2 minutes half time
- BALLS:** Auckland Basketball Services Limited will provide all match basketballs.
Y3/4 - size 5 basketball
Y5/6 - size 6 basketball
Y7/8 - size 6 basketball
- SUBSTITUTIONS:** Players are allowed to play the full game however it is recommended that substitutes are made if they are available. No rolling substitutions are to be made.
- TEAM MANAGEMENT:** Teams **must have** a Coach, Manager or Parent present with the team for each game. If this person is not present, the game may be cancelled and the opposition win by default.
- SCOREBENCH:** The two playing teams **must each** provide a person to do the score bench for their own game.
- SCORESHEETS:** **MUST** be correctly filled in with the players First & Surname next to their playing number, 5 minutes prior to the start of the game. The clock will start on time and if scoresheets are incomplete, players will miss playing time. The offending team will be penalised 4 points per minute of wasted time up to a maximum of 3 minutes at which time the game will be forfeited.
- DISPUTES:** **MUST** be put in writing on the back of the Scoresheet and handed in to the Venue Controller at the conclusion of the game. The form must have your name and contact details on it. Any dispute that cannot be dealt with on the night will be referred to the Administration Manager for consideration. Teams will be notified of the outcome within 48 hours of receiving the dispute.
- UNIFORMS:** Each player must have the same t-shirt or singlet and shorts (colour and style). If players are not wearing the correct uniform then they will not be allowed to play. **Please wear only non-marking rubber soled shoes in the court area.**
- FOULS:** **Year 3 to 4** - **When there have been 7 team fouls in a half the 8th and any subsequent fouls will result in 1 point and a throw in from the sideline.**
Year 5 to 8 – When there have been 7 team fouls in a half the 8th and any subsequent fouls will result in 2 free throws. Up to 5 personal fouls per player once the player has reached his/her 5th personal foul that player must be substituted and remain on the bench for the remainder of the game.

SHOOTING FOUL (YEAR 5 TO 8 ONLY): 2 free throw with line up. As per FIBA rules.

TECHNICAL FOULS:

On players: Is non-contact abuse i.e. arguing, bad language etc. As per FIBA rules The penalty is 1 free throw and possession at half way to opposite team.

On bench or coach: A team arguing with referees, bad language or inappropriate behaviour will not be tolerated. The penalty is a technical foul on the coach. If a manager or parent is showing inappropriate behaviour the Coach of the person in charge of the team will be given a technical foul 1 free throw and possession at half way to opposite team. If the Coach receives a 2nd Technical foul on the Coach for the same behaviour that Coach must vacate the facility.

DEFAULT GAMES: If your team is unable to play a scheduled game due to any circumstance. You **MUST** contact the Administration Manager on 09 623 7651, **at least 3 school days before** the scheduled game. They will get in contact with the other team advising them of the default.

LATE ARRIVAL/FORFEIT GAME: Teams have 5 minutes to take the court with minimum of 4 players at the scheduled start time. Once the 5 minutes has lapsed the game will be defaulted and the offending team will lose the game.

CHAMPIONSHIP POINTS:	Win	3
	Tied game	2 points per team
	Loss	1
	Forfeit Win	3
	Forfeit Loss	0

TIME-OUTS: There is 1 time out per half (a total of 2 time-outs per game). **NO time-outs are to be taken in the last 3 minutes of the game.**

DEFENCE:

- (1) Man to man marking defence for all ages under 15 will apply.
- (2) **Yrs 3 & 4 half court man-to-man defence will apply for the full game.**
- (3) Yrs 3 to 8 half court man-to-man defence will apply / when a team is leading by 20 points or at the discretion of the Venue controller / Referee i.e. when in bounding the ball from the sideline or baseline in the backcourt, the defensive team must return to half way.

PLAYERS

REGISTERING NEW PLAYERS: Please let Auckland Basketball Services know via email if you need to enter new players to your roster throughout the competition. Only written requests will be considered.

PLAYERS MAY ONLY PLAY ONE GAME PER NIGHT: No player registered for one team may take the court for another team without permission of the Venue Controller.
If a player is found to be playing a second game in the same night, that game will be forfeited.

PLAYERS ELIGIBILITY: For a player to play in the finals he/she must be registered and have played a minimum of half the games in the initial round robin for that team. All team lists and Scoresheets will be approved before the commencement of the finals.

FOOD AND DRINKS: Food and drink is not permitted in the court playing area.

SPECTATORS: MUST refrain from entering the court area. They must conduct themselves in a positive manner at all times. If there is a spectator area at the venue all individuals not involved in the game in process are to view from the spectator area. Zero abuse will be tolerated towards referees, as they are juniors and are developing.

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