

Basketball fouls to be awarded for:

1. Fending/Pushing
2. Blocking the lane of the dribbler
3. Shooting fouls: if a defending player makes contact while a shot is being made that disrupts the shot.
4. Team fouls are allowed over a quarter, the 5th and subsequent foul will result in 2 free throws for the opposition. Any player who is fouling excessively can be removed from the game.

• Technical Fouls:

A technical foul may be called on a player for any of the following – arguing, bad language, excessive contact. The penalty is 2 free throws to the opposition and possession at half way for the opposing team.

A technical foul may be called on the coach/manager/parent for any of the following – arguing, bad language. The penalty is 2 free throws to the opposition and possession at half way for the opposing team.

• Possession Turnovers:

- Travelling : moving the pivot foot.
- Double Dribble : a player can not dribble the ball with two hands or continue to dribble once stopping with the ball.
- Foot Ball: playing the ball with the foot
- Out of Bounds play : when the ball goes off the court
- Fouling

• Defence:

Half court man-to-man defence only. No double teaming is allowed as well as no zone defence (this is space marking under or around the basket).

• Registrations

Only players that have registered in the team (and have their name on the team registration form) may play in the team. Any permanent changes (eg swap due to injury) must be cleared with the NSL ECB Youth Leagues Coordinator.

North Shore Leisure – East Coast Bays reserves the right to introduce any other rule in accordance with Miniball / Basketball rules, if it will make games safer for players, or cover specific areas not covered by the rules above.

The most important rule of all is FUN! Remember this is a game for your children. Enjoy yourselves and remember fair play at all times.

:: NORTH SHORE LEISURE

Miniball / Basketball Rules



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Game Time:

Running clock format so... the clock does not stop

- Games are 20 minutes in duration
 - Four 5 minute quarters for Miniball & Basketball has two 10 minute halves.
 - Miniball: 30 second interval between the first and third quarters, and a 1 minute break at half time.
 - Basketball: 1 minute break between first and second halves.
 - 5 minute pre-game warm up period allowed for layups and shooting drills
- 2. Team Management:**
 - All teams must have a Manager, Parent or Coach present with the team for each game.
 - This person is to be seated with the team at the allocated team bench
 - If a team does not have a guardian present, the game may be cancelled, with the opposition being awarded a default win.
- 3. Score bench:**
 - The two playing teams must each provide a person to do the score bench for their game, this person should preferably be aged 16 years or older.
 - A quick training can be provided prior to the game as to how to do the scoring.
- 4. Disputes:**
 - The referee has the final say. Please remember, they can only call it as they see it.
- 5. Uniforms:**
 - Each team must have the same colour and style T-shirt and preferably the same colour shorts.
 - No bare feet allowed, soft-soled shoes must be worn.
 - No hats, watches, jewellery or inappropriate clothing will be allowed on players.
- 6. Substitutions:**
 - Can be made at any time but the substituting player has to wait for the existing player to be fully off the court.
- 7. Default Games:**
 - If your team is unable to play a game due to any circumstances, it is your duty to contact the League coordinator at the NSL - ECB, and advise them of the default.
 - If you have to default a game for reasons such as schools

camp, both teams will be awarded with an 11-10 win, as well as 4 competition points.

- If a team defaults a game without the centre being notified 24 hours in advance they will receive a 10-0 loss with 0 competition points.

Late Arrival/Forfeit Game:

- There is a maximum of 5 players on the court per team.
- If a team is not ready to take the court with the minimum of 4 players at the scheduled time, they will be penalized 2 points per minute for the maximum of 5 minutes. At this point the game will be forfeited. The offending team will lose the game 10-0 and will not be awarded any championship points.

8. Competition Points:

Win	5 points
Loss	1 point
Forfeit	0 points
Draw	2 points

9. Safety:

- Each team must be seated on their allocated bench.
- Spectators must remain off the stadium court at all times.
- Please check that all nails are cut short.
- Any player that is bleeding will need to leave the court. If necessary the game will be temporarily stopped to clean any blood off the floor and or match ball.

10. Miniball Court:

- The Miniball court is indicated by the black markings on the stadium floor.

11. General Rules:

- Free Throws: No rebounds, every player, other than the one taking the free throws, must stand behind the 3 point line.
- Back court: Once the attacking team have crossed half way with the ball the ball can not return to their defensive half unless the opposition has touched it.
- 3 Points: 3 point shots have been introduced, and will be awarded accordingly.

12. Fouls - Miniball fouls will be awarded for:

1. Fending/Pushing
2. Any form of reaching in to get the ball
3. Any form of reaching in to get the ball and stealing is not tolerated in Year 3&4
4. Blocking the lane of the dribbler (except for year 5&6 : please see below)

Please note : Reaching and steals are allowed in Yr 5 & 6 Miniball, however , it is the responsibility of the Coaches and Officials to ensure that only clean (no touching of the ball carrier in any way) steals are made by their players