



# Auckland Basketball Services Limited

## MINIBALL RULES

*Amended January 2018*

- GAME TIME:** Y3/4 2 halves of 14 mins 2-minute half time  
Y5/6 2 halves of 14 mins 2-minute half time  
Y7/8 4 quarters of 9 mins 1-minute between quarters & 2-minute 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 DUTY:** Teams are responsible for their own scorebench duties for their own games. **1 person from each team to assist on scorebench.** At the conclusion of each game the Venue Controller or referee will check that the score is correct and submit the final score.
- DISPUTES:** If your dispute cannot be dealt with on the night by the ABSL Venue Controller it will be referred to the Administration / Leagues Manager for consideration. This **MUST** be emailed to Bernadette ([bernadette@absl.co.nz](mailto:bernadette@absl.co.nz)) and Jilly ([jilly@absl.co.nz](mailto:jilly@absl.co.nz)) within 12 hours of the conclusion of the game. The email must consist of your team name and contact details. Teams will be notified 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:** Up to 5 personal fouls per player once the player has reached his/her 5<sup>th</sup> personal foul that player must be substituted and remain on the bench for the remainder of the game.  
**TEAM FOULS:**  
**Year 3 to 4** - When there have been 7 team fouls in a half the 8<sup>th</sup> and any subsequent fouls will result in **1 point and a throw in from the sideline.**  
**Year 5 to 6** – When there have been 7 team fouls in a half the 8<sup>th</sup> and any subsequent fouls will result in 2 free throws.  
**Year 7 to 8** – Where have been 4 team fouls in a quarter the 5<sup>th</sup> and any subsequent fouls will result in 2 free throws.

**SHOOTING FOUL (YEAR 5 TO 8 ONLY):** 2 free throws. 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 2<sup>nd</sup> 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.

<b>CHAMPIONSHIP POINTS:</b>	Win	3
	Tied game	2 points per team
	Loss	1
	Forfeit Win	3
	Forfeit Loss	0

**TIME-OUTS:** **Y3/4 & Y5/6** - 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.**

**Y7/8** – There are 2 time outs per half (a max. of 4 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 ABSL know via email – [bernadette@absl.co.nz](mailto:bernadette@absl.co.nz), 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. 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 to be provided to the Leagues Manager on registration and received before the start of their first game.

**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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