

Senior Miniball Rules NO JEWELLERY TO BE WORN AT ALL

*Basic basketball rules apply if not mentioned below. Games will be 12 minutes each half with 1 minute halftime.

*Seniors will play with a size 6 ball.

*The games commence with a 'Jump Ball', but for the rest of the game possession will be determined by directional play – this means possession will alternate. The score bench will manage this. An arrow will be displayed from the score bench indicating who will get the next possession.

*Seniors play man-to-man defence. NO ZONE ALLOWED.

*A Grade only will play full court defence. A-Reserve and B grade will play three-quarter court defence. The defensive team must retreat back to the free-throw line extended.

*Back court rule applies for seniors.

*Rolling subs are allowed at a maximum of 2 at a time.

*Only five fouls allowed per player per game. If a player has five fouls, they must leave the court and are no longer allowed to play in the game.

*If a team reaches 8 fouls per half, the opposing team will get 1 point and possession for non-shooting fouls and 1 point and no possession for shooting fouls. Team fouls reset to zero at half time.

*If an attacking player is fouled, in the act of shooting from within the keyhole area, then 1 point will be automatically awarded.

*3 second rule applies. This means that an offensive player is not allowed to remain in the keyhole while on offence for longer than 3 seconds at a time. Once an offensive player has left the keyhole then they are allowed to re-enter and the 3 second count starts again. If a shot is made then the 3 second count also stops. This rule is at the discretion of the referee and may be given more leniencies at the beginning of the competition.

*No time outs are permitted.

*All players must be in uniform to take the court. Seniors must have numbered tops. (This may be waived only for grading weeks). No long sleeves to be worn or shorts below the knee.

*The game must start with at least four registered players.

*The game is defaulted if a team is not on court ready to play 5 minutes after the start of the game or unregistered players take the court.

Intermediate Miniball Rules **NO JEWELLERY TO BE WORN AT ALL**

*Basic basketball rules apply if not mentioned below.

*Games will be 12 minutes each half with 1-minute halftime.

*Intermediates play with a size 5 ball.

*The games commence with a 'Jump Ball', but for the rest of the game possession will be determined by directional play – this means possession will alternate. The score bench will manage this. An arrow will be displayed from the score bench indicating who will get the next possession.

*Intermediates will play with the coloured armbands. Game bands are provided. Changing of bands on court is not allowed.

*Coloured bands are to be worn on the wrist of each player on court. Players are only allowed to defend opposing player with the same colour bands. The breaking of this rule results in the attacking team taking the ball at the side unless it would disadvantage the attacking team to do so. Changing of bands on court is not allowed.

*If an attacking player is blocked or interfered with in the act of shooting from within the keyhole area, by an opposition player wearing a **different** coloured band, then 1 point will be automatically awarded. If the goal was scored regardless, then 2 points will be awarded as usual.

*A Grade only will play three-quarter court defence. The defensive team must retreat back to the free-throw line extended. A-Reserve and B Grades will play half-court defence - the defensive team must retreat back to halfway on defence.

*Back court rule does not apply.

*Rolling subs are allowed at a maximum of 2 at a time.

*When a foul is called on a player this player is subbed off automatically and is to leave the court for a short amount of time. The fouler can be replaced by another member of the team. If there is no available sub, then the fouler must stay off the court for 20 seconds.

*If an attacking player is fouled, in the act of shooting from within the keyhole area, then 1 point will be automatically awarded.

*Referee will call fouls but they are not to be recorded on a scoresheet.

*3 second rule applies. This means that an offensive player is not allowed to remain in the keyhole while on offence for longer than 3 seconds at a time. Once an offensive player has left the keyhole then they are allowed to re-enter and the 3 second count starts again. If a shot is made, then the 3 second count also stops. This rule is at the discretion of the referee and may be given more leniencies at the beginning of the competition.

*No time outs are permitted.

*All players must be in uniform to take the court. (This may be waived only for grading weeks). No long sleeves to be worn or shorts below the knee. No numbered tops are required for this grade.

*The game must start with at least four registered players.

*The game is defaulted if a team is not on court ready to play 5 minutes after the start of the game, or if unregistered players take the court.

Midget & Junior Miniball Rules **NO JEWELLERY TO BE WORN AT ALL**

- *Basic basketball rules apply if not mentioned below.
- *Games will be 12 minutes each half with 1-minute halftime.
- *Game is played with size 5 ball on small court with lowered goals.
- *Coloured bands are to be worn on wrist by each player. Players are only allowed to defend opposing player with the same colour bands. The breaking of this rule results in the attacking team taking the ball at the side unless it would disadvantage the attacking team to do so.
- *Changing of bands on court is not allowed. Bands are provided for games.
- *If an attacking player is blocked/fouled/interfered with in the act of shooting, by an opposition player wearing a **different** coloured band, then 1 point will be automatically awarded if this occurred within a reasonable shooting distance. If the goal was scored regardless, then 2 points will be awarded as usual.
- *Defence from half court only.
- *Back court rule does not apply.
- *Rolling subs are allowed at a maximum of 2 at a time.
- *When a foul is called on a player this player is subbed off automatically and is to leave the court for a short amount of time. The fouler can be replaced by another member of the team.
- *Travelling/progress calls will be at the discretion of the referee. The higher the grade or level of player the stricter the monitoring of this rule.
- *If a mistake is made (e.g. travel, double dribble) in teams back court, the referee may blow the whistle and explain to the team/player the mistake, then give the ball back to erring team at side-line to aid in the learning of these rules. As the competition weeks proceed, this lenience will be reduced.
- *The game must start with at least four registered players.
- *The game is defaulted if a team is not on court ready to play 5 minutes after the start of the game.
- *Coaches are permitted on the court to help direct players if players are struggling.
- *There are no keyholes on the half courts so the 3 second rule does not apply.
- *Referee will call fouls but they are not to be recorded on a scoresheet.
- *No time outs are permitted.
- *All players must be in uniform to take the court. (This may be waived only for grading weeks). No long sleeves or shorts below the knee are to be worn.