

IMPLEMENTATION OF FIBA MINI RULES

The Philosophy of Mini-Basketball

Mini-Basketball is a game of Basketball for boys and girls. Essentially it is a modification of the adult game that has been adapted to the needs of children. The philosophy is quite simple: do not make children play a game that is not suitable for their physical and mental development, but change the adult game to suit them.

Art. 7 Coach

The coach is the leader of the team. He gives advice and guidance to the players in a calm, poised, nurturing and friendly manner from the court-side and is responsible for the substitution of players. He is assisted by the team captain, who shall be one of the players.

Before the game, the coach shall give the scorekeeper a list with the names and numbers of the team members who are to play in the game.

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There are no charged time-outs in Mini-Basketball.

Zone defence is forbidden in Mini-Basketball. Refer to the document entitled 'Person-to-Person (No Zone) Application Guidelines (Nov 2013 v1)', on the OVBABO website in the 'Rules and Mechanics' Section for details on the implementation of these guidelines.

Art. 8 Playing Time

The game shall consist of two halves of twenty minutes each, with an interval of ten minutes between them. Each half is divided into two periods of ten minutes each, with an interval of two minutes between them. (BASKETBALL ONTARIO has the following exception.)

8 – 4 minute shifts

No interval between:

- 1st and 2nd shift
- 3rd and 4th shift
- 5th and 6th shift
- 7th and 8th shift

Play resumes immediately after shift change

Interval including shift change = 1 minute between:

- 2nd and 3rd shift
- 6th and 7th shift

Interval between 4th and 5th period (halftime) is:

- minimum 5 minutes
- maximum 10 minutes

Art. 13 End of the Game. Tied Score

The game shall terminate on the sounding of the game clock signal indicating the end of the playing time. If the score is a tie at the expiration of the fourth period, the result shall stand and no extra time shall be played. (BASKETBALL ONTARIO has the following exception)

Extra Period(s)	4 minutes
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Art. 26 Closely Guarded Player

A player who is holding a live ball on the court is closely guarded when an opponent is in an active guarding position at a distance of no more than one normal step away.

A violation shall be called if a closely guarded player with the ball does not pass, shoot or dribble the ball within five seconds. The ball is then awarded to the opponents for a throw-in.

Art. 27 Ball Returned to Backcourt

A player who is in control of a live ball may not cause the ball to be illegally returned to his backcourt. This restriction is valid also for the throw-ins.

The ball has been illegally returned to the backcourt when a player of the team, in control of the ball, is the last to touch the ball in his frontcourt, after which that player or a team-mate is the first to touch the ball in his backcourt. A live ball has been illegally returned to the backcourt when a team A player in the frontcourt causes the ball to touch the backcourt, after which a team A player is the first to touch the ball either in the frontcourt or backcourt. It is legal however when a team A player in the backcourt causes the ball to touch the frontcourt, after which a team A player is the first to touch the ball either in the frontcourt or backcourt. NEW FIBA RULE replaces the Mini Rule Wording... Mini Rule Concept is correct however.

To return illegally the ball to the backcourt is a violation and the ball is awarded to the opponents for a throw-in from the nearest place to where the violation took place.

Art. 29 Personal Foul

A personal foul is a player's foul, which involves contact with an opponent.

A player shall not hold, block, push, charge, trip or impede the progress of an opponent by extending his hand, arm, elbow, shoulder, hip, knee or foot, nor by bending his body into an "abnormal" position nor use any rough tactics.

If personal contact occurs and results in an unfair advantage, not intended by the Rules, the referee shall call a personal foul against the player responsible for the contact and the foul shall be recorded on the score sheet.

If the foul is committed on a player who is not in the act of shooting, the ball is awarded to the opponents for a throw-in. (BASKETBALL ONTARIO has the following exception)

Penalty (on 5th Team Foul) is applied per each 2 shifts equalling a period, fouls are combined for penalty:

- for 1st and 2nd shift then
- reset to zero to start 3rd shift for 3rd and 4th shifts
- then reset to zero to start 5th and 6th shifts then reset to zero to start 7th and 8th shifts

If the foul is committed on a player who is in the act of shooting and the shot for goal is not successful, he is awarded two free throws.

If the foul is committed on the player who is in the act of shooting and the shot for goal is successful, no free throw is awarded and the game is started by a throw-in taken by the opponents from the end line.

Art. 30 Unsportsmanlike Foul

An unsportsmanlike foul is a personal foul, which in the opinion of a referee, is not a legitimate attempt to directly play the ball within the spirit and intent of the Rules.

If a player in an effort to play the ball causes excessive contact (hard foul), then this contact shall also be judged to be unsportsmanlike.

A player charged with two unsportsmanlike fouls shall automatically be disqualified.

Two free throws are awarded to the player who was fouled by an unsportsmanlike foul, (unless this player was shooting and succeeded in scoring) followed by a throw-in for the same team at the centre line extended, opposite the scorer's table.

Art. 31 Disqualifying Foul

A disqualifying foul is any flagrantly unsportsmanlike behaviour of a player.

Two free throws are awarded to the opponents followed by a throw-in for the same team at the centre line extended, opposite the scorer's table. **Note: There are ALWAYS 2 shots and the ball regardless of whether this is act of shooting made basket or not.**

Art. 33 Technical Foul

In Mini-Basketball all players shall always show the best spirit of cooperation, sportsmanship and fair play.

Any deliberately or repeated non-compliance with the spirit of this Rule shall be considered as a technical foul, which is a behaviour non-contact foul.

The referee may try to prevent technical fouls by warnings or even overlooking minor technical infractions, unless there is repetition of a similar infraction after a warning.

Two free throws shall be awarded to the opponents, followed by a throw-in for the same team at the centre line extended, opposite the scorer's table.

The wording of this, in the mini rule book, allows us to use the "administrative" technical for this season regarding the "player to player" rules.

Art. 38 Timekeeper

The Timekeeper shall be provided with a game clock and a stopwatch and shall:

- Measure playing time and intervals of play.
- Ensure that a signal sounds very loudly at the end of playing time in a period.

The Timekeeper shall measure playing time as follows:

- Starting the game clock when:
 - During a jump ball, the ball is tapped by a jumper.
 - During a throw-in the ball touches or is touched by a player on the court.
 - A last free throw is unsuccessful and the ball continues to be live, the ball is touched by a player on the court.
- Stopping the game clock when:
 - Time expires at the end of playing time in a period.
 - A referee blows his whistle.

Note: IN FIBA MINI RULES, THERE IS NO REFERENCE TO THE LAST 2 MINUTES OF THE 4TH QUARTER OR ANY OVERTIME PERIOD AS BEING A STOP CLOCK PERIOD. (That rule was part of the main FIBA rules at the time (2005), but NOT in mini.)