



MINOR GAME RULES- Updated August/08

FIBA GAME RULES WILL APPLY WITH THE FOLLOWING MODIFICATIONS:
(These are in place to allow for age appropriate skill development and participation in Minor Basketball-Long Term Athlete Development)

Note- NSBO Referee's will not be responsible for calling any infractions of the Rule Modifications noted below. BNS and League's will manage and take appropriate discipline action against any coaches who choose to intentionally ignore.

For details on enforcement at BNS sanctioned games, see Game Rule Enforcement Process and Guidelines at end of this document.

All Age Levels

1-minute quarter break (does not apply for Junior Mini/Mini who use shifts)

5-minute half time

10-second backcourt and 30-second shot clock count

Bantam (13 on or before Oct 1/08)

Game Time- 4 –8 minute quarters. Overtime - 4-minute periods until winner determined.

Playing Time- while not mandatory or enforced, for player development it is strongly recommended that each individual play a minimum of twenty-five percent of the game time.

Defense- No Full or Half court "Zone" defenses. Man to Man only(Double- teaming Ball Handler is fine as long as it comes from a Man to Man set).

Note: For clarity, refer to the Rule on Zone Defense document in the Games Rules section of our Website.

No full or half court pressure by a team up by 20 pts or more.

Basketball- size 6/28.5

Mini (11 on or before Oct 1/08)

Game Time- 8x4 minute stop time shifts. Half time after 4 shifts. Substitutions occur between each shift. Overtime-4 minute shifts until winner declared.

Playing Time- Equal

Clarity: 10 players, 5 shifts each. If more or less than 10 players, no more than 1 shift differential. i.e. 11 players-7 with 4 shifts and 4 with 3, 9 players-4 with 5 shifts and 5 with 4.

Shift Management

1. Number your players i.e. 13 players

shift 1- players 1,2,3,4,5, shift 2- players 6,7,8,9,10, shift 3- players 11,12,13,1,2 , etc..

2. If you decide not to number the players than you can prepare your own shift chart prior to the game
10 players-4 shifts each

9 players-4 players with 5 shifts and 5 with 4

8 players-5 shifts each

11 players-7 players with 4 shifts and 4 with 3

If a player fouls out or becomes injured and unable to play, he/she must be replaced by a player who has not played more than 5 shifts. If a player cannot complete a shift and is replaced, the substitute player's shift will count towards their total number of shifts. A coach may decide not to replace that player for the remainder of the shift.

If the original player is not replaced and is able to return to the game during that shift, they may do so at the next whistle. If they are replaced, the substitute must complete the shift.

If a player becomes injured during the eighth (last) shift and no substitute is available having played less than 5 shifts, that team must finish the game with one less player.

Scorer shall record number of shifts played on the score sheet. No player shall begin play until their number has been recorded.

Overtime -When the game ends in a tie, one overtime period of 4 minutes will be played, during which any player that has not fouled out may play, even if they have already played 5 shifts. If still tied, subsequent overtime periods shall be played until a winner is declared.

Team- shall consist of not less than 8 players. 5 players must be present to start a game; if 8 or more players have not been used in accordance with Playing Time Guidelines below, at the end of the game the Scorer shall clearly mark on the score sheet that the game is a **default**.

Note; due to the shift advantages in having less than 10 players; all teams **are encouraged to have at least 10 players** on their roster and at games.

Dimensions- Basket Height-8.5 feet (2.61 m). Foul line 12 feet (3.5 m)

Basketball- size 5/27.5

Defense- Man to man only. **No Zones and Double-teaming the ball handler** or player without the ball. After a violation or offensive foul in the front court or the score of a basket, the team now going on defense must fall behind the top of the free throw circle until the offensive team brings the ball over the mid court line. See the last section in relation to last 30 seconds of a game and outcome of game still in doubt.

This rule does not apply to Mini boys and girls Division One where full court man to man is permitted at any time. No zones or Double-teaming the ball handler is still in place.

No full or half court pressure by a team up by 20 points or more.

No three (3) point field goal

Alternating Possession- Games begin with a jump ball. As soon as a team gains control of the ball after the jump ball, the scorer will point the Alternating Possession Arrow the opposite direction to which the team that first gained control is shooting. Any jump balls at other times will be given to the team with the AP Arrow on the scorers table. When periods end, the ball will remain in possession of the team that had the ball when the time expires. If no team had control of the ball, then the AP Arrow will be used. At half time, the referees and scorekeeper will confirm direction change. In some gyms,

the scoreboard will indicate next possession to Home or Visitor.

Last 30 seconds of the game

In all divisions **except Division One**, if the score in a game is within three points or less between the teams and there are 30 seconds or less to go in the game and play has stopped, then the following rule shall apply in relation to providing the defensive team with an opportunity to influence the outcome of the game.

Should a game have 30 seconds or less remaining on the clock and the offensive team has a lead in the game of three points or less then the clock shall not start until the offensive team has brought the ball over centre.

Junior Mini (9 on or before Oct 1/08)

Game Time- 10 x 3 minute 20 second shifts, with 5 minute Half time after 5th shift.

No overtime.

Team- 4 on 4, no minimum or maximum for amount of players on team. No shift charts, managed by coaches.

Running Score- back to zero-zero at the end of each Shift. Running score may be kept by League's to determine parity of divisions.

Basketball- size 5/27.5

Defense- Man to man only. **No Zones and Double-teaming the ball handler** or player without the ball. After a violation or offensive foul in the front court or the score of a basket, the team now going on defense must fall behind the top of the free throw circle until the offensive team brings the ball over the mid court line.

Note- if determined to be appropriate by League's, one or more Divisions may play by **Regular Mini rules.**

BNS Game Rule Enforcement Process and Guidelines

- All Head coaches will be given a copy of the BNS Game Rules and Double-teaming/Zone Defense Guidelines documents prior to their first game by the tournament Host ,or BNS rep. (if present). At this time Host/BNS will also point out the pertinent Rule modifications for the respective age level.
- Any obvious Playing Time, Zone Defense and Double Teaming violations will be brought to the attention of the BNS representatives (Technical Director or Executive Director) by the Host immediately. Upon speaking with "potentially" offending coach and game officials they will determine if any discipline action is required, which could be up to and including suspension of Head coach and default of game.
- NSBO Officials will not be responsible for calling any violations on their own.

All decisions by BNS will be final.

