

MINI BASKETBALL PLAYDAY RULES

This is a non-competitive Play-day. *It is designed for kids who would like to try basketball in a fun setting – make sure all kids and coaches know.* No pressure defense can be used, players must remain at arms distance, no scores are kept and teams should be balanced. **Coaches must use strategies to balance the scores if they see a game becoming too lop-sided.**

PLAYDAY: A team will play a minimum of 3 games.

EQUIPMENT: Bring 2 balls

NUMBER OF PLAYERS

1. Each team should have **10 players.**
2. These 10 players are organized into 2 separate lines **of equal ability.**
3. **Minimum** number of players per team shall be **8.**

UNIFORM: Students playing must wear pinnies with numbers & uniform with school name.

PLAYING TIME

1. Be on the court ready to play at scheduled times.
2. The game shall be divided into 4 quarters of 5 min. each.
3. The time shall be straight running time.
4. There are no time-outs and no time between quarters.
5. Line changes must be immediately effected in order not to lose playing time.
 - a) No player may play fewer than 2 quarters.
 - b) No player may play more than 3 quarters.

Substitution

There is no substitution during quarters.

1st quarter: 1st line plays

2nd quarter: 2nd line plays

3rd quarter: 1st line plays

4th quarter: 2nd line plays

DEFENCE

1. Players must play player to player defense, however they may only pick up their player at half court - **ARMS DISTANCE.**

PLAYERS MUST REMAIN AN ARMS DISTANCE AWAY FROM EACH OTHER. This must be demonstrated prior to each tournament.

2. No zone defense may be used.

GENERAL RULES

1. There is to be absolutely no contact while a player is in the air taking a shot.

2. **All fouls on a shot**

The player causing the foul will be given the foul. The ball will be awarded to the non-offending team out of bounds at a spot closest to where the foul occurred.

Fouls occurring in the back court

A foul in the backcourt will result in the ball being awarded to the non-offending team.

3. A player receiving 4 fouls is out of the game.

4. **Scrambles for loose ball** (bunching or pushing to recover rebounds)

The ball will be immediately awarded to the defending team out of bounds.

5. A player may steal the ball when their opponent is dribbling the ball.

Stealing the ball from an opponent who is holding the ball is considered a violation.

6. **Continuous dribbling** is to be discouraged - constant violation shall result in loss of possession of the ball.

7. **No 3 seconds** violation will be called.

8. **No backcourt** violation will be called.

9. 5 seconds will be called holding the ball.

10. **Coach**

Each team shall have a coach whose responsibility shall be to be with the team at all times, offering support & encouragement, showing good **sportsmanship** & requiring students to behave.

11. Teams not playing must stay together seated off the court.

Referees should be grade 11 and 10 students no younger.

BE CONSISTENT

June 2010