

MINI BASKETBALL PLAYDAY RULES

It is designed for kids who would like to try basketball in a fun setting. 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.**

TEAM REGISTRATION CATEGORIES:

- Grade 5 girls
- Grade 5 boys
- Grade 6 girls
- Grade 6 boys

COST: \$25.00 per team

NUMBER OF PLAYERS

1. The GMAA recommends a maximum of 10 players per team
2. These 10 players are organised into 2 separate lines of equal ability.
3. The GMAA recommends a minimum of 8 players per team.

EQUIPMENT: Bring 2 balls

LENGTH OF GAME: The length of games will be subject to the number of teams participating and the number of basketball courts available.

UNIFORM: Students playing must wear a school uniform or a pinnie with numbers and the school name visible. Please bring a spare set of pinnies in case of 2 teams wearing same color. **No jewelry is permitted while playing.**

Coach: Each team must have a coach who is responsible for being with the team at all times. The coach's role is to provide support and encouragement, demonstrate good sportsmanship, and ensure that students behave appropriately.

PLAYING TIME

1. Be on the court ready to play at scheduled times.
2. The game shall be divided into 4 quarters.
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.

RULES OF PLAY

SUBSTITUTIONS: The referee will specify when it is time to make a substitution.

DEFENCE:

1.
 1. **HALF-COURT DEFENSE.** Players must retreat to half-court after a basket has been scored
Players must play man to man defense, however they may only pick up their player at half court –**KEEP ARMS DISTANCE APART!**
 2. No zone defense may be used.
 3. No pe

FOULS:

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. There will be no foul shots.

Fouls occurring in the backcourt: A foul in the backcourt will result in the ball being awarded to the non-offending team. A player receiving 4 fouls is out of the game.

Scrambles for loose ball: (bunching or pushing to recover rebounds) The ball will be immediately awarded to the defending team out of bounds.

OTHER RULES:

1. **Continuous dribbling** is to be discouraged - constant violation shall result in loss of possession of the ball.
2. **No 3 seconds in the key** violation will be called.
3. **No backcourt** violation will be called.
4. 5 seconds will be called holding the ball.
5. Teams not playing must stay together seated off the court.

Referees should preferably be certified. If not possible, they must be grade 11 and 10 students no younger.

BE CONSISTENT!

June 2025