



# RULES OF PLAY

## SECTION A - RULES OF PLAY – Variation of Jr. Mini / Mini

### FIBA RULES WILL APPLY WITH THE FOLLOWING VARIATIONS:

1. FIBA (Wide) key will be used
2. The basketball rim is 8 ½ ft from the floor.
3. The foul line is 13 ft. from the backboard.
4. The size 5 mini basketball is used.
5. The Mini division games will consist of 8 segments, each of which is 4 minutes long. The Junior Mini games will be 10 segments, each of which is 3 minutes long. Stop time is played.
6. There is an interval of 5 minutes between the 4th and the 5th segments (half time) for Mini and the 5th & 6th segments for Junior Mini and an interval of 30 second between all other regulation segments.
7. There is no three-point field goal.
8. The game begins with a jump ball. The next held ball situation in that segment will be awarded on the side of the team that did not gain possession from the jump ball. For the remainder of the game, held ball situations will continue to be awarded alternately out of bounds. A "center check" will be held at the beginning of each segment.
9. **Team** - shall consist of not less than **10** players. **10** players must be present to start a game; if **10** 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.
10. **Time Outs** - Each team is allowed 4 full timeouts for the regulation game. 1 timeout per overtime period. No carry over.
11. **Playing Time Guidelines** - In all levels of p the **EQUAL PLAYING TIME** rule is applied. A player shall not play anymore than one period difference than any other player (*IE: 10 players-4 shifts each, 11 players - 7 players with 4 shifts and 4 players with 3, 12 players - 7 with 3 shifts and 5 players with 4*). A player who has been removed from a segment (subbed out) may re-enter the **SAME** segment. This player will be considered to have participated in ONE segment, and will receive no additional "floor time checks mark" for re-entry. No player may participate in more than 2 segments in the first half. All players must play a minimum of one shift per half, unless an injury or illness dictates otherwise. 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 20 minutes. A team must have used a minimum of 10 players to complete a game. If a player becomes injured during the eighth (last) period and no substitute is available having played less than 5 periods, that team must finish the game with one less player. Any player substituting for a player that leaves the game, fouled out, etc. regardless of time in shift will be assessed a shift charge and the player leaving the game will also be charged a shift.
12. **Substitutions** may be made between segments only. Each player that enters the game shall receive a "floor time check mark". Scorer shall record number of shifts played on the score sheet. No player shall begin play until their number has been recorded.
13. **Defense** - Man to man only. 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 mid court line until the offensive team brings the ball over half. **No Full Court Defense After An Out Of Bounds** - 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 their free throw circle until the offensive team brings the ball past the mid court line. **These rules do not apply to Mini Boys and Girls Division 1 where full court man to man pressure is allowed for the whole game. Zone Defenses are ILLEGAL.** This is an "in the key" call, intended to prevent a player (or players) from "plugging up the key", and guarding the basket rather than a player. Violations will be called at the DISCRETION OF THE OFFICIALS, who will consider the intent involved, when making the call. A warning MAY be issued for a team's first violation in the game. Each subsequent violation, by that team, in that game, will be penalized by awarding a technical foul to the coach. **No full court pressure by a team up by more than 15 points..**
14. **Overtime** - When the game ends in a tie, one overtime period of 4 minutes will be played (stop time), during which **any player** may play, except those fouled out or disqualified. If still tied, the game is declared a tie except in playoffs where subsequent overtime periods shall be played until a winner is declared. There will be a 2 minute interval before the first overtime period *and a 1 minute interval before all other overtime periods (in playoffs)*.
15. The **30 second rule** will be in effect during the last shift of the game and all overtime periods. The table officials will be responsible for the 30 second rule time count.
16. All Club contacts have been informed of such and this fact is in the coach's guide booklet issued at the coaches' meeting.
17. **Calling Up Players** - shall only be called up when a coach knows or suspects that they may be in a forfeiture for their upcoming game, in the case where players are called up, they can only play, if in fact the team initiating the call up is going to default. In mini and junior mini levels, coaches are permitted to bring their level up to 10 players (max), with **10 being minimum required not to default**. Teams can only call up players from another **lower level team** from within their own Association. The **Score Keeper** & opposing coaches must be informed if there are called up players. To add a "called-up" player, simply ask the score keeper to add on that day's roster as a "Call-Up". Scorers are instructed to do so without question. They will record that person as an "addition" when recording game.
18. Junior mini will play 4-on-4 and all other divisions will play 5-on-5.
19. In Jr. Mini and Mini, A meeting of a coach and a captain from each team and the referees must be called before the game starts.

## SECTION B - RULES OF PLAY – All Divisions

1. Ball size to be as follows:

<b>Jr. Mini</b>	<b>Boys &amp; Girls</b>	<b>Size 5</b>
<b>Mini</b>	<b>Boys &amp; Girls</b>	<b>Size 5</b>
<b>U13-U14</b>	<b>Boys &amp; Girls</b>	<b>Size 6</b>
<b>U15-U16</b>	<b>Girls</b>	<b>Size 6</b>
<b>U15-U16</b>	<b>Boys</b>	<b>Size 7</b>

2. The three (3) point line will be played by all categories with the exception of Jr. Mini & Mini and only in gyms where the line is properly marked (minimum twenty-one (21) foot radius).
3. Excessive swinging of the elbows. This is either a violation with loss of possession if no contact is made or a player control foul if contact is made. If arms are swung about while using the shoulders as pivots and the speed of the extended arms and elbows is in excess of the rest of the body as it rotates on the hips or on the pivot foot or the speed and vigor with which the arm(s) and elbow(s) are swung in such a manner that an injury could result if another player is contacted.
4. Zone defence is strictly prohibited in Jr. Mini and Mini divisions. Zone defence in defensive backcourt (when ball crossed centre line) will **NOT** be allowed to be played in the Bantam categories. All divisions of Midget, Juvenile and Junior categories will be allowed to play zone defence. The referee will stop the play for violation and warn the offending coach and player(s). (*A TECHNICAL FOUL WILL BE GIVEN TO EITHER THE PLAYER OR THE COACH WHO CONTINUES TO VIOLATE AT THE REFEREE'S DISCRETION*).
5. **DEFINITION OF ILLEGAL (ZONE) DEFENCE - Interpretation:** Each player on the defensive team must guard a player on the opposing team. They should be in proximity to that player and should make defensive moves associated with the movement of the offensive player. However, the spirit of this rule also means that the offensive player must be attempting to move to a scoring position.

**Exceptions:** A player with the ball may be double-teamed by the opposition. One or more players may leave their player to help guard a player who has possession of the ball. A coach that teaches the "help and recover" aspect of defense or "weak and strong side positioning" shall not be discouraged by the purpose of this rule, but more importantly encouraged to teach all aspects of the Man-to-man defence. (Note: A team may not double-team a player who does not have possession of the ball.)

A defensive player does not need to closely guard a player who has moved outside of the key area beyond the three-point line or the approximate area when a three-point line would be marked on the floor. This would be a good example of being in a help position and not having to guard a player who is at no threat to score.

**Actions for the officials and the PEIMBL:** Referees shall use discretion when noting these violations. Players will be reminded to "guard their man". If the violation continues the referee shall bring the violation to the attention of the coaches of the respective teams. If the violating team continues to not play "man to man" as determined by the ref then the referee shall record the violation on the game score sheet for action by the PEIMBL. The game shall be played out without further interruption once the official records the suspected violation.

Upon receipt of the notice of a violation, the PEIMBL League Manager or his/her representative will discuss the incident with the offending coach and a warning will be issued if deemed that the referee was an experienced referee who could distinguish between Zone defenses and Good Man-to-Man. Should a second violation occur then the League Manager of the PEIMBL shall automatically suspend the offending coach for the next game.

6. Full court press:

<b>Jr. Mini</b>	<b>No press at any time</b>
<b>Mini 2 &amp; 3</b>	<b>No press at any time</b>
<b>Mini 1</b>	<b>May press at any time in Front Court Only and when score is not greater than a 15 pt spread</b>
<b>U13-U16</b>	<b>May press at any time in Front Court Only and when score is not greater than a 20 pt spread.</b>

7. No one shall bounce a basketball on the sideline during a game. Referee will stop play for violation and warn offending coach, player(s) or spectators.
8. The PEIMBL promotes sportsmanship and competition. The PEIMBL also realizes that occasionally an imbalance will occur, but many participants still want the opportunity to continue to play. If one team reaches a lead of **30 points** at any time, the score will not be kept for the remainder of play (the scoreboard will be zeroed out). The referees will continue to officiate and all rules of play will be observed. The expectations from the PEIMBL relative to behaviour and play still exist and all participants are still subject to the same penalties should behaviour result in technical fouls and/or incident reports. The game may be stopped at any time at the discretion of the referee due to conduct considered detrimental to the game (excessive physical play and/or poor sportsmanship).
9. Age categories for the **2009-2010 season** is as follows:

<b>DIVISION</b>	<b>AGE</b>
JUNIOR MINI	Born in 2000 & 2001
MINI	Born in 1998 & 1999
U13	Born in 1997
U14	Born in 1996
U15	Born in 1995
U16	Born in 1996