



MINIBALL RULES



1. Games will consist of two 14 min halves, with 1 minute for half time. Teams must be ready to start playing as soon as the previous game has finished. The clock does not stop.
2. Miniballers use a size 5 Basketball. Modified balls may be used at staff discretion.
3. Each team may have 4 players on the court at a time.
4. Teams are to provide Scorers for their own game. 1 or 2 people from either or both teams.
5. Physical scoreboards are not used in Miniball. Only Coaches may approach the bench and ask for a score update, you may keep a personal record of the score for your team but may not dispute scores with it.
6. **Team Benches** are provided for Players and Coaches ONLY. Please keep players away from the score bench.
7. **No Jewellery or watches** to be worn. Long Hair tied back and Nails should be short.
8. 2 points are awarded for a made basket, inside or outside the arc. 3 point shots are not awarded.
9. A Player wearing a coloured sash must be given at least 1 metre of space when shooting.
10. **Man to man defence** is compulsory in all of our Primary School Competitions.
11. **Fouls** - Fouls are called if a player:
 - Pushes another player,
 - Makes contact with their hands or arms when shooting or dribbling,
 - Makes contact with a players head,
 - Blocks a player from moving with their body.If a foul is called the other team receives the ball
12. A wheelchair/walker/cane may be used by a player. The equipment is an extension of the body and thus, standard foul rules apply.
13. **Free Throws** - There are no free throws. This means, if a player is fouled in the act of shooting:
 - and they miss, they are automatically awarded 2 points.
 - and they make the shot, they are automatically awarded 3 points.
 - There are no extra points for a shooting foul outside the arcThis is to encourage maximum playing time and discourage fouls.
14. **Discretionary Calls** - Travel and double dribble will be applied with discretion from the referee
15. **Substitutions** - Players can be substituted by asking the referee for a sub, the referee will then call in the player on at a dead ball or after a basket. The player subbing off must give their wristband to the player subbing for them at the score bench. No subs in the final 2 minutes of the game.
16. **Timeouts** - Timeouts are discouraged due to the length of the games but 1 timeout per team per half is available (30 seconds). NO Timeouts or Subs in the last 2 Minutes of the game.
17. **Defensive Retreat To the Blue Line** - Rule shall apply to all Miniball grades (See Defensive Retreat Attachment).



MINIBALL RULES

CONTINUED



- **Players should only play for one team in the competition.** If you need to bring in extra players from another team for any reason please speak with the opposing coach and floor controller before the game starts. Failure to advise may result in a penalty loss for that game.
- **Maximum 3 Dribbles** - Players learn very quickly to look up for the next pass. It is important that you teach players to sprint ahead of the dribbler, and this will avoid the situation of the team losing the fast break advantage (Refs will try to tell players when to pass)
- **Dribble and Stop/Pass/Shoot** - After a player has performed 3 dribbles, they must stop, pass or shoot. When performing the 3 dribbles the player must allow the ball to bounce **ONLY ONCE** between dribbles. This is to stop the player from taking multiple steps between dribbles. Once the third dribble is performed, the player must stop with the ball and not let the ball continue to roll forward. If a player fails to obey this rule, a Violation will be called and it will result in a turnover.
- **Wristbands** - Players wear coloured wristbands and they must mark the player in the other team with the same coloured wristband. It is a violation to steal the ball from a player in the other team who does not have the same colour as you. When a player is shooting, defenders (regardless of colour) are permitted to stand with their hands held high, but only the defender with the same coloured wristband may 'reject' the shot.
- **Wristband Cont** - Players cannot swap wristbands once they have entered the court. Wristbands can only be swapped between players at a halftime, a time out or with the player they are subbing out of the game.
- **Mouthguards are compulsory** for every player. This is a BBNZ requirement.
- **Referees signal** to players with a whistle. Floor controllers will have bibs or flags for the referees to use for players who need visual signals. Please ask the floor controller or ref trainer prior to the game.
- If needed for a player with a visual impairment, defenders must use their voice and call out when approaching to steal the ball or defend a player. A stick may be used by the team coach to hit the hoop if required when shooting. And if available, a ball designed for VI athletes can be used.
- Coaches and guides are allowed on the court to support their players but they must not impede game play or referee movements. They must not touch the ball. One per team only.

WRISTBAND RULE

What are Wristbands?

Wristbands - Players wear coloured wristbands and they must mark the player in the other team with the same coloured wristband. It is a violation to steal the ball from a player in the other team who does not have the same colour wristband as you. When a player is shooting, defenders (regardless of colour) are permitted to stand with their hands held high, but only the defender with the same coloured wristband may 'reject' the shot.

When Can you Swap Wristbands?

Players cannot swap wristbands once they have entered the court. Wristbands can only be swapped between players at a halftime, timeout or when you are subbing players. You must let the referee know that you are putting a new player on the court before they enter, this makes the referee aware that a wrist band swap is happening.

Why do we have Wristbands?

Wristbands are used in Miniball to develop a players man on man defence. This creates a more free flowing game and ensures a players safety, having 4 players running for the ball can be very messy and cause injuries especially in this age group. This way we can play a more safe game, have fun and learn proper defence on the court.



THANKYOU





Defensive Retreat Rule

The Defensive Retreat Rule is a special rule for lower grades in junior basketball for all Pioneer Basketball Club Competitions.

The main objective is to assist with the development of skills and the transition of the game from one end to the other.

The Defensive Retreat rule is adopted for junior basketball grades with inexperienced players in them.

Players will retreat to the blue line and wait until the ball is touched in-court by the opposition when the following occurs:

- **Their own team scores a basket:**
 - This enables the opposition to get the ball and inbound it to begin advancing without pressure.
- **Their own team loses possession in the attacking half:**
 - This helps to teach the players that they need to get back and defend their own end.
 - Eliminates a lot of **fouling** and **tie-ball** situations.
 - Helps players learn to **guard their own player** rather than chase the ball, by giving them space to find the correct player.
- **If their team has fouled in the offensive end** they must retreat back to the blue line and wait until the ball is touched in-court by the opposition.
 - This allows the referee to signal the bench and restart the game without the ball being pressured straight away.
 - Gives the opposition time to get organized.

The **development of skills is the main focus** in junior basketball and with less immediate pressure being applied, players can gain confidence and learn to play both ends of the court.

If a team is ahead by more than 20 points in a game then the defensive retreat is then to the baseline not the blue line.

Screen Violation Rule

The Screen Violation Rule is being implemented in 2023 across all Pioneer Basketball Club Primary and Intermediate competitions.

The Screen Violation Rule prohibits any player in Year 8 and below from setting an on or off ball screen. This includes PWC, Pacers and Miniball.

Referees will call a Screen Violation if a players attempts to set a screen. The opposition team will get the ball on the side-line.

The main objective is to assist with the development of core skills and keep players safe when playing. It has been created to keep our programs in line with BBNZ standards and to keep our competitions age and stage appropriate.

- **Health and Safety:**

An incorrectly set screen can be dangerous for both the defender and screen setter. Especially when a screen is set on a player who does not have knowledge of screens and how to defend a screen.

- **Skill Progression:**

The use of screens is a very complicated set of skills. A high level of maturity and game knowledge is required. Before screens can be used, players should have a complex knowledge of court spacing, efficient cutting and passing.

The **development of skills is the main focus** in junior basketball. If players are not taught the fundamentals of basketball at this age and have a focus on advanced skills such as screens then they are disadvantaged as they age.

Primary and intermediate competitions are also officiated by junior referees who are still developing their own skills. We do not expect junior referees to understand what a legal and safe screen is at this level. Therefore, they are unable to keep a game safe for players.

Our referees will be educated around what a screen looks like and how to identify if a player is setting one so that they can call violations.

Substitution Rule

The Substitution Rule is being implemented as a means to help players get as much game time as possible in our Pioneer Basketball Club Primary and Intermediate competitions.

The Substitution Rule allows coaches to sub their players into the game on an inbound pass, where the referee has the ball, or after a made basket by either team.

Referees will call for subs at the next available opportunity, after coaches ask referees for subs.

No Substitution is to be made in the **last two minutes** of the game in all grades. Unless there is a 20 point deficit.

If the game is close, we DON'T want a team to strategically substitute in the last 2 minutes to delay time.

The main objective is to help players get the most amount of game time as possible, allowing them to develop their core skills without waiting for the next opportunity in the game to do so. Therefore we have changed the Substitution Rule to allow teams to sub their players in after a made basket.

The **development of skills is the main focus** in junior basketball. If players are not given equal opportunity to develop their skills on the court and play an equal amount of court time, they are disadvantaged.

Primary and intermediate competitions are also officiated by junior referees who are still developing their own skills. Therefore coaches need to notify the referees when they intend to sub their players, so they know beforehand and can keep the game flowing.



PIONEER BASKETBALL CLUB



CODE OF CONDUCT

The Pioneer Basketball Club code of conduct applies to all members of our community. The code of conduct is a reflection of Pioneers values and is a condition of participation for all.

PLAYER CODE OF CONDUCT

- Play by the rules
- Play in the spirit of sportsmanship, accepting referee decisions with grace
- Cooperate fully with your coach and teammates
- Treat teammates and opponents with respect. Without them you wouldn't have a game
- Work equally hard for yourself and your team.
- Be humble in victory and gracious in defeat - be prepared to lose sometimes
- Thank the opposing team and officials after each game

COACH CODE OF CONDUCT

- Remember that children participate for pleasure, winning is only part of the fun
- Treat all players with dignity and respect
- Teach your players to follow the rules and respect opponents and officials. Lead by example
- Give every player an equal opportunity to develop their game
- Accept refereeing decisions with good grace
- Thank the opposing coach and officials after each game

PARENT CODE OF CONDUCT

- Cheer for your child's team
- Allow the coach to do their job - support without interfering
- Be in control of your emotions at all times during a game
- Positive comments only to coaches, players and officials
- Show interest, enthusiasm and support for your child
- Allow your child the space to play the game- save constructive feedback for later
- Thank coaches, officials and other volunteers when they do a good job

See Something? Say Something!

Something you see making you feel uncomfortable? Get a staff member!

If you see...

- A head knock
- Foul Language
- Overly Physical
- Excessive falls
- Aggression
- Abuse

- A few falls
- Snide remarks
- Poor body language
- Excessive fouls
- Approaching a referee

- Laughter
- Smiles
- High Fives
- Clean Defence
- Cheering

STOP

Stop the Game

Tell a staff member

Observe, don't step in

Pass on information to staff later

SLOW

Say something to staff

Let staff speak to referees

Own your instincts, speak up!

Write it down and send to staff

GO

Great! Have fun!

Observe and enjoy!

**Help us keep everyone safe in our
community | clubmanager@pioneer.nz**

