



Tumut Basketball Association Miniball Competition Rules

REGISTRATION:

- a. Miniball teams can nominate a maximum of 6 players.
- b. Teams must accept new players if required- be respectful to the new player and ensure equal court time and ball sharing.
- c. Teams will be capped at 8 players.
- d. Only 3 representative players allowed in each team or at the committee's discretion.
- e. All teams entering any TBA competition are under the discretion of the grading committee.
- f. Registration and game fees must be paid online in full prior to playing the first competition game.
- g. Players may register anytime but remember that you must play 4 games per 10-week competition to qualify for finals.
- h. Any team player that drops out of the competition forfeits their registration fees.

COMPETITION POINTS:

| | | | |
|---------------------|-----------|---------|----------|
| Win | 2 points | Forfeit | 0 points |
| Draw | 1 point | Loss | 0 points |
| Un-notified forfeit | -2 points | | |

GRADING:

- a. **Junior Miniball** is open to children in **Year 1 and Year 2 age groups**.
- b. **Intermediate Miniball** is open to children in **Year 3 and Year 4 age groups**.
- c. **Senior Miniball** is open to children in **Year 5 and Year 6 age groups**.
- d. Kindergarten age group will do a Skills session followed by a short game. This will be assessed after round 5 to continue or run games weekly for the remainder of the season.
- e. Representative Basketball teams are **not** allowed to enter on a team basis.
- f. The committee may alter the grading format of Miniball or Basketball competitions under its control to satisfy the purposes of the association.

MATCH RULES:

- a. Matches will be played using "Basketball Australia" rules unless local rules apply.
- b. Game fees will be paid in full; online prior to taking the court.
- c. No teams shall take part in an official match with less than 4 players at the start of the game.
- d. All teams are to have full uniform –
 - Short/Bottoms are to be same dominant colour
 - Singlets/Shirt – nominated colours and permanently attached number front and back that are clearly visible to the officials.
 - Numbers from 4 and above are preferred
 - After the THIRD game points will be deducted for teams who do not have full uniform (5 points per player out of full uniform – points to be added to the other team's score prior to the start of the game up to a maximum of 10 points)
 - An exception to the non-uniform penalty will be if a letter from uniform supplier confirms the difficulty in obtaining the uniform and handed it to the committee
 - Only soft soled (non-marking) shoes are allowed.

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- e. Players must not wear anything that is dangerous (i.e. jewellery) and sharp long fingernails must be trimmed.
- f. Shorts and singlets must be tucked into shorts.
- g. Any basketball team not on the court with minimum players at the game start time will give the opposing team 2 points start for each minute they are late.
- h. Once a registered player has paid their game fees in full online, they may join their team's match at any time.
- i. Timing of Basketball Games
 - 15-minute halves with 1 time out per half per team
 - Clock does not stop
 - Time outs will last for 50 seconds, and teams must continue with the game once advised by the referee.
- j. If teams are tied at full time in the game during a round, then they are awarded points for a draw with no extra time being played.
- k. A team that receives a forfeit from another team will receive the 2 competition points for a win.
- l. All players who play in the Intermediate and Senior miniball competition (years 3 and up) are encouraged to play man to man defence but is not compulsory.
- m. If an Intermediate and Senior Miniball team gains a 20+ lead, the referee will direct them to wait within their own white 3-point arc or key area until the opposition brings the ball into this zone. Junior teams will be asked to go back and play a zone to allow the opposition an opportunity to score. Teams who break this rule lose possession. This rule does not apply for finals.
- n. A basketball team that has had THREE un-notified forfeits will be disqualified from the competition.
- o. Appeals must be in writing to the Committee within 24 hours.
- p. The 3 second rule will not apply in the Junior and Intermediate Boys and Girls Divisions.
- q. Junior miniball games will be played on the half court using a size 5 ball.
- r. Intermediate miniball will be played on the full-size court using a size 5 ball.
- s. Senior miniball will be played on the full-size court using a size 6 ball.
- t. Free throws will be awarded on the eighth (8) team foul during the regular season and during all final's games.
- u. Any player who receives a technical foul shall be required to leave the court for five game minutes. Players shall not be substituted by another player until that time has elapsed.
- v. **All Miniball Teams are required to do score bench duty for their own game. We ask that one parent/adult from each team provide a competent scorer.**

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FINAL GAMES:

- a. To qualify for semi-finals, you must play four (4) competition games in that division for a ten-week competition or five (5) in a twelve-week competition.
- b. If your team receives a forfeit that game will count towards your players qualifying for the semi-finals.
- c. The four leading teams in each division at the conclusion of the rounds shall participate in the semi-finals. If teams are tied on points, then the ladder positions will be determined by applying percentages (total points scored for and against throughout the competition) for the top Four positions.
- d. Semi Finals 1 x 2 and 3 x 4
- e. Preliminary Finals Winners of 3 x 4 play Loser of 1 x 2
- f. Grand Finals Winner of Preliminary finals plays the winner of 1 x 2 semi final
- g. Time Variations: For all semi-final, preliminary and grand final miniball games Clock stops for jump balls, free throws, and timeouts.
- h. Final Matches – if teams are tied at full time, then extra time of 5 minutes will be played with teams facing the same direction as played in the second half. Additional periods of 5 minutes will be played until there is a result between the two teams
- i. Team fouls will be counted during all final, preliminary, and semi-final games
- j. Referees and bench officials for the finals will be appointed by the Referee Coordinator and Game Secretary.
- k. Finals disruptions such as prolonged blackout. If the stoppage occurs in the first half of the match, then the entire game will be replayed. If the stoppage occurs in the second half, then a unanimous agreement between the two teams that the existing score stands will be the result. Otherwise, the remaining game time is to be played out at the earliest available day/time. The final decision will be determined by Tumut Basketball Committee.
- l. Once a draw for Final series is decided by the Committee it remains unaltered unless under extreme circumstances determined by the committee.
- m. Bonus free throws will be awarded on the 8th team foul only during all final games in the Junior division. Normal season team fouls will not count. Intermediate and Senior Miniball, bonus free throws remain the same as the regular season.

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