

SENIOR MINI HOUSELEAGUE RULES

BASKETBALL: A size 5 leather ball will be used for house league games

JUMP BALL: Every shift will begin with a Jump Ball at centre court.

TIME CLOCK: A time clock is used at this level.

TIME OUTS: Each team is allowed one time out per game.

PLAYINGTIME: At this level there are 4 players on the floor per team. Each shift is 4 minutes [straight time]. Switch ends after the fifth shift. No segment will begin with less than ten (10) minutes remaining before next game. Segments may be reduced in time in order to allow all ten segments to be played at the discretion of the official after consulting with the coaches

SCORER: There is no need for a scorekeeper. The game score is not posted. It is recommended coaches keep score and fouls at this level.

SUBSTITUTIONS: Player substitutions may be made at the beginning of a segment. In the case of an injury during a segment, a substitution may be made. In this situation, it will not be considered a segment played for the player replacing the injured player. The injured player is considered to have completed a playing segment. The injured player may return in the same segment. However, the player who substituted for the injured play shall return to the bench.

3 SECONDS (RESTRICTED AREA): A player on offence may not stay in the restricted area (a.k.a. “the key”) for more than 3 seconds at a time. The referee should warn the player to get out of the restricted area before calling the infraction.

5 SECONDS: During a throw-in from out of bounds, the player must release the ball before five seconds has elapsed. If not, the defensive team is awarded the ball for a throw-in.

10 SECONDS: The offensive team must proceed with the ball from their backcourt to the frontcourt before more than ten seconds has elapsed. If not, the defensive team is awarded the ball for a throw-in.

BACKCOURT VIOLATION: Applicable at this level

DEFENSIVE POSSESSION: Any time the ball is put in play in backcourt, after a basket or out of bounds [violation/foul] the defending team must go back to the top of their key. After a team has fully secured a ball in their backcourt during live play the defending team must go back to the top of their key.

FULL COURT PRESS: • Full Court Pressure – Full court pressure is not allowed at this level.

MAN-TO-MAN DEFENCE: Man-to-man defence is played at this level.

ZONE DEFENCE: Zone defence is not permitted at this level, as set out by BNB. This is ineffect a “Plug the Key” rule. A single defensive player may not guard the basket.

3 POINT SHOTS: Not applicable at this level.

SHOT CLOCK: The thirty (30) second shot rule is not applicable at this level.

FOUL SHOTS: Applicable at this level.

DISQUALIFICATION [5 fouls] Rough Play Rule

Disqualification rule exists and is the responsibility of the coach to address. Coaches should monitor player’s fouls, speak to that child about better play, and/or sit that child if the child does not stop the rough play. The referee may ask the coach to speak to that child about rough play at any point in the game. Repeated offences should be brought to the attention of the Director of Officials and any player may be dismissed for repeated rough play.

Director of Officials[Sept 2014]