

**SMBA**  
**MINI BASKETBALL GAME PLAY RULES**  
*(Revised September 2009)*

**FIBA rules are used with the following exceptions/amendments**

**1. BASKETS**

The baskets shall be 9 feet above the floor.

**2. BALL**

Mini's shall play with a No. 5 ball that shall be provided by the home team.

**3. PLAYING TIME (Revised September 2009)**

Games shall consist of five shifts in each half. Each shift shall be 4-minutes long followed by a 30-second second substitution break. Teams change ends at half time. In League play, there is no overtime. *The clock shall stop for foul shots.* In playoffs, overtime consists of a 2-minute rest and 4 minutes of straight time. The first team to 5 points would be declared the winner. Teams will not be allowed to stall to waste unnecessary time: the referee could ask for a 30 second count to be made.

**4. SUBSTITUTION**

Substitutions are allowed only at the 4-minute mark of each shift or because of injury. All players shall play in 2 shifts per half and no player shall play in more than 8 shifts of the game. If a team has more than 13 players, then every athlete must play at least 3 shifts per game, but not more than 8 shifts. Playing time rules will be strictly enforced during playoffs. Please note that a team must have at least 7 players present to fulfill the requirements of these rules. In the event a team is only comprised of 5 or 6 athletes for a playoff game, then shifts will occur where only 4 players from that team are allowed on the court. During regular season, if only 5 or 6 players comprise a team, this rule will not be in effect.

**5. BEGINNING OF GAME**

The game shall be started with a jump ball. Overtime shall also be started with a jump ball. Otherwise, there shall be alternating possession that can occur on jump ball situations. (There is no alternate possession at the end of shifts).

**6. THROW-IN**

On all throw-ins, the defensive player must be 1 meter from the line (hands and feet). The referee will not handle the ball in the backcourt.

**7. FIVE SECOND RULE**

Players shall not remain for more than five seconds in the opponents' restricted area while their team is in control of the ball. An infraction of this rule is a violation and the ball is awarded to the opponents for a throw-in.

**8. BALL RETURNED TO BACK COURT**

No back over called in Mini's.

**9. FREE THROWS**

Shooters can move in one meter to shoot; no shooter violation will be called unless there is a deliberate attempt to gain an advantage. After six fouls per half against one team, bonus shall be shot on any further fouls by the opposing team.

**10. TIME-OUTS**

Each team is allowed one time out in the first half and two time outs in the second half.

**11. PRESSES**

A press is defined as full-court man-to-man defense with no double-teaming in the back-court. First half of season: once a team obtains possession of the ball on an out of bounds or throw-in, in their backcourt, the defensive team must retreat over half. Second half of season: in the last shift (last 4 minutes), a press is allowed: a) for the losing team at any score; b) for the winning team if they lead by 20 points or less. On a live ball (rebound or interception), the defensive team does not have to retreat over half. The ball cannot be taken into the backcourt to stop defensive play.

**12. NO ZONES**

Man-to-man defense must be played. The maximum number of players that can play on the ball is two. Only one player may guard a player without the ball. Help side defense is allowed, if only one player gives help. Officials will be asked to use the following guidelines to determine whether man-to-man rather than zone defense is being played:

- a) When players cut on offense, there should be some motion to identify man-to-man defense.
- b) Players must play relatively close to their man that has the ball.
- c) Players must play on the side of the floor nearest their check- (use an imaginary line from the center of the basket). The defensive player can only straddle this line before going to help a teammate that has been beaten or to join a teammate in a double team.

**13. Screens**

There shall be no back (blind) screens set in mini basketball.

**Note:**

Shirts may be worn underneath the uniform top.