



Modified Rules for Miniball

Harbour Basketball adapts the FIBA basketball rules for our youngest basketballers, in an effort to maximise the development and the enjoyment of the game.

Generally, the modified rules are designed to give the players clear instructions at each transition in the game.

The game of basketball is complex. There are hundreds of rules that must be followed at the highest levels. Basketball games for our smallest players can get a bit messy, crowded and at times chaotic. We make the game simpler, safer and more enjoyable for all by adapting the rules. We call this variation of basketball, Miniball.

Running clock games

We utilise a running clock for practical reasons. This allows our Primary and Intermediate School competitions to stay on schedule, while maximising the amount of time basketball is played.

Basketball is designed to be a stop-clock game. We introduce this to players and parents in our representative and development competitions here at Harbour, which players may start as young as 10 years old. For our school competitions, this is introduced in all our Secondary School competitions. This allows the wider basketball community, who are largely developing their understanding of the technical aspects of basketball to progressively learn more and more about the game. We have a pathway for all match officials, including

refereeing, table officials and statisticians. If you would like to get involved, please contact our Match Officials Manager, Scott Campbell by email: officials@harbour.basketball.

No Time-outs

As the clock does not stop, no time-outs are allowed. This is to ensure that kids are playing as much as possible in the time they have.

Halfway defence rule

Rule:

“Half court man-to-man defence only i.e. As soon as a team gains possession of the ball in their backcourt, the defensive team must return to halfway.”

When the opposition gain possession of the ball, the players know they must run back on defence (Half-way rule). This rule is designed to promote the flow of the game from one end of the court to the other. Introducing the concept of transition defence in a controlled manner. Defensive instincts are trained to know they need to run to halfway when the opposition gain possession of the ball. It allows for a safe zone (the offences backcourt), where basketball can often get messy. It also ensures teams have a clear opportunity to inbound the ball in their back court.

Coloured Bands

The game with coloured bands is designed to ensure the game has better spacing. The coloured bands enforce man-to-man defence. It creates the habit of finding their player immediately. Players eventually learn to find their player and know where the ball is. This is the basis of all team defence in basketball. The coloured bands also create a safer environment as players cannot be swarmed by multiple players which can lead to players being overwhelmed or as was often the case, prior to the introduction of the bands, injuries.

Spare coloured bands are available from the Venue Controller.

Rolling Substitutions

Substitutes may enter the court to take the place of the player they are substituting for. The new player must not take part in the play until they have been given the coloured band of the player they are swapping for and have put on their wrist.

Free Throw Shooting

Should a player be fouled while they are in-the-act of shooting (even if the shot goes in), that player will be given one free shot from a place designated by the referee. The team of player who was fouled will also receive the ball to throw the ball in from the sideline. The reason for a severe punishment is to “protect the shooter”. We want kids to experience scoring in the basket. Referees are encouraged to ensure any player shooting should be able to shoot without being fouled, even if the foul is slight.

For any feedback, please contact our Operations Manager, Campbell Marsters operations@harbour.basketball Or Tyler Martin Comps@harbour.basketball