

# NBIAA

Northern Burlington Instructional Athletic Association  
P.O. Box 334, Columbus, New Jersey 08022

## 2011

### Northern Burlington Instructional Basketball League Mini-Ball (Kindergarten) Rules

**GOAL:** To introduce and instruct the fundamentals of the game of basketball to kindergarten girls and boys while providing time for them to exercise and have fun. This level is meant for instruction and skill development only. Games may be scheduled between two townships, with the approval of the NBIAA, during regularly scheduled practice times and not until after the second week of February.

**Playing Rules for game situations:** As adopted by the National Federation Rules Committee and amended by agreement of participating Township Representatives.

#### Rule 1: Players

##### a. Eligibility

Mini-Ball League: Comprised of girls and boys (co-ed teams) in Kindergarten, **who have not reached their sixth birthday before October 1, 2010.**

##### b. Substitutions

i. Coaches **must** play each individual one half of every game. The league has determined that no roster shall contain more than 10 players, and the “ideal” roster size is 8. The intent of the rule is to play each player as much as possible. **This is an instructional league**, and players learn by practicing and playing. Coaches are encouraged to substitute a few players at a time. This procedure will provide continuity and allow players to participate with/against all other players.

ii. A 30-second timeout will be called at the midpoint of each quarter (3:45 to 4:15 mark) to allow for the substitution of players. Preferably at a dead ball whistle or after a score, coaches will call out “SUBS” and play will stop.

iii. Substitutions for emergencies or injuries may be made at any time.

iv. Every player must sit at least one half-quarter (five minutes) of the game, unless there are only five players available.

#### Rule 2: Equipment

a. The Ball Size 5 (27 inches) or Junior Size.

b. Baskets **Eight-foot** high baskets will be used in this league.

c. Uniforms An effort has been made to equip all teams with uniform shirts that are different in color or reversible. Players should be in proper uniform for all instructional sessions and/or games, including uniform shirt, shorts and sneakers.

#### Rule 3: Officials

Since this is an instructional level only, officials will NOT be assigned. HOWEVER, if a game is played, ONE coach from each team will be on the floor to blow the whistle or stop play at any time. Coaches MUST control and stop the game to instruct players on rules, mechanics, fundamentals, defense, etc. If allowed, the game will become too fast and too physical. This must be controlled.

#### Rule 4: Timing of Games

a. 8 minutes per quarter running clock throughout the game.

b. 3 minutes for halftime.

**Rule 4A: Time-outs**—As needed or deemed necessary by the coaches of the teams.

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### Rule 5: Scoring

- a. **No score shall be kept in Mini-Ball League play.**

**NO LEAGUE STANDINGS WILL BE KEPT FOR THE NBIBL.  
THERE WILL BE NO FORMAL LEAGUE CHAMPION NAMED.**

### Rule 6: Alternating Possession

In all jump ball situations other than the start of the game and the start of an overtime period, teams will alternate taking the ball out of bounds for a throw-in. The team not obtaining control of the jump ball will begin the alternating procedure.

### Rule 7: Defense

**The purpose of the Mini-ball League is to instruct the basic fundamentals and build confidence. In light of that, the defenses deployed should not be designed to win games, but to instruct players in the art of defending an individual or area. The rules listed below for the advanced leagues are included to inform the coaches of the type of progression that will be expected of the players as they move up in age and leagues.**

**Mini-Ball: A 2-3 zone defense is mandatory for Mini-Ball League play.**

**NO DOUBLE-TEAMING AT ANY TIME.** Coaches are encouraged to employ a “zone offense,” to ensure that the ball and ball-handler are not continually crowded.

- **NO FAST-BREAKING in Mini-Ball play. Once the ball has been rebounded, sufficient time must be provided for the defense to “get back” to set up and defend their goal.**
- Steals allowed **on passes only.** A player is not permitted to physically steal the ball from another player. A player may intercept a pass going from one opponent to another.
- Defense at the foul line by two defensive players only. The other three defensive players should be in the lower zones near the basket.

#### **Rookie:**

- Defense at the free throw line extended cross-court by two defensive players only. The other three defensive players should be in the lower zones near the basket.
- **NO FULL COURT PRESSING AT ANY TIME. No double-teaming unless the ball enters the lane.**
- **A ZONE DEFENSE is mandatory at this level.** Every effort must be made to prevent the domination of the game by one or two players.

#### **Minor:**

- Defense at half court after a dead ball or a score. **NOTE: The purpose of the half court defense rule is to allow players sufficient time to set-up offensive schemes.**
- A press will be permitted **during the last five minutes of the half/game.**

**Major & Senior:** High school basketball rules apply.

### Rule 8: Fouls for ALL levels

**Mini:** During game play, fouls will be called to educate the players on what is and is not allowed. Play will simply continue after the whistle and an explanation, or the ball will be inbounded on the side. On a limited basis (one foul shot per player, per game) shooting fouls will be introduced to educate the players in lining up for a foul shot and boxing out on a miss. The foul line will be moved forward to an acceptable distance (9 or 10 feet) depending on the individual. No fouling out.

**Rookie:** Personal and shooting fouls will be called. The foul line is moved forward to 12 feet. Players will foul out of the game after **six** personal fouls. Overly aggressive play will be dealt with at the discretion of the game officials. After 10 team fouls, two shots.

**Minors:** After seven team fouls, one foul shot and one bonus after making first. Players will foul out of the game after five personal fouls. After 10 team fouls, two shots.

**Majors/Seniors:** After seven team fouls, one foul shot and one bonus after making first. Players will foul out of the game after five personal fouls. After 10 team fouls, two shots.