

## Primary Schools 4 v 4 Mini-Basketball Rules

4 players from each team play on court (4 v 4) and rolling substitutes may be made (There are no girls / boy ratios)

The game is started with a jump ball in the centre of the court.

To win the game you must score more points, than your opponents:

2pts = Normal basket

1pt = Fouled in act of shooting but basket missed (Keep possession, sideline ball)

3pts = Fouled in act of shooting and basket scored (Possession to other team on baseline)

To restart the game, use a pass from out of bounds near where the violation took place

Use alternate possession to restart the game after the end of a period or when possession is unclear eg. a held ball

**TRAVELLING** - You are not allowed to walk or run with the ball unless you are dribbling. If you are landing in a split 1-2 stop, the 1<sup>st</sup> foot that lands on the floor when you catch the ball is your pivot foot. If you land in a jump stop with both feet landing simultaneously you can choose which foot to pivot on. You cannot change the pivot foot. If you are performing a lay-up, you are only allowed to take 2 steps with the ball.

**Violation** – Opponents team ball from nearest side line

**DOUBLE DRIBBLE** – After you catch the ball you can dribble with one hand (or the other) but if you put two hands on the ball or stop dribbling you cannot start again. You have to pass or shoot.

**Violation** – Opponents team ball from nearest side line

**OUT OF HANDS** – You cannot knock the ball out of someone else's hands in any situation.

**Violation** – Opponents team ball from nearest side line

**CONTACT** – No contact is allowed especially if you are moving. You have to try to avoid contact at all times.

**Violation** – Opponents team ball from nearest side line

**DEFENDING** – You can stand in front of the player to defend them as close as you want. There is no rule on the distance but you cannot touch them. (Be careful they don't dribble around you if you are very close)

**FULL COURT PRESS** – A full court press is not allowed. When a team has scored a basket they must retreat to their own half and only start defending when the attacking team enters their half.

If the attacking team causes an infringement and the defending team have possession from the side-line, the attacking team must again retreat into their half.

The only situation when an attacking player can defend is if they are competing for a rebound. If the defending team catches the rebound, the attacking team can try and prevent the team from advancing the ball up the court.

**BLOCK SHOT** - Players can block a shot but the ball must have left the shooters hand first or it will be viewed as "Out of Hands"

**Timing** – Once the defending team gain possession of the ball they have 8 seconds to get it over the half way line. Failure to do this will result in the other team gaining possession from the half way line