

Maldives Basketball Association

MINI BASKETBALL FESTIVAL



1. The Game

- The game is modified for the Mini Basketball Festival.
- Ensure that all players are involved in the play, not just “dominant” players
- The focus is on Fun
- That all players get to experience “success” (e.g., being able to perform a skill), regardless of whether their team won or lost.
- The height of the basket will be
 - Grades 1,2 & 3 - 8ft high
 - Grades 4 & 5 - 10ft high
- The Size of the basketball will be
 - Grades 1,2 & 3 – Size 5
 - Grades 4 & 5 – Size 6
- The game will be played simultaneously on 2 courts across the half courts of the basketball full length court.
- The game clock will be timed simultaneously for both matches.

2. Categories

- Boys - Grade 1 (U7), Grade 2 (U8), Grade 3 (U9), Grade 4 (U10), & Grade 5 (U11)
- Girls - Grade 1 (U7), Grade 2 (U8), Grade 3 (U9), Grade 4 (U10), & Grade 5 (U11)

3. Teams

- Each team shall consist of 12 Players, Coach & 2 Team Officials.
- A team member is eligible to play when he has been authorized to play for a team according to the regulations, including regulations governing age limits.
- During playing time 5 team members from each team shall be on the playing court and should be substituted.
- All players must at least play 1 half of the game.
- Teams must report to the games (inform our officials) 30 minutes before the scheduled time.

4. Substitution

- Stopping the game halfway through each half for a mandatory substitution
- Players are not “fouled out” if they have 5 fouls, they may continue in the game. However, if a player is continuing to play too rough, the referees may substitute them off.

5. Playing Time, Tied Score and Overtime.

- The game shall consist of 2 halves of 5 minutes each.
- The game clock shall be timed simultaneously for both matches.
- The game will be played on running time.
- There shall be a half-time interval of play of 2 minutes.
- Even If the score is tied at the end of the 2nd half, the games shall end as a draw.

6. Time-Out

- There will be no timeout awarded.

7. Rule Violations

- Zone defence will not be allowed.
- The shot clock will not be introduced
- All Travel and illegal dribble rules should be applied sparingly. Instead, referees should give feedback to players about their footwork, even stopping the play to tell them that they committed a violation, but then awarding that same team the ball back.
- No 5 second violation is called, instead the referees should urge the players to pass
- No 8 second violation is called, instead the referees should urge the players to dribble and carry on
- “Don’t Guard the Throw In”. Instead of being able to stand in front and defend the person throwing the ball in, their defender must stand next to them. Once the ball has been passed, both the passer and their defender step into the court and play normally.