

Minimix Junior Rules

Clock: 8-minute running clock per quarter and will only stop for time outs, except during the last 2 minutes of the 4th quarter during which the clock will be stopped for all whistles (including transition following a turnover resulting from a rebound, stolen ball or loose ball). The clock will restart as soon as the ball is put back in play.

Substitutions: Allowed whenever there is a break in the game (time out, fouls, out of bounds, etc.) Except when subbing from a time out, players must kneel in front of the score table and wait to be called into the game by a referee.

Playing Time: All players will play at least two quarters per game (everyone gets equal playing time).

Coaches: Only one coach may stand during the games. All other coaches must remain seated during the game unless there's a break in the action. Violation of this rule will result in a technical foul.

Pressing: There will be no pressing.

Three Point Shots: There will be no three-point shots.

Possession: Possession will alternate beginning with the team that initially inbounds to begin the game. Jump balls will count in the alternating possession.

Defense:

1. The teams will play a zone defense. No man to man coverage is allowed. Each player will have a zone to protect and will leave their initial position to confront when a player on the opposing team enters his/her zone.
2. Players must set-up in defensive position in a zone defense around the paint, and confront when a player enters their zone.
3. Players cannot go beyond the blue line just above the 3 point line, to defend. Defensive players must stop at the blue line. The only time a defensive player can be beyond the blue line is if there is a loose ball. If the offense gains possession of the loose ball, the defensive players must return to their zone inside the blue line.

4. The point of emphasis here is for players to get in position. Players are allowed to leave their zone when rebounding, but once a player secures the rebound, the defensive player must return to their position.

Rebounding:

1.
 1. If the defensive player gets the rebound, he/she must stop and remain in position where they captured the rebound, holding the ball above the waist. The team that turned-over the ball must go down court to set-up their defense. Once the players have set-up their defense, the referee will signal the offensive team to bring the ball down court. Please remember that when there is a turnover on rebound, the player that captures the turnover cannot immediately dribble down court in transition. He/she must wait until the defense sets up in the frontcourt.
2. **FAST BREAKS ARE NOT ALLOWED.** Also, please note that the rebounding players cannot double-over on the ball to protect it. They must keep the ball above the waist. We are trying to teach the kids how to pivot and pass to move the ball when rebounding.

Inbounding:

- ❖ End of court (Baseline)
 - Beginning of game quarters
 - Following a successful shot
 - Following foul shots
 - 5 second violation
- ❖ Half court
 - After a time out
 - Delay of game penalty
- ❖ Sideline at the end of the free throw line as though extended to the sideline, on the same court where currently playing

- Floor foul (non shooting and not resulting in a technical foul shot)
- After a jump ball
- ❖ Out of bounds
 - When the ball goes out of bounds, it will be brought back in at the point where it went out of bounds EXCEPT when the ball goes out of bounds under the basket. When this happens, the ball will be inbounded just outside either side of the lines outlining the lane, as if the lines extended to the baseline. When the ball is overshot and goes behind the backboard, it is considered to have gone out of bounds and will be inbounded to the left or right of the lines outlining the lane.

Fouls: Personal fouls will be called according to regular rules. A deliberate, egregious foul can result in the ejection of a player from the game or a warning and having the player sit-out a quarter (e.g. punching a player in the back). Team fouls will be called for illegal defense (e.g. trapping, double teaming, defending above the blue line, etc.)

Technical Fouls: A technical shooting foul will occur when a team reaches 7 fouls (personal plus team) in a half. The shooting team will shoot a 1 and 1 on the 7th cumulative foul and each successive foul during that half. After shooting the 1 and 1, possession will revert to the non-shooting team.

3 Second Violation: Offensive players cannot remain in the lane longer than 5 seconds. Should a team be called for a 5 second violation, then the ball will be turned-over to the opposing team.

Delay of game: A team has 10 seconds to get the ball over the blue line on their court. A delay of game penalty will be assessed otherwise and the ball turned over to the opposing team. This will not count as a team or personal foul.

Free throws: All players other than the shooter will line-up at half-court. The shooter will shoot from 2 feet inside of the free throw line. After the shots have been taken, possession of the ball goes to the opposing team.

Basically, we're trying to establish control of the game by allowing players to dribble, pass and shoot without too much pressure. We want our players to establish their position.

With the defensive post players locked in position, they can work on blocking out, rebounding, and outlet passing.

Gym Clean- Up:

The last teams to play on Saturday are responsible for the breakdown and clean-up of the gym after the game. Teams are responsible for the cleanliness of the gym after their practices.

Just a Reminder.....

KLMBGC encourages good sportsmanship so “Let the players play, let the coaches coach, and let the officials officiate we are all here in the name of sport” ~Unknown