



***METRO SOCIAL
BASKETBALL LEAGUE***

MINI

MSBL Mini Competition By-Laws

Edition January 2021

Approved by Basketball SA for Implementation February 15th, 2021



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Table of Contents

Introduction

1. Competition Structure

- Premiership Points
- Competition Rules (Girls, Boys, Mixed, Open)

2. Player Regulations

- Ineligible Player
- Playing in Multiple Teams

3. Playing Conditions

- Starting the Game
- Timing Conditions for Minor Round Games
- Timing Conditions for Major Rounds
- Legal Uniforms
- Colour Clash
- Score/Time Keeper
- Jewellery
- Fingernails
- Hair
- Playing Footwear
- Abandoned Game
- Mercy Rule
- Zone Defence

4. Specific Age Group Regulations

- Behaviour Standards
- Blood Situations
- Filming Policy



METRO SOCIAL
BASKETBALL LEAGUE
MINI

Introduction

The rules under which the MSBL Mini competitions play basketball in Basketball SA Centres are those contained in the latest edition of the F.I.B.A. Rules except for the By-laws set out herein, which amend and/or supplement the F.I.B.A. rules. If there are conflicts between the F.I.B.A. rules and these by-laws, then these by-laws apply.

1. Competition Structure

Premiership Points

- Premiership points only apply for the oldest age group (Year 5/6/7) and only in term 4. They will be awarded as follows.

Premiership points shall be awarded as follows:

| | |
|-----------------------|----------|
| WIN/FORFEIT RECEIVED: | 3 Points |
| DRAW/BYE: | 2 Points |
| LOSS: | 1 Point |
| FORFEIT GIVEN: | 0 Points |

- All other grades will not have a finals series.

Competition Rules

- Girls Competitions:
 - Only female players can participate.
- Boys Competitions:
 - Female players may participate.
- Mixed Competitions:
 - Must have at least one player of each gender on the court at all times.
- Open Competitions:
 - Any eligible players can participate.

2. Player Regulations

Ineligible Player

- An ineligible player is someone who is not registered or is playing in the incorrect age group.

Playing in Multiple Teams

- Players may play in multiple teams, but must pay for both games.



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BASKETBALL LEAGUE
MINI**

3. Playing Conditions

Starting the Game

- In competitions where premiership points apply, you must have 5 players on the court before the 10-minute mark.
- In all other competitions you must have at least 4 players at the start of the game.
- Stadium staff can give permission to have fill-ins play to make a game.

Timing Conditions for Minor Rounds

- 2 x 15 minute halves.
- 2 x minutes at half time.
- 1 x time out per team per half.
- No overtime will be played, i.e. tied games will result in a draw.

Timing Conditions for Major Rounds

- 2 x 15 minute halves.
- 2-minutes at half time.
- 1 x time out per team per half.
- Clock will stop for time outs.
- Clock will stop in the last minute on all whistles.

Legal Uniforms

- Player numbers can be 0, 00 or 1-99.
- Numbers must be visible on the front and back of the uniform.
- Teams cannot have multiple players wearing the same number.

Colour Clash

- Teams are responsible for ensuring that they know the colour of singlets / tops of other teams in their grade.
- In the event of a colour clash in the uniforms of two teams, the team named on the fixture as Team B must change.
- Where a team is changing uniform in a colour clash situation, it shall not be penalised for incorrect numbers or incorrect uniforms under these By-laws.

Score/Time Keeper

- Teams are responsible for providing one scorer/time keeper each.



METRO SOCIAL
BASKETBALL LEAGUE
MINI

Jewellery

- Players are not permitted to wear jewellery of any kind whilst playing MSBL Mini basketball. Jewellery includes; tongue studs, stud earrings, necklaces, watches, bracelets, anklets, rings of all types and rubber or similar wristbands, etc.
- Players are allowed to wear medic alert bracelets provided that they are “sports specific” and designed to fit securely to the skin.
- A player who has religious or other special reasons to wear a flat ring or other religious garments may apply in advance to the relevant Stadium Sub-committee for a written permit to wear that ring provided the ring is adequately covered. If the permit is granted, it shall only be valid for that season and that stadium and shall be presented to the Referee at the commencement of each game, at which time the referee shall ensure that it is adequately covered.

Finger Nails

- Players are not permitted to have fingernails which protrude beyond the top of the fingers.
- The Referee shall be the sole judge as to whether fingernails are a satisfactory length.
- Gloves that protect nails, and are not dangerous to other players, may be worn in order to protect other players. Gloves that are suitable for Netball are also suitable for Basketball.

Hair

- If a player has hair braided into a plait, the plait is not permitted to be able to swing free and must be held tightly to the head.
- A player’s hair must not be tied high on the head allowing it to flick as the head of the player moves.
- Hair must be tied in a manner that does not allow it to move freely and flick into an opposing players face.
- No metal clips, metal headbands, combs or baubles are permitted to be worn in the hair whilst playing.
- A player whose hair does not conform to this By-Law shall not be permitted to play.
- The Referee shall be the sole judge as to whether a player’s hair conforms to this By-law.

Playing Footwear

- A player is only permitted to wear non-marking sports footwear whilst playing in Basketball SA competitions.
- A player with no footwear will not be permitted to play.
- Any player wearing footwear which marks the playing surface will be asked to leave the court by the referee until such time as the footwear is replaced.

Abandoned Game

- If a game is stopped and subsequently called off (abandoned) because of a situation beyond the immediate control of the referees or Basketball SA or the stadium management then the following will apply:
 - If the period of game time played is less than 50% of the allocated game time the match shall be declared abandoned and no score recorded.
 - If the period of game time played is greater than 50% of the allocated game time, then the score at the time of abandoning the game shall stand and be recorded as the final game score. No additional play shall occur.
 - The referee, after due consultation with the stadium management and/or the team coaches and/or medical team, whomever is applicable, shall be the sole judge of what constitutes an abandoned game and when this shall occur.
- Examples of situations which could cause an abandoned game (but not limited to these):
 - Court lighting goes off preventing the starting or completion of the game.
 - Game stopped and then abandoned due to the amount of time lost because of a player injury and such injury prevented their removal from the court while waiting or receiving medical attention.
 - Court backboard/ring is broken and cannot be immediately fixed or replaced.

Mercy Rule

- For the R/1 & 2/3 Competitions, the Mercy Rule shall be applied as such:
 - When a team is 10+ points up, all 5 players from the team in the lead, must retreat behind their defensive 3 point line until the ball crosses half court.
- For the 3/4 & 5/6/7 Competitions, the Mercy Rule shall be applied as such:
 - When a team is 15+ points up, all 5 players from the team in the lead, must retreat behind their defensive 3 point line until the ball crosses half court.
- After the ball has crossed half court, each player from the leading team must pick up their own individual player on defence.
- If a team does not adhere to this rule, the penalty will be as follows:
 - First offense: the coach of the offending team will be given a warning. The coach must instruct their players to adhere to the rule.
 - Second and subsequent offense(s): the coach of the offending team will be given a technical foul.

Zone Defence

- Teams must play one on one (man on man) defence at all times.
- If a team believes their opposition is running a zone defence, the coach must ask the Stadium Services Officer (SSO) to adjudicate whether the team is running a zone.
- If the SSO believes the opposing team is running a zone defence, the penalty will be as follows:
 - First offense: the coach of the offending team will be given a warning. The coach must instruct their players to each defend an individual player.
 - Second and subsequent offense(s): the coach of the offending team will be given a technical foul.



4. Specific Age Group Regulations

R/1 Competition

- Size 5 Ball.
- Rings at 8 feet.
- 5 seconds in the key.
- U10 free throw line.
- 10 seconds in the backcourt.

2/3 Competition

- Size 5 Ball.
- Rings at 8 feet.
- 5 seconds in the key.
- U10 free throw line.
- 10 seconds in the backcourt.

3/4 Competition

- Size 6 Ball.
- Rings at 10 feet.
- 3 seconds in the key.
- U12 free throw line.
- 8 seconds in the backcourt.

5/6/7 Competition

- Size 6 Ball.
- Rings at 10 feet.
- 3 seconds in the key.
- U14 free throw line.
- 8 seconds in the backcourt.



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