

# TE AWAMUTU SPORTS MINIBALL 2025



Welcome to all Players / Coaches / Managers and Supporters

Please find attached the information for miniball for this term to distribute to your players.

## Competition Nights:

- **Years 1/2** – Tuesday afternoons at Albert Park, 29<sup>th</sup> July – 16<sup>th</sup> September
- **Years 3/4** – Wednesday afternoons at Te Awamutu Event Centre, 30<sup>th</sup> July – 17<sup>th</sup> September  
– ***please note that there is no play on the 10<sup>th</sup> September due to another booking***
- **Years 5/6 & 7/8** – Monday afternoons / evenings at Te Awamutu Event Centre, 28<sup>th</sup> July – 15<sup>th</sup> September

## Draws and Results:

All draws and results can be found on the Te Awamutu Sports website under the Miniball tab - <https://tasports.co.nz/te-awamutu-miniball>. Please check game times each week as some adjustments may be made throughout the term.

*Please note that some teams in the Year 7/8 grade will have two games on the one night in the second half of the draw.*

## Team Entry Fees:

The cost per team is \$200 for Year 1/2 teams playing at Albert Park Indoor Sports Centre and \$260 for all other teams playing at the Event Centre- these prices are inclusive of GST. Invoices should have already been emailed- please note that these need to be paid by week three of competition, failure to do so may result in loss of points or withdrawal from the competition.

## Clothing:

Players will not be permitted to take court if they do not adhere to the following:

- Teams must wear the same coloured tops and must be numbered for teams in Years 5-8. We have a set of playing bibs available for when teams play from the same school or if the opposition has similar coloured tops.
- Court shoes are required - these need to be non-marking and appropriate to play in e.g. laces tied - **no Crocs or bare feet are permitted!**
- **Hair must be tied up** - this applies to any gender with hair that is shoulder length or below!

**Score bench Duty:**

Each team needs to provide one person each week to do the score bench. Those assigned to the score bench for the game must sit at the allocated table or in the front row of seating for the Year 1/2 games at Albert Park. If you need training - please let us know we can go through the basics with you before the game.

**Referees:**

Please be supportive – it is not an easy task. Words of encouragement to a well refereed game would be appreciated by all. If you have concerns about the referee – please see the Floor Controller in the first instance who will address the concerns with the referee. If you are interested in refereeing, then please let us know!

**Default Information:**

We prefer that a match is not defaulted. If you are unable to get five players for a game, then you are permitted to use players from the grade below e.g. a Year 3/4 player can play for the Year 5/6 team or for the Year 1/2 teams they can use Year 1/2 students who do not usually play miniball - this is to avoid teams getting an unfair advantage.

In the event that you are unable to get a team together for that week, we would appreciate that you give us as much notice as possible as some teams travel quite a distance to play. Should a team need to default we will make every effort to pull together another team for a friendly game so if you are just a few players short please let us know and we can arrange for a few extra players for you. Please contact Roz on 027 404 6201.

**Miniball Contacts:**

Keri-Lyn Rangi – Referees & Floor Control - 027 359 2279

Roz Beaver – Miniball Admin - 027 404 6201

## **Rules and Player Expectations**

Please share these rules with your team members. Remember that we are all here to enjoy the sport and want to encourage all children to participate in a non-threatening environment.

### **Code of Conduct:**

Miniball is a respectful competition where we respect ourselves, teammates, the opposition, officials and our environment. Please make sure the children are always supervised, and rules of the facility are adhered to.

We operate the Miniball under the Te Awamutu Sports Code of Conduct. Please contact us if you would like a full copy - this has a full code of conduct and complaints process if required.

### **Coach / Team Manager's Responsibilities:**

- Children must play at the correct school year level. They can be younger and play up a grade – this is avoid teams gaining an unfair advantage. On occasions a player may receive special dispensation to play for another team but this is considered in a case-by-case basis.
- Only players registered for a team may play.
- To play in the “finals” evening a player must have played 3 or more games previously (pool play and cross over games count towards the 3 games).
- Coaches should ensure that players are only playing for one team per night - players cannot play for two teams in the same grade, even if they are just “filling in”.
- Referees are to be treated with respect. If a problem occurs regarding any refereeing decisions, it should be raised with the Floor Controller on the night who can clarify the ruling or address your concerns with the referee.
- Arguing from the sideline towards the referee will result in the game being halted. Any abusive behavior by players, officials or spectators towards a referee will have serious repercussions.
- Repercussions for not enforcing the Coach / Manager's responsibilities includes:
  - Game will be defaulted
  - Coach/Manager getting a verbal warning
  - Letter sent to School Principal or Club President with recommendations
  - Possible ban from the competition

## **Year 1/2 Game Rules:**

- Games are played with a size 5 ball on lower hoops.
- Games are 4x6 minute running clock quarters, with 1 minute quarter breaks and 3 minutes between games.
- Defense must be from half court only.
- Children must defend the player with the same-coloured band as themselves.
- All in bounding passes must be taken from behind the line.
- Double dribble violation will be called at the discretion of the referee.
- Travelling calls will be at the discretion of the referee.
- Back court rules do not apply.
- If an attacking player is fouled in the act of shooting, 2 points will be awarded to the attacking team.
- If an attacking player is fouled in the act of shooting and the basket is made, 2 points will be awarded, and a further 1 point will be awarded as a result of the foul
- If an attacking player is blocked/fouled/interfered with by an opposition player wearing a different coloured band, the defensive player will be cautioned and if repeat offences occur then 2 points will be awarded to the attacking team.
- The game is defaulted if a team is not on the court ready to play 3 minutes into the game.
- Teams must start with a minimum of 4 registered players on the court. If this occurs, then the opposing team plays with one unmarked player – players cannot wear two coloured bands at the same time.
- Coaches are permitted on the court to help direct players.
- Substitutions can be made at any time and do not have to go through the referee. However, the player subbing off must be off the court before the next player can take the court.
- If a team is leading by a significant margin the referees will enforce the MERCY RULE where the leading team must retreat to the 3-point line.
- If the game ends in a draw the play will resume from halfway using the alternate possession rule and the GOLDEN POINT rule will come into play. This means that the next team to score will win the game.

### **Year 3/4 Game Rules:**

- Games are played with a size 5 ball on full height hoops.
- Games are 4x6 minute running clock quarters with 1 minute quarter breaks, and 3 minutes between games.
- Defense must be from half court only.
- Children must defend the player with the same-coloured band as themselves.
- All in bounding passes must be taken from behind the line.
- Double dribble violation will be called at the discretion of the referee.
- Travelling calls will be at the discretion of the referee.
- Back court rules apply.
- If an attacking player is fouled in the act of shooting, 2 points will be awarded to the attacking team.
- If an attacking player is fouled in the act of shooting and the basket is made, 2 points will be awarded, and a further 1 point will be awarded as a result of the foul.
- If an attacking player is blocked/fouled/interfered with by an opposition player wearing a different coloured band, the defensive player will be cautioned and if repeat offences occur then 2 points will be awarded to the attacking team.
- The game is defaulted if a team is not on the court ready to play 3 minutes into the game.
- Teams must start with a minimum of 4 registered players on the court. If this occurs, then the opposing team plays with one unmarked player – players cannot wear two coloured bands at the same time.
- Coaches are not permitted on the court to help direct players.
- Substitutions can be made at any time and do not have to go through the referee. However, the player subbing off must be off the court before the next player can take the court.
- If a team is leading by a significant margin the referees will enforce the MERCY RULE where the leading team must retreat to the 3-point line.
- If the game ends in a draw the play will resume from halfway using the alternate possession rule and the GOLDEN POINT rule will come into play. This means that the next team to score will win the game.

### **Year 5/6 Game Rules:**

- Games are played with a size 5 ball on full height hoops.
- Games are 4x6 minute running clock quarters with 1 minute quarter breaks, and 3 minutes between games.
- Numbered tops are to be worn by all players. No arm bands are worn.
- Full court defense can be played. Teams must not play ZONE defense. If the defensive team is winning by a large margin the referees can ask the team to play half court.
- All in bounding passes must be taken from behind the line.
- Double dribble violation will be called.
- Travelling calls will be called.
- 3 second rule applies.
- Back court rules apply.
- If an attacking player is fouled in the act of shooting, 2 free throws will be awarded.
- Fouls will be recorded.
- The game is defaulted if a team is not on the court ready to play 3 minutes into the game.
- Teams must start with a minimum of 4 registered players on the court.
- Coaches are not permitted on the court to help direct players.
- Substitutions can be made at any time and do not have to go through the referee. However, the player subbing off must be off the court before the next player can take the court.
- If a team is leading by a significant margin the referees will enforce the MERCY RULE where the leading team must retreat to the 3-point line.
- If the game ends in a draw the play will resume from halfway using the alternate possession rule and the GOLDEN POINT rule will come into play. This means that the next team to score will win the game.

### **Year 7/8 Game Rules:**

- Games are played with a size 6 ball on full height hoops.
- Games are 4x8 minute running clock quarters with 1 minute quarter breaks, and 3 minutes between games.
- Numbered tops are to be worn by all players. No arm bands are worn.
- Full court defense can be played. Teams must not play ZONE defense. If the defensive team is winning by a large margin the referees can ask the team to play half court.
- All in bounding passes must be taken from behind the line.
- Double dribble violation will be called.
- Travelling calls will be called.
- 3 second rule applies.
- Back court rules apply.
- If an attacking player is fouled in the act of shooting, 2 free throws will be awarded.
- Fouls will be recorded.
- The game is defaulted if a team is not on the court ready to play 3 minutes into the game.
- Teams must start with a minimum of 4 registered players on the court.
- Coaches are not permitted on the court to help direct players.
- Substitutions can be made at any time and do not have to go through the referee. However, the player subbing off must be off the court before the next player can take the court.
- If a team is leading by a significant margin the referees will enforce the MERCY RULE where the leading team must retreat to the 3-point line.
- If the game ends in a draw the play will resume from halfway using the alternate possession rule and the GOLDEN POINT rule will come into play. This means that the next team to score will win the game.