

<b>Mini-Basket Summary Sheet</b>		
<b>Topic</b>	<b>Mini-Basket 3 v 3</b>	<b>Mini-Basket 4 v 4</b>
<b>Court</b>	Half court	Crosscourt
<b>Free throw line</b>	4.5m (14.8ft) from the endline	5.8m (19ft) from the endline
<b>Ball</b>	Size 3/ 5, depending on the developmental level	Size 5
<b>Hoop</b>	8 feet = (2.44m or 2.60m)	10 feet = 3.05m
<b>Team Roster</b>	3 + 1 substitute = 4 players total	4 + 2 substitutes = 6 players total
<b>Official(s)</b>	1	1 - 2
<b>Scorekeeper/Timer</b>	1	1 - 2
<b>Timeouts</b>	No timeout	1 per team, 30 seconds, clock is stopped. Timeouts can only be administered by the scorer on a dead ball or after a score in last 2 minutes.
<b>Initial Possession</b>	Coin flip	Jump ball at centre court
<b>Game Duration</b>	10 minutes running time. Clock will stop only during free throws.	12 minutes running time. Clock will stop only on timeouts and free throws.
<b>Overtime</b>	No scoring is kept	If the score is a tie at the end of game play, the result shall stand and no extra time shall be played
<b>Scoring</b>	No scoring is kept	Basket scored (inside 3-point arc) is 2 points. Basket scored (outside 3-point arc) is 3 points. Free throw is 1 point.  Score will not be kept after a team reaches a 20-point lead
<b>Shot Clock</b>	Not applicable unless a team is purposely stalling. The official shall use discretion with a 15 second shot clock.	24 seconds
<b>Possession Following a Dead Ball</b>	On the closest endline or sideline to the team who did not commit the infraction.	On the closest endline or sideline to the team who did not commit the infraction.
<b>Possession Following a Successful Field Goal</b>	Defence possession occurs under the basket with a pass in from the out of bounds line at the top of the arc. No defence inside charge circle.	A player from the non-scoring team will resume the game by passing the ball to a teammate from behind the baseline
<b>Defensive Rebound</b>	Ball must be dribbled or passed behind the arc or the extended FT line	Defensive team advances the ball with a pass or dribble. Man to man pressure is allowed
<b>Offensive Rebound</b>	Play continues and the offence may attempt to score without returning the ball behind the arc/free throw extended	Play continues until the offence scores or the defence secures the rebound.



<b>Jump Ball</b>	Possession goes to the defence at the inbound point	Possession shall be decided by the possession arrow
<b>Shooting Foul</b>	1 free throw from the FT line If no line is marked shooter may start behind the line and finish in front of the line	1 free throw from FT line if shot is successful. 2-3 free throws from FT line if shot is unsuccessful
<b>Foul Limit per Player</b>	N/A	4
<b>Team Fouls until penalty</b>	6 team fouls/ 9 team fouls	6
<b>Penalty Situation</b>	1 free throw or 1 free throw + possession	2 free throws
<b>Substitutions</b>	Subs happen at the closest dead ball to the 2, 4, 6, and 8 min marks. When the ball is dead and before it has been checked. Substitute can enter the game after a teammate steps off the court and makes physical contact with the substitution. This action occurs behind the end line, opposite the basket (center line). Substitutions require no action from the official or scorekeeper. One player must sub every whistle unless it is a team of 3 players with no substitute players.	When the ball is dead and before it has been inbounded at the 3, 6, 9 minute marks. Substitute(s) can enter the game after being called into the game by the officials. This action occurs at the centre line.
<b>Unsportsmanlike foul</b>	1 free Throw + possession of the ball at throw-in spot	2 free throws + possession