

RULES OF U11 BASKETBALL

- U11 Game Format
 - All Tournament Play must be Jamboree / Round Robin / Exhibition style format only. No semi-final/final playdowns, medals or banners at this age group.

In New Brunswick, U11 basketball will follow BNB-modified FIBA rules, with these exceptions:

1. Games shall be played in 4-on-4 format.
2. The recommended court dimensions are 74'x50'. In large gymnasiums this usually equates to a cross court size. We would recommend using the court size that is closest to that whether that means cross court or full court in your specific facility.
3. The basketball rim is 8 1/2 ft. (2.61m) from the floor.
4. The foul line is 13 ft. (4m) from the backboard.
5. The Game ball is a Size 5 or 27.5
6. Games consist of 10 segments, each of which is 3 minutes long. Segments 1 through 5 constitute the first half of the game, while segments 6 through 10 constitute the second half. Stop time is played.
7. Teams must carry a minimum of 10 players on their rosters, and must play all players in attendance in each game, except for reasons of illness, injury or discipline.
8. The penalty situation begins on a team's 8th foul of the half.
9. There is an interval of **4 minutes** between the 5th and 6th segments (halftime) and an interval of a maximum of **30 seconds** between all other regulation segments, the goal should be to start the next segment as quickly as possible once new lineups have been checked in.
10. Overtime periods shall be a duration of 3 minutes (stop time). There will be a **1-minute** interval before the first overtime period and a 1-minute interval before all other overtime periods.
11. The game begins with a jump ball. The next held ball situation will be awarded at the nearest point to the team that did not gain possession from the jump ball. For the remainder of the game, held ball situations will continue to be awarded alternately out of bounds. A "center check" may be held at the beginning of each segment.
12. No player may participate in more than **One (1) segments** more than his/her teammates in the same game.
13. When a player enters a game segment, that player receives a "floor time check mark".
14. Players may ONLY be removed (subbed out) of a segment for reasons such as illness, injury, discipline or foul trouble. A player who has been removed from a segment may re-enter the SAME segment. This player will be considered to have participated in ONE segment, and will receive no additional "floor time check mark" for the re-entry. The player who was subbed into the game will also receive a floor time check mark. There are no playing time or substitution restrictions during overtime periods.
15. All players, except those fouled out or disqualified, are eligible to play in overtime periods. Rule # 12 does not apply in the overtime period(s).
16. There is NO three point field goal.

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17. Screening of any kind is NOT permitted (including ball screens, area screens, and dribble weaves/handoffs).
18. Double-teaming an offensive player is NOT permitted, both while inboundng the ball and while the ball is in play, with the exception of inside the "Doubling Area". This area is considered to be inside the key and extended diagonally from the elbow to the corners of the baseline.
19. Zone defenses of any kind are NOT permitted (including "in the key", half-court, and full-court zone presses). In the half-court, this is an "in the key" call, intended to prevent a player (or players) from "plugging up the key", and guarding the basket rather than a player. When playing help side defense (on the weak side of the court) a player may have one foot on the basket-line, but must be adjusting their position in accordance with their offensive player. (Example: If the ball is on the wing and a player's check moves to the opposite baseline corner, the defensive player may continue to stay on help side with one foot on the basket-line. If the weak side offensive player moves to the top of the key, the defensive player would then adjust accordingly and the helpline would no longer be considered the basket-line.)
20. Proximity Rule - A defender must be within one (1) meter of the ball handler once the ball is below the top of the semi-circle extended (top of 3pt line).
21. When a team has established a 20 point lead, no full court defense is permitted. The other team must retreat to center court to play defense on dead balls or after a basket. Teams can continue to defend after a defensive rebound. NOTE: Violations of Rules 17, 18, 19, 20 and 21 will be called at the DISCRETION OF THE OFFICIALS, who will consider the intent involved when making the call. A warning will be issued for a team's first violation in the game. All subsequent violations will be treated as follows: - Offensive Violation (i.e., screening): An offensive violation of these rules (i.e., screening) will result in a turnover and the possession will be given to the defending team. - Defensive Violation (i.e., double teaming/zone/pressing when up 20+): If the possession of the ball changes due to a defensive violation (i.e., double teaming/zone/pressing when up 20) the play will be called and the ball will be returned to the offensive team. - Teams who are frequently and deliberately in violation of these rules will be penalized by awarding a technical foul to the coach.
22. The 30 second rule will be in effect during the last shift of the game and all overtime periods. The table officials will be responsible for the 30 second rule time count.
23. A team shall have 10 seconds to move the ball to the front court.