

SPORT. ÉDUCATION. FIERTÉ.

IRSEQ®

LAVAL

**SPECIFIC RULES
2026-2027**



**MULTISPORTS MINI-LEAGUE
MINI-BASKET**



Last update : July 31th 2026

Table of contents

ACTIVITY PROCEDURE	3
ARTICLE 1 Officiel rules	3
1.1 Game rules	3
ARTICLE 2 Identification of categories	3
2.1 Category	3
ARTICLE 3 Team composition	3
3.1 Composition	3
3.2 Substitutions	3
ARTICLE 4 Installations and equipment	3
4.1 Sports installations	3
4.2 Equipment	3
4.3 Security	4
ARTICLE 5 Games	4
5.1 Game format	4
5.2 Playing time	4
5.3 Refereeing	5
5.4 Score	5
5.5 Score differential	5
ARTICLE 6 Awards	5
6.1 Banners	5
HOW SPORT WORKS	5
ARTICLE 7 Specific rules	5
7.1 Offensive	5
7.2 Defensive	6
7.3 Fouls	6
7.4 Ethics	6

ACTIVITY PROCEDURE

ARTICLE 1 Officiel rules

1.1 Game rules

- 1.1.1 For all rules not specified in this document, you must refer to the game rules approved by Basketball Québec.
- 1.1.2 However, RSEQ Laval's specific rules have priority on the rules of the federation.
- 1.1.3 The administrative rules of Sports Laval must be respected by all the participating schools.

ARTICLE 2 Identification of categories

2.1 Category

2.1.1

Category	Grade
Mosquito	5 th and 6 th grade

2.1.2 Upgrades are permitted.

ARTICLE 3 Team composition

3.1 Composition

- 3.1.1 Each team is mixed.
- 3.1.2 Each team must have a minimum of ten (10) players.

3.2 Substitutions

- 3.2.1 Substitutions can be made when the ball is not in play.
- 3.2.2 Substitutions are unlimited (free substitution).

ARTICLE 4 Installations and equipment

4.1 Sports installations

- 4.1.1 The dimension of the court used are the regular court dimension.
- 4.1.2 The baskets must be installed 3,05 m from the ground.

4.2 Equipment

- 4.2.1 The official ball is a size 5 ball (27,5 inch).

- 4.2.2 Balls will be provided by Sports Laval.
- 4.2.3 Participating schools must have a t-shirt or pinnies of the same color for each player. The players must have their t-shirt or pinnies tucked in their shorts all the time.

4.3 Security

- 4.3.1 Before each game, the coach must make sure that no player is wearing jewelry (necklaces, bracelet, earrings, facial piercing, etc.)

ARTICLE 5 Games

5.1 Game format

- 5.1.1 The games are played with five (5) players on the field.
- 5.1.2 There must be a girl on the field at all times. If a team does not have a girl, they must play with one less player on the field.
- 5.1.3 The game format is competitive. There will be a round robin period where each team will be played. After, there will be an elimination round with the quarter-finals, semi-finals and the final.
- 5.1.4 For the round robin period, if there is a tie, there will not have overtime. A win game is three (3) points, a tie game is one (1) point and a loss game is 0 point.
- 5.1.5 If there is tiebreak after the round robin period, the procedure to apply is :
 - (a) Total points : how many points have each team. The team who have more points moves on;
 - (b) If two (2) teams are involve in a tiebreaker, the team who win the game will moves on;
 - (c) The team with the less basket conceded moves on ;
 - (d) Calculate the point differential in all the games of the round robin period (basket scored – basket conceded = differential). The team with the biggest differential moves on;
 - (e) If the differential is tie, the team who scored most basket moves on.
- 5.1.6 For the elimination round, tie games will go in overtime. There will be three (3) minutes period (running time) that must be fully played.

5.2 Playing time

- 5.2.1 The game will consist of four (4) quarters of six (6) minutes (running time). There will be a one (1) minute break at half time.
- 5.2.2 No time-outs are allowed.

5.3 Refereeing

- 5.3.1 The referees will be students from high school.
- 5.3.2 All quarters must begin with a jump ball at central court. These will alternate between the teams for each quarter. The referees must throw the ball between the two (2) players.

5.4 Score

- 5.4.1 Each basket is two (2) points.
- 5.4.2 A free throw is one (1) point.
- 5.4.3 The three (3) points rule does not apply.

5.5 Score differential

- 5.5.1 If there is forty (40) points separates the two (2) teams, the score will be final for the match sheet. The teams can still play for pleasure.

ARTICLE 6 Awards

6.1 Banners

- 6.1.1 Each team will receive a participation banner. The teams in final will receive a finalist banner and champion banner.

HOW SPORT WORKS

ARTICLE 7 Specific rules

7.1 Offensive

- 7.1.1 Once the team has crossed the central line with the ball, players may not return to the other side of the central line or pass to a player who is on the other side (back court rule).
- 7.1.2 When a player receives the ball, they may look at their options using a pivot foot. Stomping is prohibited.
- 7.1.3 The three (3) seconds rule does not apply. (Offensive player who is in the under-basket area for more than 3 consecutive seconds)
- 7.1.4 The five (5) seconds rule applies, meaning that a player has five (5) seconds to pass the ball to another player. In case of a violation, the ball is given to the opponent team.
- 7.1.5 The eight (8) seconds rule applies, meaning that an offensive player have eight (8) seconds to cross the central line.

- 7.1.6 The twenty-four (24) seconds rule (shot clock) does not apply. (Offensive team must shoot the ball toward the basket or score before the twenty-four (24) seconds expire.

7.2 Defensive

- 7.2.1 Man to man defense is mandatory. A player is responsible for a player from the opposing team at all times.
- 7.2.2 The mid-court defense is applied at all times, even after a defensive rebound. This means that when the ball is dead, all defensive players must return to their zone (behind the central line) to regain possession of the ball.
- 7.2.3 After a team scores, the team must return behind the central line. They must wait that the opponent's team's ball carrier crosses the central line before defending.

7.3 Fouls

- 7.3.1 When a foul is committed (double dribble, carrying, traveling, physical contact with another player, etc.), the player will have two (2) free throws.
- 7.3.2 When a player has the ball in their hands, the opponent player cannot touch, strike or steal the ball from their hands at any time. If it happens, the referee gives the ball to the other team. However, during a dribble, a player can attempt to steal the ball from the opponent.
- 7.3.3 Obstruction which stopped the progression of a player who does not have the ball by outstretched arms, hips or knees will be considered a foul.

7.4 Ethics

- 7.4.1 Any player who is deliberately rude or disrespectful will be excluded from the game.