

BASKETBALL FORMAT

Minor Boys Basketball

Marine Corps Community Services (MCCS) Basketball will be played in accordance with the 2021 NFHS Rulebook and by the amendments defined in these bylaws. Items 1-15 below.

Referees: The referee's presence is to control the game, enforce rules, and assist in explaining the rules to game situations. There will be two (2) officials, one (1) scorekeeper, and one (1) timekeeper used during all games, depending on the availability of the referee association.

Bylaws / Amendments to NFHS RB:

- 1) Minor Boys Division basketball will be defined by players aged 9 to 10 years old.
- 2) A team may start or end a game with four (4) players.
- 3) The size of the basketball will be 28.5" in circumference.
- 4) Games will be limited to twenty-eight (28) minutes
 - Four (4) seven-minute (7) quarters.
 - One (1) minute break between each quarter.
 - Five-minute (5) half-time.
- 5) **Minimum Playing Time:**
 - 14 minutes (Half the Game)
 - Minimum playing time may only be waived if:
 - A player is continuously late without a good reason.
 - Younger than the required age for the division (i.e., moved up a division).
- 6) **Season Play:**
 - Games will be played with a "running clock." The clock will stop for time-outs and free throws.
 - Regulation time will run during the last two (2) minutes of the fourth (4th) quarter.
 - **Regulation time:** the clock will stop for any dead ball (i.e. fouls, turnovers, time-outs, inbound/out of bounds play, or free throws).
 - In the fourth (4th) quarter, if the lead reaches 20 points, the clock will run through the last 2 minutes.
 - There will be **No Full Court Press**. Defensive players may not interfere with offensive players in the backcourt.
 - Free throws will be taken sixteen (16) inches from the official free throw line (one hash mark from the free-throw line).
 - During regular season play, a tie will remain a tie.
 - During Playoffs, all ties will be broken. There will be a total of three (3) overtime quarters.
 - Each overtime quarter will be three (3) minutes long. If the game is still tied after three (3) overtime quarters, both teams will shoot five (5) free throws per team.
 - NOTE: All players on the court at the conclusion of the third overtime will remain and shoot one (1) free throw each.
 - The team that makes the most free throws wins. If the game is still tied after the free throw cycle, they will repeat the five (5) free throw cycle until a team wins. A single-player may not shoot twice in one cycle.
 - A game in progress may be concluded at any time providing both coaches agree.

7) **Scorekeeper:**

- The score will be kept and recorded by an assigned scorekeeper.
- **If a game does not have a scorekeeper provided by the Officials Organization:**
 - The home team will be required to keep the official scorebook for the game.
 - If the home team does not have someone to keep the official scorebook, the opposing team will become the home team.
 - At that time, the home team will choose which goal they will defend.

8) In the interest of safety, the officials will have liberal discretion in determining possession of the ball. One (1) hand on the ball is considered possession.

9) Players may not have accessories on the body, hard objects (beaded hair, hard jewelry, etc.). Hard cast are not allowed regardless if bubble-wrapped or covered.

10) Prescription glasses or goggles must have a strap that wraps around the head.

11) Medical-alert and Religious medals are not considered jewelry:

- Religious medals must be taped and worn under the uniform.
- The Medical-alert medal must be taped and may be visible.

12) **Undershirts, arm sleeves, knee sleeves, lower leg sleeves, and tights:**

- If worn, shall be the same single solid color that matches the predominant color of the uniform or may be white, black or beige.
- All players don't need to wear any of the items above and are not required to match other players.

Example for 11: If Natalie wears an undershirt and arm sleeve and Diana also wears an undershirt, arm sleeve, they both need to have a solid color in either black, white, beige, or the predominant color of their jersey but are not required to match each other.

13) Knee braces may be worn but do not have to follow the color restrictions. A brace is defined as anything that contains hinges and/or straps or an opening over the knee cap.

14) The Head Coach and two assistant coaches registered with the SFYS Program Office, and registered players are the only authorized personnel in the bench area. The only exception is when a parent must fill in for an ejected or missing coach.

- ****Only one (1) coach will be allowed to stand during gameplay. In addition, only the Head coach, if present, will interact with any officials or score table.**
- If a team has more than the authorized number of Assistant Coaches, the Head Coach must determine which Coaches may stay on the bench and will remain in the stands. The Coaches in the stands may not give direction/coach from that area.

15) MCCS supplies numbered jerseys, pants, and hats.

- The MCCS uniforms are the only uniform authorized during games.
- MCCS Youth Sports representatives must approve any customization of uniforms.
- Teams may not modify them in color or texture.
- Team equipment will be provided by MCCS and is the responsibility of the Head Coach.