Major Boy's Basketball Division Bylaws

Marine Corps Community Services (MCCS) Basketball will be played in accordance with the NFHS rulebook and by the amendments defined in these bylaws —items 1-16 below.

Officials: The referee's presence is to control the game, enforce rules, and assist in explaining the rules. During all games, there will be two referees, one scorekeeper, and one timekeeper. (Depending on the availability of the referee association.)

BYLAWS / AMENDMENTS to NFHS:

1) Major Division will be defined by ages 11-12.
2) **Game time:**
   - Four 8-minute periods.
   - 1-minute break between each period.
   - 5-minute half-time.
3) **Pre-Game Referee/ Coaches meeting:**
   - Coaches will confirm their players are properly equipped.
   - Players are prohibited from wearing jewelry or any hard objects in their hair, including bobby pins, beads, and plastic or metal pins. However, players are allowed to tape medical alert jewelry and religious medallions, provided that the referee is informed of the reason before the start of the game.
   - For safety, hard medical casts are deemed unsafe for players and other teams to wear in games.
   - Glasses or goggles must have a strap or ear hooks that secure them to the player. There are no exceptions to this rule, and the player will not be able to play without a strap or ear hooks to their glasses.
4) **Coach's responsibility**:
   - Ensure all players meet the minimum playing time of 16 minutes.
   - Arrive a minimum of 15 minutes before game time.
   - Only the Head Coach may stand during game play and interact with the officials or score table.
5) The size of the basketball will be 29.5" in circumference.
6) The score will be kept and recorded by an assigned scorekeeper.
   - The home team is responsible for keeping the score if no scorekeeper is available.
   - If the home team does not have someone to keep the official scorebook, the opposing team will become the home team. As the home team they will choose which goal they will defend.
7) A team may start and end a game with 4 players.

8) **Regular -Season Play:**
- A tie game will remain a tie.
- All games will be played with a running clock. The clock will only stop for timeout and free throws.
- Teams with a 12 – point lead or greater may not full court press.
- If a team has a 20-point lead or greater, the score clock will only be used to keep time. The score will continue in the book. The score will be added to the board once the point differential drops below 20-points or less. Regulation time will be kept during the last 2 minutes of the 4th period.
    - The clock stops when the ball goes out of bounds, inbound play, fouls, free throws turnovers, and timeouts.
- If the point spread is greater than 20 points at any point in the last 2 minutes, the clock will continue to run. Once there are less than 20 points, the clock will be regulation. One hand on the ball is considered possession.

9) **Play-offs Games:**
- All ties will be broken.
- There will be a total of 3 overtime periods.
- Each overtime quarter will be 3 minutes long.
- If the game is still tied after 3 overtime quarters, teams will shoot 5 free throws per team.
    - At the conclusion of the third overtime, all players on the court will remain and shoot 1 free throw each.
- The team that scores the most free throws wins
- If the game is still tied after the free throw cycles, they will repeat the 5 free throw cycles until a team wins.
- A single player may not shoot twice in one cycle.

10) **Undershirts:**
- If worn, it shall be solid in color.
- Players are not required to wear an undershirt.
- Anything with a hood is strictly prohibited due to choking and safety no exceptions.

11) **Arm Sleeves, Knee Sleeves, Lower Leg Sleeves, and Tights:**
- These items may be worn.
- If worn shall be solid in color.
- Players are not required to wear them.

12) **Coaches:**
- The Head Coach, three assistant coaches, a bench parent registered with the SFYS Program Office, and registered players are the only authorized personnel in the bench area.
    - Exception is when a parent must fill in for an ejected or absent coach.

13) **MCCS Supplies Numbered Jerseys and Shorts.**
- 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.
- MCCS provides the team equipment, which is the Head Coach's responsibility.

14) Team sizes will be limited to eleven players. Adding players to a team will be left to the Youth Sports Coordinator's discretion.

15) **Major Division Only:**

The Head Coach must stay seated on the team bench. However, the Head Coach may stand for any of the following reasons:

- Ask for a timeout or signal their players to ask for a timeout.
- Consult with the personnel at the scorer's table to request a timeout or that a correctable error, timing, scoring, or AP mistake be prevented or rectified.
    - This appeal must occur at the scorer's table, and coaches from both teams may be present.
- Replace a player injured, disqualified, or instructed to leave the game.
- Stand during a timeout or intermission between quarters.
- Stand while a team member reports to the scorer's table for substitution.
- Stand during the intermission between quarters, extra periods, or a charged timeout.
- Spontaneously react to an outstanding play by a team member.
- Acknowledge a replaced player and then immediately return to their bench.

16) **Points Of Emphasis:**
- Coaches may not speak to or approach the score table officials during live play.
- Only one coach may stand up during games.
- Coaches can take turns assuming this role.
- No more one and one free throws
- NFHS rule change, all free throws with the exception of free throws after a made basket will be awarded two shots.
- All in bounds while maintaining possession in your front court will be taken from four designated locations.
- 28-foot mark on both sidelines

- 3-feet outside of the lane on both sides
- All other rules follow the NFHS rulebook.
    - Please refer to the NFHS rulebook for basketball rules