Peewee Division 3x3 Basketball Bylaws

Marine Corps Community Services (MCCS) Basketball will be played in accordance with the FIBA 3x3 Basketball 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 one Coach officiating and one timekeeper.

Coaches: Coaches will control the game.

Bench Parents: Bench parents or assistant coachs will control the bench and substitutions.

BYLAWS / AMENDMENTS to FIBA 3x3:

1) Players aged 5-6 will define the Peewee division.
2) **Game time:**
    - Four 6-minute periods.
    - 30-second break at the 3 minute mark for substitutions.
    - 1-minute break between each period.
    - 5-minute half-time.
    - Away team will change courts at the half.
    - Substitutions will be done by substitution cards.
    - A game in progress may be concluded anytime, provided both coaches agree.
3) **No Forfeits:**
    - There will be no forfeits.
    - A team may start and finish with 3 players.
    - Players may be borrowed from the opposing team.
    - No score is kept. Emphasis is placed on maximum participation.
4) **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.
5) **Coach's Responsibility**:
    - Ensure all players meet the minimum playing time of 12 minutes.
    - Arrive a minimum of 15 minutes before game time.

- The court size will be the length of half court.
- The size of the basketball will be 25.5" in circumference.
- The height of the goal will be 8 feet from floor to rim.
- A team may start and end a game with 3 players.
- One coach will be on the court to assist players. All other coaches must remain on the team bench.
- Coaches may not interfere with any plays.
- At no point will any coach interfere with the other team's bench, coaches, or game.

6) **Season Play:**

- All games will be played with a "running clock" during every quarter. The clock will only stop for timeouts, and free-throws if permitted.
- The home team will check the ball from half-court.
- Double Dribble will not be called.
- The Traveling Rule is modified for this division. Based on the referee's judgment.
    - Players will attempt to dribble the ball with one or both hands.
    - The player must dribble before shooting.
- Free-throws will be allowed at the discretion of the referees.
    - Free-throws will be 10 feet from the baseline of the court.
- Players will not be penalized for the three-second lane violations unless it is obvious to the referee that they are purposely seeking an advantage by stationing themselves within the key.
    - Coaches are encouraged to have the players maintain movement throughout the course of play.
- Defenders must play Hands Up Defense.
    - They may steal balls not in control by the offense.
    - "Stabbing" or "swatting" to steal the ball is not allowed.
- One hand on the ball is considered possession.

7) **Undershirts:**

- If worn, it shall be solid in color. They do not have to match the jersey or other players as this is not a competitive age division.
- All players are not required to wear an undershirt.
- Anything with a hood is strictly prohibited. Choking and safety no exceptions.

8) **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: when a parent must fill in for an ejected or absent coach.

9) **Bench Parent:**

- A team may have one registered bench parent during games.

- Bench parent will manage the substitutions.
- Bench parents must complete the application process.

10) **MCCS Supplies Numbered Jerseys, Pants, And A Hat.**

- 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.

11) **Team sizes:** Team sizes will be limited to ten players. Adding players to a team will be left to the Youth Sports Coordinator's discretion.

12) **4 Player Rotation Plan**

- **Quarter 1:**
  - First 3 minutes: Players 1, 2, 3 on the court; Player 4 resting.
  - Next 3 minutes: Players 1, 2, 4 on the court; Player 3 resting.
- **Quarter 2:**
  - First 3 minutes: Players 1, 3, 4 on the court; Player 2 resting.
  - Next 3 minutes: Players 2, 3, 4 on the court; Player 1 resting.
- **Quarter 3:**
  - First 3 minutes: Players 1, 2, 3 on the court; Player 4 resting.
  - Next 3 minutes: Players 1, 2, 4 on the court; Player 3 resting.
- **Quarter 4:**
  - First 3 minutes: Players 1, 3, 4 on the court; Player 2 resting.
  - Next 3 minutes: Players 2, 3, 4 on the court; Player 1 resting.

Player Breakdown:

- **Player 1:** Q1 (6 min), Q2 (3 min), Q3 (6 min), Q4 (3 min) = **18 minutes**
- **Player 2:** Q1 (6 min), Q2 (3 min), Q3 (6 min), Q4 (3 min) = **18 minutes**
- **Player 3:** Q1 (3 min), Q2 (6 min), Q3 (3 min), Q4 (6 min) = **18 minutes**
- **Player 4:** Q1 (3 min), Q2 (6 min), Q3 (3 min), Q4 (6 min) = **18 minutes**

13) **5 Player Rotation Plan**:

Quarter 1:

- **First 3 minutes:** Player 1, Player 2, Player 3
- **Last 3 minutes:** Player 4, Player 5, Player 1

Quarter 2:

- **First 3 minutes:** Player 2, Player 3, Player 4
- **Last 3 minutes:** Player 5, Player 1, Player 2

Quarter 3:

- **First 3 minutes:** Player 3, Player 4, Player 5
- **Last 3 minutes:** Player 1, Player 2, Player 3

Quarter 4:

- **First 3 minutes:** Player 4, Player 5, Player 1
- **Last 3 minutes:** Player 2, Player 3, Player 4

Player Breakdown:

- **Player 1:** Q1 (6 min), Q2 (3 min), Q3 (3 min), Q4 (3 min) = **15 minutes**
- **Player 2:** Q1 (3 min), Q2 (6 min), Q3 (3 min), Q4 (3 min) = **15 minutes**
- **Player 3:** Q1 (3 min), Q2 (3 min), Q3 (6 min), Q4 (3 min) = **15 minutes**
- **Player 4:** Q1 (3 min), Q2 (3 min), Q3 (3 min), Q4 (6 min) = **15 minutes**
- **Player 5:** Q1 (3 min), Q2 (3 min), Q3 (3 min), Q4 (3 min) = **12 minutes**

Court Diagram