Mini Division Basketball 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 one referee and one timekeeper. Depending on the availability of the referee association.

Coaches: If a referee is unavailable, coaches will control the game.

BYLAWS / AMENDMENTS TO NFHS:

1) Players aged 7-8 will define the Termite division.
2) **Game Time:**
   - Four 6-minute quarters.
   - 1-minute break between each quarter.
   - 5-minute half-time.
   - 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 4 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 half the game, 12 minutes.
   - Arrive a minimum of 15 minutes before game time.
6) The court size will be the length of a volleyball court.
7) The size of the basketball will be 27.5" in circumference.

8) The height of the goal will be 9 feet from floor to rim.

9) A team may start and end a game with 4 players.

10) One coach per team may walk their half of the court.
    - All other coaches must remain on the team bench.
    - At no point in time will any coach interfere with the other team's bench, coaches, or games.

11) **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 inbound the ball from half-court on the opposite side of the timekeeper's table.
    - No Full Court Press. Defensive players may not interfere with offensive players in the backcourt.
    - Double Dribble will not be called.
    - The Traveling Rule is modified for this division and based on the referee's judgment.
        - Players will try to dribble the ball with one.
        - The referee will allow latitude based on the player's ability.
        - The player must dribble before shooting.
    - Free-throws will be allowed at the discretion of the referees.
        - Free-throws will be 12 feet from the baseline of the volleyball 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.

12) **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.

13) **Coaches:**
    - The Head Coach, three assistant coaches, and 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.

14) **Bench Parent:**
    - A team may have one registered bench parent during games.

- Bench parents must complete the application process.

15) **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.

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