

Mt. Olive Basketball Association – PeeWee League(3-4th Grade)

RULES & GAME PROCEDURES

1. EQUIPMENT:

- Boys and Girls 3-4th Grade use a 28.5-inch basketball.
- All players should be wearing their red/black reversible Mount Olive jersey.
- No jewelry allowed.

2. PLAYING TIME:

- All players must play a minimum of THREE Segments (three “half” periods) per game.
- Substitutions will happen at the “Four-minute mark” of the FIRST, SECOND, and THIRD periods. The FOURTH period is free subbing.
- Each period will be eight minutes with a running clock. The clock will stop the last 2 minutes of the 4th quarter.
- Any of the coaches, scorekeeper(s) and referees can point out it’s time for “Midway substitutions” in the first three periods.
- No player can play a full game. Each player must sit at least one segment (three minutes) per game.
- The honor system will be in place. The opposing coaches can easily monitor who has sat on the other team, as well, but full cooperation is expected from every coach. The score keeper will not keep track of subs.
- If there is a violation that only becomes known after the end of the 7th segment (the start of the 8th and last segment), the opposing coach must show proof that he or a team representative (book keeper or statistician, etc...) has been keeping track of play time for both him and the opposing team.
- To keep track, each coaching staff should mark at least one time a player has sat out and ensure all players have a chance to contribute to each game.
- PENALTY – If the violation is proven, the referee will direct the offending coach to make the player(s) sit out for remainder of the game as it would be that players turn to sit out. The offending “head coach” will be assessed a technical foul resulting in two shots and possession of the ball.
- Exception: If a team only has 6 players for the whole game one player would have to play the whole game conceivably unless you subbed between segments as well.
- When a team is short players, discretion should be used and coaches should discuss a game plan not to exhaust any players to the point where their immediate health would be a concern.

3. DEFENSE:

- Man to Man defense only (no zone for the whole game).
- Players are not allowed to blatantly double-team/trap the ball. If players are in help and they are temporarily in a double team, they must get back to their player as soon as possible. Players are allowed to help & recover but should be aware of not double-teaming players.
- Defense needs to allow the ball to cross half-court to allow the game to be played (picking up right at the half-court line can jam up the game and not allow for the offense to get set up.)
- Full Court press is only allowed in the last 2 minutes of the game.

4. TIME-OUTS:

- Coaches are permitted two per half. Time-outs don't roll over the half. One additional time-out in each overtime.

5. FOULS:

- Because there is no official scorebook keeper at this level, fouls are not tracked.
- If a player has excessively been fouling throughout the game, the ref can use their discretion to remove that player as "fouled out".
- Foul shots: players must start behind the foul line but there is no violation if the player steps over the line on free throws.

6. TECHNICAL FOULS:

- Technical fouls are a result of abusive or gross unsportsmanlike conduct or a flagrant foul will not be tolerated and the offending PLAYER OR COACH can be ejected from the game and the league.
- Technical fouls count as a personal foul, a technical foul, and a team foul.
- All technical fouls result in 2 shots and possession of the ball in bounds.
- If a player or coach receives 2 technical fouls in any one game, they're ejected from the game and must leave the gym immediately.
- Technical fouls of any other nature must be reported to the league president and the head referee for review but will not automatically result in suspension from the league unless there is a continuous pattern.

7. OVERTIME:

- The first overtime will be played for 3 minutes to determine a winner. After 1 overtime, the game will be called as a tie.

8. FORFEITS:

- Forfeit time is 15 minutes. Each team must have at least 4 players to start a game but can decide to forfeit. The team with 4 players can play a zone defense the entire game if a 5th player never joins in the first half.

9. All other safety and general basketball rules will be observed.