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

RULES & GAME PROCEDURES

1. EQUIPMENT:

- All players use a 28.5-inch basketball.
- Wear the red/black reversible Mount Olive jersey.
- No jewelry allowed.

2. GAME TIME:

- Four 10-minute quarters.
- Running clock, except during the final two minutes of the fourth quarter. Clock stops on all dead balls (whistles).

3. PLAYING TIME:

- Each player must play at least **three five-minute segments** per game.
- Substitute at the five-minute mark of every quarter.
- Coaches, scorekeepers, or referees may call attention to the substitution break.
- **Every player must sit out at least one full five-minute segment.**
- Coaches are responsible for compliance under the honor system. Opposing coaches may monitor playing time; scorekeepers do not track substitutions.
- A violation raised after the seventh segment requires records showing that the opposing coach or team representative tracked playing time for both teams.
- Each coaching staff should record at least one sit-out segment per player and ensure everyone contributes.
- **Penalty:** For a proven violation, the affected player(s) must sit out the rest of the game. The head coach receives a technical foul: two free throws and possession for the opponent.
- When short-handed, coaches should agree on a rotation that avoids excessive fatigue and protects player health.

4. DEFENSE:

- **Man-to-man defense only; no zone defense.**

- No deliberate double-teaming or trapping. Help defense is allowed, but players must promptly return to their assignments.
- Allow the offense to cross half court and set up before applying defensive pressure.
- Full-court pressing is allowed only during the **final two minutes of the game.**
- **No pressing** if one team is ahead by 15 or more points.

5. TIME-OUTS:

- **Two time-outs per half**, with no carryover between halves. One additional time-out in overtime.

6. FOULS:

- Fouls are not tracked because there is no official scorebook keeper in PeeWee.
- Referees may remove a player for excessive fouling.
- **Free throws:** Start behind the foul line. Stepping over the line on the attempt is not a violation.

7. TECHNICAL FOULS:

- Abusive or grossly unsportsmanlike conduct, or a flagrant foul, may result in a player's or coach's ejection from the game and league.
- All technical fouls award the opponent **two free throws and possession.**
- **Two technical fouls in one game** result in ejection. The player or coach must leave the gym immediately.
- Coaches to report all technical fouls to the league president and head referee. The MOBA Code of Conduct applies; the Board determines further action by a case-by-case vote.

8. OVERTIME:

- Play **one three-minute overtime.** If the score remains tied, the game ends in a tie.

9. FORFEITS:

- Allow a **15-minute grace period.** Teams need at least **four players** to start but may choose to forfeit. A four-player team may use zone defense for the full game if no fifth player joins during the first half.