

Cherokee Youth Basketball
Summer 3 v 3 League
Breakdown
(Revised 3/21/21)

Grade & Gender Levels (Grade Level 2021-22 School Year):

3rd – 4th Grade (Boys Division) *
3rd – 4th Grade (Girls Division) *
5th – 6th Grade (Boys Division) *
5th – 6th Grade (Girls Division) *
7th – 8th Grade (Boys Division) *
7th – 8th Grade (Girls Division) *
10 & Under Teams (Boys Division) **
10 & Under Teams (Girls Division) **
12 & Under Teams (Boys Division) **
12 & Under Teams (Girls Division) **
14 & Under Teams (Boys Division) **
14 & Under Teams (Girls Division) **

*** Each division will have 20-30 allotted registration spots**

****This division will be for players to form their own teams and register as a team.**

All 3rd – 4th Grade or 10 & Under divisions will play on Monday Nights

All 5th – 6th Grade or 12 & Under divisions will play on Tuesday Nights

All 7th – 8th Grade or 14 & Under divisions will play on Wednesday Nights

Calendar of Events

May 26: 3rd – 4th Grade assessments/draft

May 27: 5th – 6th Grade assessments/draft

May 27: 7th – 8th Grade assessments/draft

After assessments are complete coaches will draft teams. The only player protected will be the head coaches kid. There will be no requests honored or players protected by coaches.

June 7-9: Week 1 of Season

June 14-16: Week 2 of Season

June 21-23: Week 3 of Season

June 28-30: Week 4 of Season

- There is not a dual participation rules in this league. Players that are on travel teams or other leagues are allowed to participate in this league. **Players are NOT allowed to play on multiple CYB 3v3 league teams.**
- Each team will get an 8 game season and play two games a night.
- Each player will receive a uniform top. Players may wear any style of shorts they would like.
- All divisions will have a specific gym location they will play at the entire season.

Cherokee Youth Basketball Summer 3 v 3 League

Art. 1 Court and Ball

The game of 3v3 is played on a half court with one basket. Half of a traditional basketball court should be used.

| <u>Grade Levels</u> | <u>Size of Ball</u> | <u>Basket Height</u> | <u>Free Throw Line</u> |
|-----------------------------------------------------------|---------------------------------|----------------------|------------------------|
| 3 rd & 4 th Grade 10 & Under | 28.5 (Boys & Girls) | 9 Foot | 12 Foot |
| 5 th & 6 th Grade 12 & Under | 28.5 (Boys & Girls) | 10 Foot | 15 Foot |
| 7 th & 8 th Grade 14 & Under | 28.5 (Girls) 29.5 (Boys) | 10 Foot | 15 Foot |

- Each team is granted one 30-Second Time-out per game. A time-out is only granted during a dead ball situation.

Art. 2 Teams

Each team may have a maximum of 5 players (3 players on the court and 2 substitutes) and 1 coach.

Art. 3 Game officials

The game shall consist of 1 or 2 referees and time/score keepers.

Art. 4 Beginning of the game

- 4.1. Both teams shall warm-up simultaneously prior to the game.
- 4.2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip will receive the ball to start the game.
- 4.3. The game must start with three players on the court.

Art. 5 Scoring

- 5.1. Every successful shot inside the arc shall be awarded 1 point.
- 5.2. Every successful shot behind the arc shall be awarded 2 points.
- 5.3. Every successful free throw shall be awarded 1 point.

Art. 6 Playing time/Winner of a game

- 6.1. The regular playing time shall be as follows: one period of 15 minutes playing time. The clock shall be stopped during free throws. The clock shall be restarted after the exchange of the ball is completed

(as soon as it is in the offensive team's hands). There will be no overtime. In the event the game ends in a tie it will be recorded as a tie.

6.2. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with 2-0 win.

Art. 7 Fouls/Free throws

7.1. A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical (2 Free Throws and possession of the ball). For the avoidance of doubt, players are not excluded based on the number of personal fouls. All fouls are awarded as team fouls.

7.2. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, while fouls during the act of shooting behind the arc shall be awarded 2 free throws.

7.3. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.

7.4. Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.

7.5. Possession is kept after the last free throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.

Art. 8 How the ball is played

8.1. Following each successful field goal or last free throw:

A player from a non-scoring team will resume the game by taking the basketball behind the arc and free throw line (Top of Key). The ball must be passed to the player defense and return to the offensive player for the ball to become live again. Once the ball becomes live the offense must pass the ball before trying to score. The defense may not be in a legal guarding position outside the 3-point line until the first initial pass has been made by the offense.

8.2. Following each unsuccessful field goal or last free throw:

If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.

If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).

8.3. Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

8.4. A player is considered to be "behind the arc" when neither of his feet are inside nor stepping on the arc.

8.5. In the event of a jump ball situation, the defensive team shall be awarded the ball.

Art. 9 Stalling

9.1. Stalling or failing to play actively (i.e. not attempting to score or throwing a ball out of play) shall be a violation. Defensive team will be awarded 1 free throw and the ball.

Note: If a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

Art. 10 Substitutions

Mandatory substitutes will take place between the 7:30-7:00 minute mark of the game. After the mandatory substitutes have been placed in the game the players that have come out of the game can only enter for the player or players that started the game. The player or players that started the game

as a substitute must remain on the court for the remainder of the game. (Injuries to players during the game may supersede the mandatory playing requirements). After mandatory substitutions are made; substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court.