

Cherokee Youth Basketball 2020-21 Season (revised 10/2/20)

League	Goal Height	Ball Size	Foul Line	Lane Violation	3pt. Shot	Full Court Pressing	Back Court Pressure other than Full Court Pressing	Length of Game, Timeouts, Misc. Provisions
1 st -2 nd Grade Boys & Girls	8 FT.	27.5	10 FT.	10 Seconds	2 pts.	Not allowed	<p style="text-align: center;">Not Allowed at Anytime</p> <ul style="list-style-type: none"> • Defense picks up at <u>3pt. line</u> • Offense has 5s to cross 3pt. line and cannot attempt shot until crossing the line (exception: is a last second shot). No offensive violation after 5 seconds. • Defensive Violation results in personal foul against player. Defense can come across 3pt line after 5 second count by referee. The 5 seconds will reset after each Dead Ball. • Defense must initially start in legal defensive position following a dead ball (inbounds play). Violation of applying defense prior to the ball being in play will result in a technical foul on the head coach. • Each team gets 1 warning per game. 	<ul style="list-style-type: none"> • Mandatory 3-minute warmup period prior to each game and at halftime. 1-minute break in between quarters. • Games will consist of four 10-minute quarters with a running clock. Clock will stop for injuries and timeouts. The last minute of the game the clock will stop on all dead ball situations. • Overtime will be a 1-minute quarter. If the game is still tied at the conclusion of overtime the game will end in a tie. • Mandatory substitutions at the 5-minute mark of the 1st, 2nd, and 3rd qtr. In the 4th qtr. Only can teams sub freely. Game clock will stop on all mandatory subs. • Each team will receive 5 thirty second timeouts. Timeouts will not carry over into overtime. Each team will receive 1 thirty second timeout for each overtime period.
3 rd Grade Boys & Girls	8 FT.	28.5	12 FT.	5 seconds	3 pts.	Not allowed	<p style="text-align: center;">Not Allowed at Anytime</p> <ul style="list-style-type: none"> • Defense can pick up offense at <u>half court</u> line. • Defense violation results in personal foul against player(s). • Defense must initially start in legal defensive position following a dead ball (inbounds play). Violation of applying defense prior to ball being in play will result in technical foul on the head coach. • Each team gets 1 warning per game. 	<ul style="list-style-type: none"> • Mandatory 3-minute warmup period prior to each game and at halftime. 1-minute break in between quarters. • Games will consist of four 10-minute quarters with a running clock. Clock will stop for injuries and timeouts. The last minute of the game the clock will stop on all dead ball situations. • Overtime will be a 1-minute quarter. If the game is still tied at the conclusion of overtime the game will end in a tie. • Mandatory substitutions at the 5-minute mark of the 1st, 2nd, and 3rd qtr. In the 4th qtr. Only can teams sub freely. Game clock will stop on all mandatory subs. • Each team will receive 5 thirty second timeouts. Timeouts will not carry over into overtime. Each team will receive 1 thirty second timeout for each overtime period.

AT ANY TIME A TEAM'S LEAD REACHES 40 POINTS THE GAME WILL BE STOPPED.

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4 th Grade Boys & Girls	9 FT.	28.5	12 FT.	5 Seconds	3 pts.	Not allowed	<p style="text-align: center;">Not Allowed at Anytime</p> <ul style="list-style-type: none"> • Defense can pick up offense at <u>half court</u> line. • Defense violation results in personal foul against player(s). • Defense must initially start in legal defensive position following a dead ball (inbounds play). Violation of applying defense prior to ball being in play will result in technical foul on the head coach. • Each team gets 1 warning per game. 	<ul style="list-style-type: none"> • Mandatory 3-minute warmup period prior to each game and at halftime. 1-minute break in between quarters. • Games will consist of four 10-minute quarters with a running clock. Clock will stop for injuries and timeouts. The last minute of the game the clock will stop on all dead ball situations. • Overtime will be a 1-minute quarter. If the game is still tied at the conclusion of overtime the game will end in a tie. • Mandatory substitutions at the 5-minute mark of the 1st, 2nd, and 3rd qtr. In the 4th qtr. Only can teams sub freely. Game clock will stop on all mandatory subs. • Each team will receive 5 thirty second timeouts. Timeouts will not carry over into overtime. Each team will receive 1 thirty second timeout for each overtime period.
5 th - 6 th Grade Boys & Girls	10 FT.	28.5	15 FT.	3 Seconds	3 pts.	Allowed	<p>Allowed at any time except for when <u>Mercy Rule</u> is in effect.</p> <p>(Anytime a team reaches a 25pt. lead clock will run for remainder of the game except on injuries and timeouts. No backcourt pressure is allowed by either team for the remainder of the game.)</p>	<ul style="list-style-type: none"> • Mandatory 3-minute warmup period prior to each game and at halftime. 1-minute break in between quarters. • Games will consist of four 10-minute quarters with a running clock. Clock will stop for injuries and timeouts. The last minute of the game the clock will stop on all dead ball situations. • Overtime will be a 1-minute quarter. If the game is still tied at the conclusion of overtime the game will end in a tie. • Mandatory substitutions at the 5-minute mark of the 1st, 2nd, and 3rd qtr. In the 4th qtr. Only can teams sub freely. Game clock will stop on all mandatory subs. • Each team will receive 5 thirty second timeouts. Timeouts will not carry over into overtime. Each team will receive 1 thirty second timeout for each overtime period.

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7 th - 12 th Grade Girls	10 FT.	28.5	15 FT.	3 Seconds	3 pts.	Allowed	<p>Allowed at any time except for when <u><i>Mercy Rule</i></u> is in effect.</p> <p>(Anytime a team reaches a 25pt. lead clock will run for remainder of the game except on injuries and timeouts. No backcourt pressure is allowed by either team for the remainder of the game.)</p>	<ul style="list-style-type: none"> Mandatory 3-minute warmup period prior to each game and at halftime. 1-minute break in between quarters. Games will consist of four 10-minute quarters with a running clock. Clock will stop for injuries and timeouts. The last minute of the game the clock will stop on all dead ball situations. Overtime will be a 1-minute quarter. If the game is still tied at the conclusion of overtime the game will end in a tie. Mandatory substitutions at the 5-minute mark of the 1st, 2nd, and 3rd qtr. In the 4th qtr. Only can teams sub freely. Game clock will stop on all mandatory subs. Each team will receive 5 thirty second timeouts. Timeouts will not carry over into overtime. Each team will receive 1 thirty second timeout for each overtime period.
7 th - 12 th Grade Boys	10 FT.	29.5	15 FT.	3 Seconds	3 pts.	Allowed	<p>Allowed at any time except for when <u><i>Mercy Rule</i></u> is in effect.</p> <p>(Anytime a team reaches a 25pt. lead clock will run for remainder of the game except on injuries and timeouts. No backcourt pressure is allowed by either team for the remainder of the game.)</p>	<ul style="list-style-type: none"> Mandatory 3-minute warmup period prior to each game and at halftime. 1-minute break in between quarters. Games will consist of four 10-minute quarters with a running clock. Clock will stop for injuries and timeouts. The last minute of the game the clock will stop on all dead ball situations. Overtime will be a 1-minute quarter. If the game is still tied at the conclusion of overtime the game will end in a tie. Mandatory substitutions at the 5-minute mark of the 1st, 2nd, and 3rd qtr. In the 4th qtr. Only can teams sub freely. Game clock will stop on all mandatory subs. Each team will receive 5 thirty second timeouts. Timeouts will not carry over into overtime. Each team will receive 1 thirty second timeout for each overtime period.

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