

# Cherokee Youth Basketball

## Summer 3 v 3 League Rules and Information

(Revised 3/11/2026)

### Grade & Gender Levels (Grade Level 2025-26 School Year):

- 3<sup>rd</sup> – 4<sup>th</sup> Grade (Boys Division) \*
- 3<sup>rd</sup> – 4<sup>th</sup> Grade (Girls Division) \*
- 5<sup>th</sup> – 6<sup>th</sup> Grade (Boys Division) \*
- 5<sup>th</sup> – 6<sup>th</sup> Grade (Girls Division) \*
- 7<sup>th</sup> – 8<sup>th</sup> Grade (Boys Division) \*
- 7<sup>th</sup> – 8<sup>th</sup> Grade (Girls Division) \*
- 3<sup>rd</sup> – 4<sup>th</sup> Grade 10U Team Division (Boys Division) \*\*
- 3<sup>rd</sup> – 4<sup>th</sup> Grade 10U Team Division (Girls Division) \*\*
- 5<sup>th</sup> – 6<sup>th</sup> Grade 12U Team Division (Boys Division) \*\*
- 5<sup>th</sup> – 6<sup>th</sup> Grade 12U Team Division (Girls Division) \*\*
- 7<sup>th</sup> – 8<sup>th</sup> Grade 14U Team Division (Boys Division) \*\*
- 7<sup>th</sup> – 8<sup>th</sup> Grade 14U Team Division (Girls Division) \*\*

\* Each division will have 30-40 allotted registration spots, Team Divisions will have 20 spots.

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

All 7<sup>th</sup> – 8<sup>th</sup> Grade/14U will play on Tuesday Nights  
All 3<sup>rd</sup> – 4<sup>th</sup> Grade/10U will play on Wednesday Nights  
All 5<sup>th</sup> – 6<sup>th</sup> Grade/12U will play on Thursday Nights

### Calendar of Events

May 20<sup>th</sup> and 21<sup>st</sup>: (All Grades) Individual Boys & Girls 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 2-4: Week 1 of Season  
June 9-11: Week 2 of Season  
June 16-18: Week 3 of Season  
June 23-25: Week 4 of Season

- **There is not a dual participation rule 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, NO POCKETS)
- All divisions will have a specific gym location they will play at the entire season. (*Game locations subject to change at the discretion of CYB and CRPA Staff as needed*)

**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.

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

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

**Art. 2 Teams**

Each team may have a maximum of 6 players (3 players on the court and 3 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 18 minutes of playing time. The clock will only be stopped during free throws inside the 1-minute of the game clock, injuries, mandatory substitutions, and during timeouts. 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 on 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 either of his feet are stepping on or behind 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 9:00 minute mark of the game. There will be no substitutions allowed in the first 9 minutes of the game, unless there is an injury or official has to remove a player. After the mandatory substitutes have been placed in the game the players that have come out of the game can only reenter 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.