

Cobb PARKS Youth Basketball 2022 Summer Season

League	Goal Height	Ball Size	Foul Line	Lane Violation	Full Court Pressing	Back Court Pressure other than Full Court Pressing	Length of Game, Timeouts, Misc. Provisions
6U Coed	8.5 FT.	27.5	8 FT.	10 Seconds	Not allowed	<p>Not Allowed at Anytime</p> <ul style="list-style-type: none"> <li>Defense must keep at least one foot in the designated box at all times.</li> <li>If a player comes out of a box and steals the ball the ball will go back to the offense. If a player steals the ball while in their box they will take possession.</li> <li>On rebounds, defensive players may leave their box to rebound. If there is an offensive rebound the defense must return to their box.</li> <li>Offense will use the designated x's. Players must be on an x when a shot is attempted.</li> </ul>	<ul style="list-style-type: none"> <li>3-minute warmup period prior to each game and at halftime. 1-minute break in between quarters.</li> <li>Games will consist of four 6 minute quarters with a running clock until the last two minute of each half. Clock will stop for injuries and timeouts.</li> <li>Overtime will be 3-minutes with a continuous clock until the final minute of overtime. If the game remains tied after one overtime period, over time periods of two minutes will be played until the tie is broken.</li> <li>Player participation rule: Players must play one uninterrupted quarter in the 1<sup>st</sup> and 2<sup>nd</sup> half.</li> <li>Each team will receive 2 (2) 30- second timeouts and three (3) 60-second timeouts. Timeouts will not carry over into overtime. Each team will receive one additional (1) sixty second timeout for the overtime period.</li> <li>2 point attempts only.</li> </ul>
8U Boys	8.5 FT.	28.5	10 FT.	5 seconds	Only allowed in last 2 minutes of each half	<ul style="list-style-type: none"> <li>Defense can only press in the final 2 minutes of each half.</li> <li>Outside of the final 2 minutes of each half defense must pick up offense at <u>half court</u> line.</li> <li>Each team will get 1 warning per game for pressing outside of the final 2 minutes of each half. The second infraction will result in a technical foul to the coach.</li> </ul>	<ul style="list-style-type: none"> <li>3-minute warmup period prior to each game and at halftime. 1-minute break in between quarters.</li> <li>Games will consist of four 8 minute quarters with a running clock until the last two minute of each half. Clock will stop for injuries and timeouts.</li> <li>Overtime will be 3-minutes with a continuous clock until the final minute of overtime. If the game remains tied after one overtime period, over time periods of two minutes will be played until the tie is broken.</li> <li>Player participation rule: Players must play one uninterrupted quarter in the 1<sup>st</sup> and 2<sup>nd</sup> half. Each team will receive 2 (2) 30- second timeouts and three (3) 60-second timeouts. Timeouts will not carry over into overtime. Each team will receive one additional (1) sixty second timeout for the overtime period.</li> </ul>

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

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10U Boys & Girls	10 FT.	28.5	15 FT.	3 Seconds	Allowed	<p>Allowed at any time except for when <i>Mercy Rule</i> is in effect.</p> <p>Anytime a team reaches a 20pt. lead clock will run for remainder of the game except on injuries and timeouts. No backcourt pressure is allowed by either team unless the score differential drops below 10 points.</p>	<ul style="list-style-type: none"> <li>3-minute warmup period prior to each game and at halftime. 1-minute break in between quarters.</li> <li>Games will consist of four 8 minute quarters with a running clock until the last two minute of each half. Clock will stop for injuries and timeouts.</li> <li>Overtime will be 3-minutes with a continuous clock until the final minute of overtime. If the game remains tied after one overtime period, over time periods of two minutes will be played until the tie is broken.</li> <li>Player participation rule: Players must play one uninterrupted quarter in the 1<sup>st</sup> and 2<sup>nd</sup> half. Each team will receive 2 (2) 30- second timeouts and three (3) 60-second timeouts. Timeouts will not carry over into overtime. Each team will receive one additional (1) sixty second timeout for the overtime period.</li> </ul>
12U Boys	10 FT.	29.5	15 FT.	3 Seconds	Allowed	<p>Allowed at any time except for when <i>Mercy Rule</i> is in effect.</p> <p>Anytime a team reaches a 20pt. lead clock will run for remainder of the game except on injuries and timeouts. No backcourt pressure is allowed by either team unless the score differential drops below 10 points.</p>	<ul style="list-style-type: none"> <li>3-minute warmup period prior to each game and at halftime. 1-minute break in between quarters.</li> <li>Games will consist of four 8 minute quarters with a running clock until the last two minute of each half. Clock will stop for injuries and timeouts.</li> <li>Overtime will be 3-minutes with a continuous clock until the final minute of overtime. If the game remains tied after one overtime period, over time periods of two minutes will be played until the tie is broken.</li> <li>Player participation rule: Players must play one uninterrupted quarter in the 1<sup>st</sup> and 2<sup>nd</sup> half. Each team will receive 2 (2) 30- second timeouts and three (3) 60-second timeouts. Timeouts will not carry over into overtime. Each team will receive one additional (1) sixty second timeout for the overtime period.</li> </ul>

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