

Simpsonville 3on3 Structure and Guidelines

- Structure is a camp/pick up game style
- Session will begin with guided drill and fundamental work by the coach/officials based on number of players present and previous evaluation of the group during drill work and play.
- The Coach/Officials will then break the group into varying “teams” to play half court games while continuing to instruct and facilitate the gameplay as needed.

Equipment:

- 8U – 27.5” Ball (8’ Goal)
- 10U– Size 28.5” Ball (10’ Goal)
- 12U – 29.5” Ball (10’ Goal)

Uniforms: League will issue reversible jerseys for all players – jerseys are player’s to keep.

Gameplay:

- Coach will split players into teams based on how many are present and it will vary each session.
- 2 – 20 minute games (running clock)
- Teams may call 1 time out per game and the coach/official may call one at their discretion.
- Half Court play – 1 pt per basket inside the arc(3pt line) 2pt outside the arc.
- Rebound or any change of possession the ball must be taken out beyond the 3pt arc before attempting a shot.
- Coin toss to start game to determine 1st possession.
- After that it is alternating possession.
- Substitutions on dead ball OR at a designated time (5min) by the coach/official (when called any player(s) not on the court must sub in)
- No free throws – a called foul results in possession awarded to the team the foul was committed against.
- If a foul is committed on a made basket(shooting foul) the basket counts and team retains possession of the ball.

Flagrant fouls, rough play, poor sportsmanship – overly aggressive play and obviously flagrant fouling or unsportsmanlike behavior by the same player will result in a warning from the official – after the first warning continued behavior will result in disqualification from the game (all remaining sets) after the 2nd occurrence (3rd including the warning). This should be a fast, friendly – non-contact game.