

# **Simpsonville 3on3 Playing Rules**

Rosters: 4-7 players per roster

## **Equipment:**

2/3<sup>rd</sup> – Jr Size 27.5" Ball (9' Goal)

4/5<sup>th</sup> – Intermediate 28.5" Ball

6/7<sup>th</sup> Girls – Intermediate 28.5" Ball

6/7<sup>th</sup> Boys – Official 29.5" Ball

Grade levels may be combined in any fashion if numbers dictate for play.

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

## **Gameplay:**

Session will begin with a 15 minute practice/warmup with each team having 5 min each on the goal – 5 min combined shoot around – or coaches may elect to use it in any combination during the 15 minutes. The Official will whistle and announce the start of play and each team will put 3 players each on the court to start play.

Each game will have 3 sets(the first possession of the 1<sup>st</sup> set will be decided by a coin toss – poss will alternate for the rest of the game for new sets and jump ball situations) that will be played to 12 points OR until 15 minutes (running clock) has expired. At the end of 10 min if neither team has reached 12 points the team ahead will win the set – if it is tied the set is recorded a tie. In the 2/3<sup>rd</sup> and 4<sup>th</sup>/5<sup>th</sup> grade divisions no defense will be allowed following a defensive rebound/change of possession – once the rebound or turnover is secured the team with possession will be allowed to move the ball to the top of the key to begin their possession without interference by the opposing team – this is just like not allowing full court defense.

**Scoring** – 1 pt for a basket inside the arc, 2pts for a basket outside the arc.

**Checking the ball** – to start play or after a score, turnover, foul or ball out of bounds the team must check the ball at the top of the key – there is no make it take it.

**Fouls** – Fouls will be called by the game official – no free throws will be shot. On a shooting foul when the basket is made – the point counts and that team is awarded position at the top of the key, on a common or non-shooting foul the team fouled will be given possession at the top of the key.

**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 2<sup>nd</sup> occurrence (3<sup>rd</sup> including the warning). This should be a fast, friendly – non-contact game.

**Alternating possession** – The first possession of the 1<sup>st</sup> set will be decided by a coin toss – poss. will alternate for the rest of the game for new sets and jump ball situations.

**Scorekeeper** – Each team should have a parent or fan who can operate the flip card at the score table and man the countdown clock for each set and help alert the official at the 7min mark each set.

**Substitution** – Players may be substituted at any dead ball – during the 7 min mark of each set, the game official will briefly stop play during a dead ball and any player who has NOT subbed into the game yet must be subbed in at this break and play the remainder of the current set.

**Standings** – Each 3 game set will be considered a match – the best of 3 will win the match – even if one team wins the first 2 sets all 3 will be played.

**Roster Assignment** – Process will be decided by staff and may or may not involve a player evaluation process – there will be at least one week notice of the schedule for an evaluation if one is utilized. Coach availability, number of total players and general make up of participation pool will determine the process used to best form the league for each division.