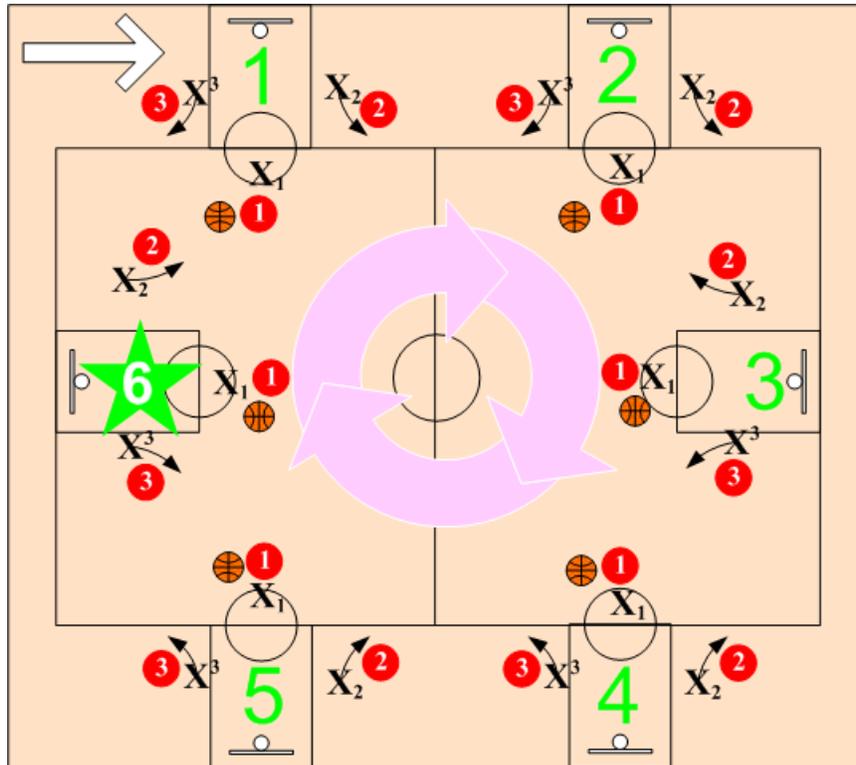


“Rulers of the Court” – 3-on-3 Half Court Competition

“Rulers of the Court” is a very competitive, series of half court three-on-three games. This three-on-three competition is especially effective during tryouts, camps and clinics when there are large numbers of players. Teams are paired up at each basket. Games are played to pre-determined number of made shots, such as six(6) or seven(7). With short games, defensive stops and effort become paramount.

Rotation

The first team to make the pre-determined number of baskets wins and moves up a basket. The loser moves down a basket. The objective is to move up to and stay on the #6 championship basket.



If a game goes long, once the majority of games have been completed, whatever team is ahead moves up. If the game is tied, the next basket wins.

For extremely large groups (more than 13 teams), the losers on basket #1 and basket #2 both step off and two new teams step on at basketball #1.

NOTE: When there is an odd number of players, the odd players out has next game at the first basket with the player losing at that basket stepping off. The odd player(s) have their choice of any player(s) stepping off the court to complete their team.

Basic Rules

1. Scoring consists of two point baskets made from inside the three point line and three points awarded for shots made outside the three point line. If there is no three point line, all shots are worth one point.
2. Games are played to a pre-determined number of points. Note: It is best to play a series of short games rather than one long game. Normally, a team must win by two points.
3. To start the first games, one player shoots from the top of the circle. If the shot is made, that team gets the first ball possession. If the shot is missed, the opponent gets ball. For the remainder of games, the winning team at each basket starts out with ball possession. On the championship court the winning team maintains ball possession.

4. Make it take it. Teams must make a defensive stop to go offense. Ball must be checked in by the defense after all made baskets.
5. On defensive stops, the defensive team must take the ball back out beyond the three point line before shooting.
6. On jump balls, alternate possession. On the first jump ball, the team behind gets possession.
7. Call your own fouls. Prevents "Ticky Tack" calls. No free throws are shot. All fouls are to be checked in at the top of the circle.
8. If there is a dispute, alternating jump ball is in effect.
9. No arguing. If any arguing does take place, both teams will be automatically be removed and go back to the first basket with all other teams moving up a basket. The main objective is repetition and practice of basketball skills, not winning.

Coaching Tips

Since 3-on-3 provides for much more shooting, passing, rebounding, screening, and defensive repetitions, it is by far, the most efficient and effective use of players' time in practicing and improving fundamental skills and techniques.

Add to basic rules as needed.

Optional: Divide players up by height.

Note: To test a player's competitiveness, pair them up with the worst two players and observe their efforts and leadership.

Offensive Emphasis

Offensive emphasis should be on teamwork. Creating leads, sharp & accurate passing, timing and spacing, "Give & Go" cuts, Off-Ball and On-Ball screens reads and counters, offensive rebounding, etc.

Defensive Emphasis

Defensively, emphasis should be on On-Ball defense, guarding dribblers, strong first pass denials, defending cutters, helpside support, and boxing out, fundamentals and techniques.

Self Development

"A game within a game." It is always a good idea for each player to have a specific skill, or closely related skills, to emphasize when playing half court, such as strong pass denials or offensive rebounding, etc. They should write it down so that they do not forget.