



Team Addy 3X3 Scorekeeping

1 person runs the clock, 1 person does the scoresheet

Game Time:

- 10 minutes per game (start countdown when Ref gives the ball)
- Run-time (no stopping clock) for first 8 minutes
- Stop-time for final 2 minutes (stop the clock when the ball goes out of bounds or the ref stops the game for a foul shot)

Record Points

- 1 point for a successful field goal inside the arc.
- 2 points for a successful field goal outside the arc. (Ref decides if its 2)
- 1 point for each successful free throw.

Record Fouls

- Record fouls for each player and team. Let the Ref know when a team reaches 6 total fouls

Record Timeouts

- Each team gets one 30 second timeout per game. Record on sheet.

Game End

- The game ends when a team reaches 21 points or when the 10-minute game clock expires.
- If the game ends in a tie, an overtime period is played, with the first team to score 2 points winning.
- MAKE SURE YOU RECORD THE CORRECT WINNING TEAM and SCORE.

Remember to stay focused and listen to the Ref.

Team Addy 3x3 Score Sheet

COURT:

DIVISION:

GAME #:

TIME:

Referee:

(signature)

Score Keeper:

(signature)

Team A: _____

Jersey Colour: _____

Circle the number as teams score

SCORE:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
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FIRST TO 21 OR WHOEVER IS WINNING AFTER 10 MINUTES

OVERTIME
(2 MIN)

1 2

First to score 2 or
whoever is winning
after 2 min

WINNER?

Circle the number as teams commit a foul (shooting or not shooting)

FOULS:	1	2	3	4	5	6	7	8	9	10+
	no penalty unless shooting					2-shot bonus		2-shot bonus PLUS ball		

Timeout (30sec)

1st Possession

Team B: _____

Jersey Colour: _____

Circle the number as teams score

SCORE:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
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FIRST TO 21 OR WHOEVER IS WINNING AFTER 10 MINUTES

OVERTIME
(2 MIN)

1 2

First to score 2 or
whoever is winning
after 2 min

WINNER?

Circle the number as teams commit foul (shooting or not shooting)

FOULS:	1	2	3	4	5	6	7	8	9	10+
	no penalty unless shooting					2-shot bonus		2-shot bonus PLUS ball		

Timeout (30sec)

1st Possession

Circle the number as teams commit foul (shooting or not shooting)