

2026 TRI-COUNTY BASKETBALL CONTACTS

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2026 Youth Basketball Game Sites

Anderson Recreation Center

1107 North Murray Avenue, Anderson, SC 29625

Central/Clemson Recreation Center

130 Commons Way, Central, SC 29630

Dacusville

2671 Earls Bridge Road, Easley, SC 29640

Easley - Larry Bagwell Gym

111 Walkers Way, Easley, SC 29642

Liberty - City Gymnasium

318 West Main Street, Liberty, SC 29657

Pendleton - Pendleton Elementary School

902 East Queen Street, Pendleton, SC 29670

Pickens Recreation Center

545 Sangamo Road, Pickens, SC 29671

Powdersville

Bethesda Methodist Church - 516 Piedmont Road, Easley, SC 29642

Amplify Sports - 100 Powers Boulevard, Piedmont, SC 29673

Salem

Old High School Gym - 4 Eagle Lane, Salem, SC 29676

Seneca

Tim Howard Gym - 810 West South 4th Street, Seneca, SC 29678

Westminster - M.D. Cleveland Civic Center

98 Anderson Avenue, Westminster, SC 29693

Wren

Spearman Elem. School - 2001 Easley Highway, Piedmont, SC 29673

Wren Freshman Acad. - 905 Wren School Rd, Piedmont, SC 29673

2026 Tri-County 8U Boys & Girls Basketball Rules

1. Five players per team on the court. Coaches will utilize the game roster sheet to schedule playing time based upon the number of players at each game. This roster sheet will be used at the official scorers table to track teams to make sure play is balanced.
No coaches allowed on the court at any time.
2. Eight foot goals and junior-size (27.5) basketball will be used.
3. Once a player secures control of a rebound or loose ball, the defensive team will retreat. Violations will result in the team keeping possession of the ball. A team may press in the backcourt only in the last minute of the last period, provided, they don't have a 10 pt. lead. At any time, if a team has a 20-point lead, they can only play defense inside the three-point arc. If the lead drops below the 20 pts, normal defense can resume.
4. Personal fouls will be called and reported to the scorers table. The official scorer will record the information. A player will foul out on his 5th personal foul. On non-shooting fouls, the ball is awarded for a throw-in. All shooting and common fouls from the 7th team foul and beyond of each half of play, will result in two (2) free throws.
5. Violations will be called (traveling, double dribble, out-of-bounds, **FIVE** seconds in lane).
6. **Two time outs per team for the game,** coaches should use them wisely and don't burn them early. There will be a five-minute half time.
7. **Eight four-minute periods or Four eight-minute periods..** No substitutions during periods unless due to injury, only in four-minute periods. **Clock will be continuous and will not stop during each period unless for these 2 exceptions:** (1) shooting foul, sometimes it takes a couple of minutes to get players lined up correctly to shoot a foul shot, (2) time out
8. The clock will also stop on any dead ball whistle that might occur **during the last minute of the last period. (4th or 8th), depending on format.**
9. **No overtime;** games that are tied at the end of regulation, will end in a tie. NO exceptions.
10. Each player from both teams will attempt two foul shots at the start of the second half and these points will count toward the team total. If teams do not have an equal number of players, then the team with the fewest players will select players to attempt the additional shots until total attempts are equal.
11. Foul shots will be from a distance of 10 feet. If a player cannot reach the rim from 10 feet then the second shot will be moved up to 8 feet. The lower block will be used to line up.
12. The three-second lane will be from the 10-foot mark (foul line) to the end line.
13. Disruptive fans or coaches will be given a verbal warning by home management or game official. If disruptive behavior continues, then the game will stop until the fan/coach (if parent, then also their child) is removed from the building.
14. **Maximum: Head coach and two assistants allowed on the team bench.** Head Coach attends pre-game meetings and is the **only** coach that officials will discuss issues with. **Asst. coaches** must remain sitting on the bench during games. If head coach is not available at the time of the game starting,

the Asst.coach will attend the pre-game meeting. Coaches need to conduct themselves in a professional manner. You are there for the kids.

15. Any player receiving a flagrant technical foul will be ejected and suspended from playing in the next game. Any coach receiving two direct technicals in any game will be suspended from coaching in his/hers next game and cannot attend the next game. A suspended player must attend the next game (not in uniform). If a visiting player or coach is ejected, home management must contact the sponsoring department of the ejected player or coach so that they can impose the suspension for the next game.

2026 Tri-County Youth Basketball Rules

Age groups will include Boys and Girls ages 10U, Boys and Girls 12U, Boys & Girls 14U & 17U. Age cutoff date is prior to September 1st. Department representatives shall verify birth certificates before the start of the season.

1. Playing time for individual players: In **ALL** divisions, exception, (8U & 6U peanuts), each player must play at least **six minutes**. Coaches will be held responsible and Recreation Departments will enforce penalties.
2. Current National Federation of High Schools rules will apply except as modified below:
Maximum: Head coach and two assistants allowed on the team bench. Head Coach attends pre-game meetings and is the **only** coach that officials will talk to. **Asst. coaches** must remain sitting on the bench during games. If head coach is not available at the time of the game starting, the asst. coach will attend the pre-game meeting. Coaches need to conduct themselves in a professional manner. You are there for the kids.
3. Game length for ages 9-17 will be (4)-six minute quarters. NO overtime games during the regular season.
4. Any player receiving a flagrant technical foul will be ejected and suspended from playing in the next game. Any coach receiving two direct technicals in any game will be suspended from coaching in his/hers next game and cannot attend the next game. A suspended player must attend the next game (not in uniform). If a visiting player or coach is ejected, home management must contact the sponsoring department of the ejected player or coach so that they can impose the suspension for the next game.
5. **Boys and girls 10U may only press in the back court in the fourth quarter.** Boys and girls in the 12U and 14U divisions may press at anytime until a ten-point lead is obtained. In all age divisions after a ten-point lead is obtained, the defensive team must retreat past the half court line. ****Ages 17U: No back court press when ahead by 20 points or more.**** Continual back court pressing or playing defense outside the three-point line will result in a warning for delay of the game and then a team technical on any other offenses after the warning.
6. 10U boys, 10U girls, 12U girls, will use the compact, (28 ½), ball. Boys - 12U, 14U, 17U, will use the regulation size ball.
7. The 10U boys, 12U boys, 12U girls, 14U boys, 17U boys will use the 10 ft. goal. The 10U girls will use the 9 ft. goal.
8. Ages 10U, 12U 14U: Anytime a 20 pt. lead is obtained, the leading team is directed to play a zone defense inside the three-point line. If the lead becomes less than 20 pts, normal play will resume. **Age 17U boys: Anytime a 30 pt. lead is obtained, the leading team can only play defense inside the three-point line. If the lead becomes less than 30 pts, normal play will resume.** No timeouts will be granted for a team with a 20 pt. lead in 10U, 12U, or 14U and a 30 pt. lead in 17U.
9. In all age groups: in the second half, if a twenty- point lead is obtained, there will be a continuous clock which only stops on time outs, injuries, and during foul shots. ****If the lead drops below 20 pts, the regular clock will be applied.** Coaches should be informed about a continuous clock.
10. There will be admission charges to the pre-season tournaments, post-season tournaments, and the all-star tournaments. Each facility will have a policy concerning food & beverages. Please follow their rules and regulations.
11. Three full time outs, (one minute), per game.
12. Disruptive fans/coaches will be given a verbal warning by home management or game official. If disruptive behavior continues, the game will stop until the fan/coach, (if parent, then also their child) is removed from the building.
13. Free throws are now administered on the 5th foul in each quarter. All free throws will be two (2) shots. Fouls will reset at the beginning of each quarter. There are no more 1 and 1's.

Tri - County Basketball League

**Game Roster Sheet
6U and 8U Divisions**

Total #	Jersey #	Player Name	Period							
			1	2	3	4	5	6	7	8
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										

Seven Players: Two players play five (5) periods
Five players play six (6) periods

Eight Players: Each player plays five (5) periods

Nine Players: Five Players play four (4) periods
Four players play five (5) periods

Ten Players: Each player plays (4) periods

11 + Players: Each player must play minimum (3) periods