



JR. 3SSB REGIONAL QUALIFIER GAME RULES

- There will be two 14-minute halves for all divisions. There will be high school rules with a stop clock on all dead balls. The clock will run if a team is down by 30 points or more.
- A team reaches 1-and-1 bonus on the 7th team foul, double bonus on the 10th team foul. Players foul out at 6 personal fouls.
- Players may enter the free throw lane on the shooter's release.
- Each team receives three timeouts total per game.
- Each game will have five minutes of warm-up time and halftime will be two minutes. Overtime is 3 minutes—one 30-second timeout only in first overtime with no carryovers. Each extra overtime is 1 minute with no timeouts.
- If two players on the same team have duplicate numbers and it is caught by either the referee or the scorekeeper, a technical foul will be assessed.
- The team listed on the bottom on the game schedule online is the home team and wears light color.
- Two technical fouls result in automatic ejection from the game. Referees have the authority to eject players and coaches for poor sportsmanship at their discretion.
- The home team is responsible for providing the game ball.
- Jewelry including necklaces, rings, and metal bracelets are not permitted. Stud earrings are only permitted if they are properly taped and as long as the official can confirm that they do not pose a risk.
- Any team which does not have five players (or their head coach) by the start of the game will be given a grace period of 10 minutes before the game starts. After 10 minutes, the team may choose to play with four players or utilize an assistant coach. The tournament director reserves the right to enforce a forfeit.