



Eligibility Guidelines:

Players are eligible to participate in the **grade level they are enrolled in** for the current (2024-25) school year. If a player is of age to play in a grade division but is currently in a higher grade, an exception can POTENTIALLY be made by submitting a formal request to your regional lead, who will be in contact with you at least a month before each event begins. All requests must be made one week **PRIOR** to event tip-off.

Game Rules:

1. **All Teams:** Coaches must sign roster sheet on the table (score sheet) before each game. No exceptions.
 - a. Starters must check in at the scorers' table before the start of the game
 - b. If a player checks in to a game and is not in the book, it will result in a **Double Technical Foul penalty. The other team will be awarded four (4) free throws** as a result of the penalty to start the game.
2. All games will be played in two (2) fourteen (14) minute stop-clock halves
3. **Clock/Mercy Rule:** If a team is ahead by 20 points or more the clock shall run the last 5 minutes of the game. If the score differential drops below 20 points, the clock stops.
4. **Overtime Rules:** The first overtime will be (2) minutes with a stop clock.
 - a. All subsequent overtime will be one (1) minute only.
 - b. Each team will be given a full sixty (60) sec. time-out in each overtime

- period.
- c. No time-outs will carry over from the previous period(s).
 - d. Player fouls and team fouls carry over into overtime play
5. Teams will have a 5 Minute Warm-Up, with 3 minutes minimum if the game schedule is running behind - Halftime is 2 minutes
 6. **Time outs:** Three (3) full time outs per game. Time outs do not carry over into overtime.
 7. **Foul Out:** Players will be disqualified once they have committed their 5th foul
 8. **Bonus:** 7th team foul is 1 and 1; 10th team foul is 2 shots
 9. No press when up 30 points
 10. 5th Grade will play with 28.5-inch ball unless BOTH COACHES agree otherwise.
 11. Jr. 3SSB has a zero-tolerance policy for any form of inappropriate behavior by coaches, players, fans, or spectators during the event.
 - a. The event operator reserves the right to remove any individual who violates this rule.
 - b. Please note that the site director is the final authority on all ejections from the event or facility.
 12. All National Federation Rules for all games.

Game Notes:

- Please bring your own warm-up balls.
- Game time is forfeit time. Please be at the game site early!
- Any player, coach, or fan ejected shall not participate in the next game
- Any player, coach, or fan involved in fighting or verbal altercations will not be allowed entrance into the facility for the rest of the weekend

- Only a max of 3 coaches per team are admitted and allowed to sit on the bench.
- All coaches receiving coaches' bands must check in at the admissions table at the facility of your games.
 - Coaches' bands must be kept on throughout the tournament.
 - Coaches who do not have coaches' bands on for the 2nd/3rd day of the tournament are required to pay general daily admission.
 - Bands must be attached.
- Any team that forfeits a game is subject to removal from the event without a refund.