



**WHAT IS THE LENGTH OF ANY
OVERTIME PERIOD IN A JV GAME?**

A. 4:00

B. 3:30

C. 3:00

OVERTIME GUIDELINES (5-7)

- **Art. 1...If the score is tied at the end of the fourth quarter, play shall continue without change of baskets for one or more extra periods with one-minute intermission before each extra period.**
- **Note...Each team is allowed one extra 60 second time-out.**

OVERTIME GUIDELINES (CONT.)

- **Art. 2...The game ends if, at the end of any extra period, the score is not tied.**

OVERTIME GUIDELINES (CONT.)

- **Art. 3...The length of each extra period shall be four minutes (or half the time of a regulation quarter for non-varsity contests). As many such periods as are necessary to break the tie shall be played. Extra periods are an extension of the fourth quarter.**

OVERTIME GUIDELINES (CONT.)

- **Art. 4...Once the ball becomes live in the extra period it will be played even though a correction in the fourth quarter score is made.**

LENGTH OF OVERTIME PERIOD INCORRECT

- **5.7.3 Situation:** Following a violation in the first extra period, the timer beckons the referee to the table. The timer informs the referee that by mistake the period started with (a) more, or (b) less than four minutes on the clock.

RULING

In (a), if the mistake is discovered before the clock reaches four minutes, the clock shall be set at four minutes and play resumes. If discovered after reaching four minutes, no correction is allowed.

In (b), the appropriate amount of time shall be added to reflect a four-minute period. (2.5.5)

CASE PLAY

- **5.7.4 Situation:** The score is tied at the end of regulation. During the overtime period, the official scorer informs the referee that Team A had an additional point in the fourth quarter that was not counted. After reviewing the score book the referee (a) recognizes where a point was not credited to Team A, or (b) does not have definite knowledge that a point was not credited to Team A.

RULING

- **In (a), the referee adds a point to Team A's score and the overtime period resumes to completion.**
- **In (b), the referee does not add a point to Team A's score and the overtime period resumes to completion.**

BCIAA POLICY ON JR. HIGH GAMES

- **There are to be no overtime periods played in any BCIAA competitions. This is found on page 62 of the BCIAA policy book (blue book).**

FIGHTING

- **4.19.4...A flagrant foul may be a personal or technical foul of a violent nature, or a technical noncontact foul which displays unacceptable conduct. If personal, it involves, but is not limited to violent contact such as: striking, kicking and kneeing. If technical, it involves dead-ball contact or noncontact at any time which is extreme or persistent, vulgar or abusive contact. FIGHTING IS A FLAGRANT ACT.**

PLAYERS ON THE COURT FIGHTING

If there are a corresponding number of players from each team, double flagrant fouls are awarded, all participants are disqualified, no free throws are awarded and the ball is put into play using POI.

Disqualified players are to remain on the bench, not sent to the locker room. Coaches receive no penalty for such infractions.

PLAYERS ON THE COURT FIGHTING (CONT.)

If the number of players is not corresponding, flagrant fouls are assessed and disqualification for all participants. Two free throws are awarded for the offended team for each additional player and the offended team is awarded a division line throw-in.

CASE PLAY

**4.18.2 Situation: A1 dunks over B1 and then taunts B1.
B1 retaliates and punches A1.**

RULING

Both A1 and B1 are charged with a flagrant technical foul for fighting and are disqualified. A1's action is defined as FIGHTING when the taunting caused B1 to retaliate by fighting. (10.5, 10.4.6c., 10.3.8)

COMMENT. The Head Coach may enter the court in the situation where a fight may break out, or has broken out, to prevent the situation from escalating.

BENCH PERSONNEL LEAVE THE BENCH DURING A FIGHT

BIG QUESTIONS?

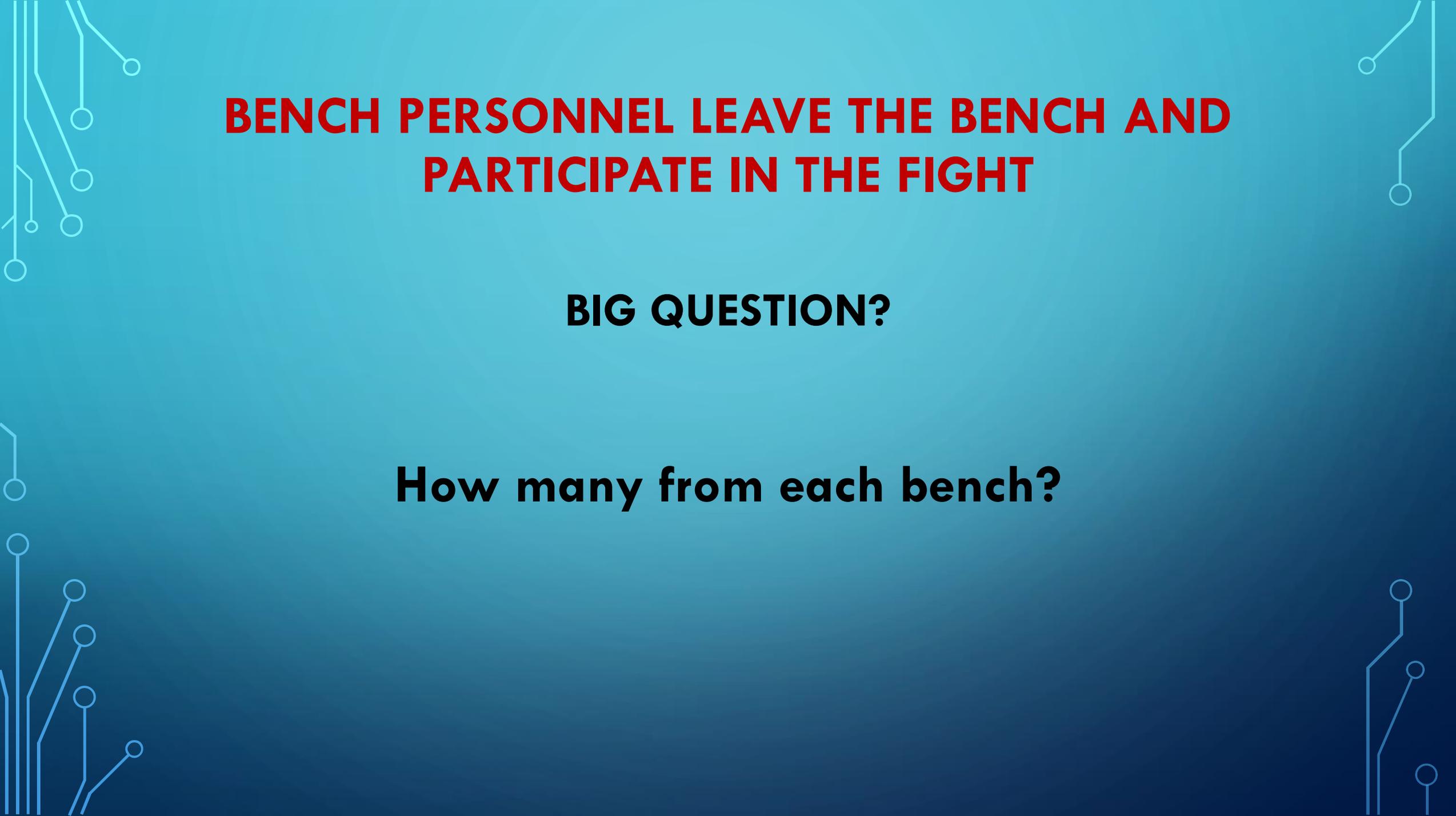
- 1. How many from each bench?**
- 2. Did they participate in the fight or not?**

EVEN NUMBER FROM EACH TEAM - NO PARTICIPATION

All players leaving the bench are assessed flagrant technical fouls and disqualified. Each Head Coach is assessed a maximum of one indirect technical foul, regardless of the number leaving the bench. No free throws are awarded and the ball is put into play at the point of interruption.

UNEVEN NUMBER FROM EACH TEAM – NO PARTICIPATION

A maximum of two free throws are awarded to the offended team, followed by a division-line throw-in opposite the table. Each Head Coach who had bench personnel enter the court receives one indirect technical foul, and loses the coaching box for the rest of the contest.

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BENCH PERSONNEL LEAVE THE BENCH AND PARTICIPATE IN THE FIGHT

BIG QUESTION?

How many from each bench?

BENCH PERSONNEL LEAVE THE BENCH AND PARTICIPATE, NUMBERS ARE CORRESPONDING

If the numbers of each team's participants are corresponding, no free throws are attempted. Each Head Coach is assessed one indirect technical foul for each player and the ball is put in play at the point of interruption. If the number for either team reaches three, the Head Coach is disqualified and is banished from the visual confines of the court.

BENCH PERSONNEL LEAVE THE BENCH, NUMBERS ARE UNEQUAL, AND PARTICIPATE.

Two free throws are awarded to the offended team for each additional player, followed by a division-line throw-in by a division line throw-in opposite the table.

If the number of participants for either team totals three, the Head Coach is ejected for the remainder of the contest. Each participant causes the Head Coach to receive one indirect technical foul, thus the ejection.

MANDATORY REPORT TO THE PIAA

According to the PIAA official's manual, game officials have 24 hours to submit all disqualification reports on PIAA.com. Be as factual as you can, using exact information and verbiage as you have witnessed.