

TRIDENT BASKETBALL ASSOCIATION

Game Host Information

**The host must email scores from games played in their gym by noon the following day.
The gym must be opened thirty (30) minutes prior to the first game.**

GAME ADMISSION:

In order to be as uniformed as possible there must be an admission, admission should be charged as follows:

Adults: **\$2.00** Senior Citizen and Student (8th grade & below): **\$1.00** Pre-School: **Free**

CONCESSIONS:

We would like for you to provide a concession stand for all games that you host.

TEAM BENCH AREA

Bench areas should be an equal distance from the scorer's table. Preferably starting at the penetration line and extending toward the baseline.

Their must be an area of at least six (6) feet between each bench area and the score table.

COACH'S BOX:

Coach's box shall be directly in front of their own bench area and **must be enforced**.

SCORE SHEETS:

Teams must turn in their approved score sheet to the score table fifteen (15) minutes prior to game time.

SCORE TABLE:

Score table must be large enough to accommodate three (3) people official scorekeeper, clock operator, and in the case of a non-neutral site a visiting scorekeeper must be allowed to sit at the table.

Visiting scorekeeper must do so from the beginning of the game until the final buzzer.

When both teams are neutral only the official scorekeeper and official clock operator are permitted at the table.

Score sheets should be returned to teams unless there is a question, about illegal player(s).

GAME SUPPLIES:

The host must be prepared to provide a **game ball**.

The Senior Boys use a regulation size ball.

All other leagues use the 28.5 size ball.

GAMES:

The games in all leagues except Junior Girls will be two (2) twelve (12) minute halves with a regulation clock the Junior Girls will be two (2) ten (10) minute halves, half-time is five (5) minutes, and if necessary overtime would be three (3) minutes. The host site should give no less than five (5) minutes warm-up time between games. The games usually last about one hour in real time.

NO GAME SHOULD START EARLY WITHOUT BOTH COACHES CONSENT.

Teams must have their approved packets with all approved paperwork at all games.

Failure to do so can result in a forfeit.