

Crossroads Clash Game Instructions

Game Responsibilities

- Top team is **Home**:
 - Provides game ball, official scorebook, pre-game prayer, light uniforms
 - **Fill out final score sheet and leave on score table for collection**
- Bottom is **Visitor**:
 - Scoreboard operator, dark uniforms

Game Length

- Pre-game: 5 minutes
- Halftime: 3 minutes

- 10U, 12U, 14U: 6 minute quarters
- 16U: 7 minute quarters
- 18U: 8 minute quarters
- 1st overtime (all ages): 3 minutes
- 2nd overtime: 2 minutes
- 3rd overtime: First team to score wins

- Running clock in second half if lead is 20+ points; running clock stops when lead falls below 20

Bonus Free Throws

- Team fouls reset for each quarter
- 5th team foul in a quarter results in double bonus

Time Outs (each game)

- (2) 30 second timeouts
- (3) full timeouts
- (1) full timeout each overtime period (no carry over)

Ball size

- Boys 10U and all Girls divisions: 28.5
- Boys 12U and up: standard size 29.5

Additional Guidelines

- Games may start up to 10 minutes early if officials and both teams are present
- No artificial noisemakers are allowed
- Pool play tie breaker is determined by:
 - Head to head record > Point differential (20 point max) > Points allowed