



MERCY RULES FOR FAR EAST BASKETBALL

Whenever there is a 30-point differential the following mandatory rules will become effective by the team leading in the game (and remain in effect until the lead decreases to 20 or less).

1. Non-starters will substitute for starting players.
2. Offensively: restricted fast break; man advantage fast breaks are not permitted – team behind must have equal defenders against the team leading.
3. Defensively: no pressing defenses; no man-to-man defenses - zone only.
4. Timekeeper will maintain a running clock. Game clock will be stopped for injury or if the team behind is awarded a timeout.

OVERTIME RULES FOR FAR EAST BASKETBALL

1. Pool Play Overtime: each overtime period will last for 3 minutes.
2. Tournament Play Overtime: each overtime period will last 4 minutes.
3. One additional full timeout will be awarded to each team for each overtime period. Any unused timeouts during regulation will be carried over to each overtime period.