



**2022 MINGUA BEEF JERKY
GIRLS' SWEET SIXTEEN® STATE BASKETBALL TOURNAMENT
Tentative Event Schedule and Timetable (all times ET)**

Game 1		Wednesday Afternoon, March 9, 2022– Game One First Round, Game 1
TIME OF DAY	GAME CLOCK	PRE-GAME
10:00:00		Doors Open for Fans
10:29:00	30:00	Start Game Clock, teams may enter
10:48:45	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
10:49:00	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
10:58:45	00:15	Horn buzz teams to benches
10:59:00		Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
11:00 a.m.		Tip-off of 2022 Mingua Beef Jerky Girls' Sweet Sixteen® State Tournament, Game One
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when competing cheer team is ready to enter floor.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME

Game 2		Wednesday Afternoon, March 9, 2022– Game Two First Round, Game 2
TIME OF DAY	GAME CLOCK	PRE-GAME
	30:00	Start Game Clock, teams may enter as soon as floor is clear
	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
	00:15	Horn buzz teams to benches
	00:00	Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
		Tip-off of 2022 Mingua Beef Jerky Girls' Sweet Sixteen® State Tournament, Game Two
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when competing cheer team is ready to enter floor.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME



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Game 3		Wednesday Night, March 9, 2022– Game Three First Round, Game 3
TIME OF DAY	GAME CLOCK	PRE-GAME
5:00:00		Doors Open for Fans
5:29:00	30:00	Start Game Clock, teams may enter
5:48:45	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
5:49:00	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
5:58:45	00:15	Horn buzz teams to benches
5:59:00		Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
6:00 p.m.		Tip-off of 2022 Mingua Beef Jerky Girls' Sweet Sixteen® State Tournament, Game Three
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when competing cheer team is ready to enter floor.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME

Game 4		Wednesday Night, March 9, 2022– Game Four First Round, Game 4
TIME OF DAY	GAME CLOCK	PRE-GAME
	30:00	Start Game Clock, teams may enter as soon as floor is clear
	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
	00:15	Horn buzz teams to benches
	00:00	Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
		Tip-off of 2022 Mingua Beef Jerky Girls' Sweet Sixteen® State Tournament, Game Four
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when competing cheer team is ready to enter floor.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME



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Game 5		Thursday Afternoon, March 10, 2022– Game Five First Round, Game 5
TIME OF DAY	GAME CLOCK	PRE-GAME
10:00:00		Doors Open for Fans
10:29:00	30:00	Start Game Clock, teams may enter
10:48:45	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
10:49:00	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
10:58:45	00:15	Horn buzz teams to benches
10:59:00		Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
11:00 a.m.		Tip-off of 2022 Mingua Beef Jerky Girls' Sweet Sixteen® State Tournament, Game Five
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when competing cheer team is ready to enter floor.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME

Game 6		Thursday Afternoon, March 10, 2022– Game Six First Round, Game 6
TIME OF DAY	GAME CLOCK	PRE-GAME
	30:00	Start Game Clock, teams may enter as soon as floor is clear
	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
	00:15	Horn buzz teams to benches
	00:00	Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
		Tip-off of 2022 Mingua Beef Jerky Girls' Sweet Sixteen® State Tournament, Game Six
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when competing cheer team is ready to enter floor.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME



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Game 7		Thursday Night, March 10, 2022– Game Seven First Round, Game 7
TIME OF DAY	GAME CLOCK	PRE-GAME
5:00:00		Doors Open for Fans
5:29:00	30:00	Start Game Clock, teams may enter
5:48:45	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
5:49:00	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
5:58:45	00:15	Horn buzz teams to benches
5:59:00		Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
6:00 p.m.		Tip-off of 2022 Mingua Beef Jerky Girls' Sweet Sixteen® State Tournament, Game Seven
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when competing cheer team is ready to enter floor.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME

Game 8		Thursday Night, March 10, 2022– Game Eight First Round, Game 8
TIME OF DAY	GAME CLOCK	PRE-GAME
	30:00	Start Game Clock, teams may enter as soon as floor is clear
	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
	00:15	Horn buzz teams to benches
	00:00	Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
		Tip-off of 2022 Mingua Beef Jerky Girls' Sweet Sixteen® State Tournament, Game Eight
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when competing cheer team is ready to enter floor.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME



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Game 9		Friday Afternoon, March 11, 2022– Game Nine Quarterfinal 1
TIME OF DAY	GAME CLOCK	PRE-GAME
10:00:00		Doors Open for Fans
10:29:00	30:00	Start Game Clock, teams may enter
10:48:45	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
10:49:00	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
10:58:45	00:15	Horn buzz teams to benches
10:59:00		Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
11:00 a.m.		Tip-off of 2022 Mingua Beef Jerky Girls' Sweet Sixteen® State Tournament, Game Nine
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when floor is clear. PA and Video Clock will be held for the presentation of special awards by the Kentucky Association of Basketball Coaches. KABC Regional Players of the Year. Teams will be given warm-up time after the presentation if necessary.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME
		Quarterfinalist Awards (PA and video)

Game 10		Friday Afternoon, March 11, 2022– Game Ten Quarterfinal 2
TIME OF DAY	GAME CLOCK	PRE-GAME
		POSSIBLE HOLD CLOCK FOR KABC RECOGNITION - Clock will be held for the presentation of special awards by the Kentucky Association of Basketball Coaches. KABC Court of Honor Awards. Teams will be given complete warm-up time after the presentation.
	30:00	Start Game Clock, teams may enter as soon as floor is clear
	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
	00:15	Horn buzz teams to benches
	00:00	Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
		Tip-off of 2022 Mingua Beef Jerky Girls' Sweet Sixteen® State Tournament, Game Ten
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when floor is clear. Clock will be held for the presentation of special awards by the Kentucky Association of Basketball Coaches. KABC Regional Coaches of the Year. Teams will be given warm-up time after the presentation if necessary.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME
		Quarterfinalist Awards (PA and video) Ticket Sales Reminder, Pep Sales online only for winner of this game (PA and Video)



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Game 11		Friday Night, March 11, 2022– Game Eleven
		Quarterfinal 3
TIME OF DAY	GAME CLOCK	PRE-GAME
5:00:00		Doors Open for Fans
5:29:00	30:00	Start Game Clock, teams may enter
5:48:45	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
5:49:00	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
5:58:45	00:15	Horn buzz teams to benches
5:59:00		Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
6:00 p.m.		Tip-off of 2022 Mingua Beef Jerky Girls' Sweet Sixteen® State Tournament, Game Eleven
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when floor is clear.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME
		Quarterfinalist Awards (PA and video)

Game 12		Friday Night, March 11, 2022– Game Twelve
		Quarterfinal 4
TIME OF DAY	GAME CLOCK	PRE-GAME
	30:00	Start Game Clock, teams may enter as soon as floor is clear
	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
	00:15	Horn buzz teams to benches
	00:00	Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
		Tip-off of 2022 Mingua Beef Jerky Girls' Sweet Sixteen® State Tournament, Game Twelve
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when floor is clear.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME
		Quarterfinalist Awards (PA and video)



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Game 13		Saturday Morning, March 12, 2022– Game Thirteen Semifinal 1
TIME OF DAY	GAME CLOCK	PRE-GAME
10:00:00		Doors Open for Fans
10:29:00	30:00	Start Game Clock, teams may enter
10:48:45	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
10:49:00	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
10:58:45	00:15	Horn buzz teams to benches
10:59:00		Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
11:00 a.m.		Tip-off of 2022 MINGUA BEEF JERKY GIRLS' SWEET SIXTEEN® STATE TOURNAMENT, Game Thirteen
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when floor is clear.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME

Game 14		Saturday Afternoon, March 12, 2022– Game Fourteen Semifinal 2
TIME OF DAY	GAME CLOCK	PRE-GAME
	30:00	Start Game Clock, teams may enter as soon as floor is clear
	10:15	Buzz Horn for teams to go to locker rooms if floor is not clear
	10:00	Playing of National Anthem (Teams should be in front of bench for anthem) Clock will be held at 4:00 if necessary. Teams may return when floor is clear.
	00:15	Horn buzz teams to benches
	00:00	Starting line-ups introduced, Visitors then Home, Alternating one player from each team. Players go to center circle until next opponent is introduced, shake hands, and return to free throw circle for huddle.
		Tip-off of 2022 MINGUA BEEF JERKY GIRLS' SWEET SIXTEEN® STATE TOURNAMENT, Game Fourteen
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half. Start clock when floor is clear.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME



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Game 15		Saturday Evening, March 12, 2022– Game Fifteen Game 13 winner vs. Game 14 winner
TIME OF DAY	GAME CLOCK	PRE-GAME
6:00:00		Doors Open for Fans
6:15:00	30:00	Start Game Clock, teams may enter
6:38:45	2:15	Horn to Clear Floor of Teams Pre-game ceremonies per distributed script
	2:00	Hold / Start Clock with 2 minutes Teams may return to floor when clear
		PA Introduction of Visiting Team as a group <i>All step forward as introduced</i>
		PA Introduction of Visiting Team as a group <i>All step forward as introduced</i>
		Introduction of Visiting Team and Home Team and Starting line-ups, alternating teams (Visitors first), FORWARD, FORWARD, CENTER, GUARD, GUARD spotlight on starters. Starters go to center circle to shake hands with corresponding starter, then return to team huddle at free throw circle.
6:59 p.m. (approx)		Clock resume for 2:00 of warmups
7:01 p.m. (approx)		Tip-off of 2022 MINGUA BEEF JERKY GIRLS' SWEET SIXTEEN® STATE TOURNAMENT, Game Fifteen
		1ST QUARTER MEDIA TIME OUT (NORMALLY 3:00 REMAIN IN Q)
		BREAK BETWEEN 1ST AND 2ND QUARTER
		2ND QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		HALFTIME
		Clock set for 15 minute half.
		3RD QUARTER MEDIA TIME OUT (NORMALLY, 3:00 REMAIN IN Q)
		BREAK BETWEEN 3RD AND 4TH QUARTER
		4TH QUARTER MEDIA TIME-OUT (NORMALLY, 3:00 REMAIN IN Q)
		END OF GAME
		Academic Scholarships, Mansfield Award, All Tournament Team, Runner Up Awards, Championship Awards