



TIMING RULES

REGULAR SEASON

All games will consist of **2 x 18min** halves.

Upon a team accumulating **8 team fouls** in a half, the opposition will shoot a **bonus 2 free throws**.

Notify the referee when a team has 7 team fouls

One (1) time out in the first half and **two (2) time outs in the second half** are permitted.

But no time out will be permitted in the last minute of the first half.

The clock shall **not stop** for time outs, unless in the last two minutes of the 2nd half, and the clock is already stopped.

Clock will stop during the regular season on **all whistles and after every basket** in the **last two minutes of the 2nd HALF**,
CLOCK ONLY STOPS IF MARGIN IS UNDER 20 POINTS

MANDATORY MAN-TO-MAN

MANDATORY Man-To-Man MUST be played for U8, U10, U12 and U14 competitions.

Zone Defence is PERMITTED for the SECOND HALF ONLY for U16, U18, U20 and SLG competitions

MERCY RULE

When a team builds up the prescribed lead, the winning side MUST drop their defence to their defensive 3-point line. This is to be automatically applied by the referees, any concerns please seek Court Controller

U8/U10 – 10 points

U12/U14 – 15 points

U16-U20 – 25 points

FINALS

In Finals, all of the Regular Season timing rules apply except the clock shall stop on all whistles in the last **three (3) minutes** of the 2nd Half.

CLOCK ONLY STOPS IF MARGIN IS UNDER 20 POINTS

In Finals, if the scores are tied at the end of regulation time, then an **extra three (3) minutes** shall be played. The clock will stop on all whistles and each team will receive one (1) time out.

SCORER EXPECTATIONS

Teams MUST supply 1 person each to conduct score table duties

- Be impartial: no barracking, coaching or questioning referees
- Be alert and concentrate on the game
- Be as accurate as possible
- Be a team player – collaborate with other officials
- Be courteous with referees, players and coaches and other officials

THANK-YOU FOR TAKING YOUR TURN TO SCORE

If you are ever unsure of anything, sound the siren and call the referee to the bench