

# **TIMING RULES**

#### REGULAR SEASON

All games will consist of 2 x 18min halves.

Upon a team accumulating 8 team fouls in a quarter, 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 <u>not stop</u> for time outs, unless in the last two minutes of the 2<sup>nd</sup> 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 2<sup>nd</sup> 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  $2^{nd}$  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