



TIMING RULES

REGULAR SEASON

All games will consist of **4 x 10 min** quarters.

Upon a team accumulating **5 team fouls** in a quarter, the opposition will shoot a **bonus 2 free throws**.

Notify the referee when a team has 4 team fouls

One (1) time out in the first two quarters and **two (2) time outs in the second two quarters** are permitted. But no time out will be permitted in the last 1 minute of the first three quarters.

The clock shall **not stop** for time outs, unless in the last two minutes of the 4th quarter, and the clock is already stopped.

Clock will stop during the grading & regular season on **all whistles and after every basket** in the **last two minutes of the 4th QUARTER**

CLOCK ONLY STOPS IF MARGIN IS UNDER 20 POINTS

MAN TO MAN DEFENCE

Compulsory MAN TO MAN defence is required for U8, U10 and U14 competitions.

Compulsory MAN TO MAN defence is required for the FIRST 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

THE MERCY RULE DOES NOT APPLY TO FINALS

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 4th Quarter.

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