



# MUVJBL TIMING RULES

## **Pool BB, CC, DD, Regional & Under 20 Pool 3** **GRADING PHASE TWO**

### **4 X 10 MIN QUARTERS**

**(On the 5<sup>th</sup> Foul of each Quarter, Foul shots will be awarded)**

***(Under 18 POOL BB and CC and Under 20 POOL 3 will use shot clock where available)***

### **Clock Stops For All Timeouts**

**(Two per team per half)**

### **LAST MINUTE OF 2<sup>nd</sup> QUARTER:**

**Clock stops on every whistle**

### **LAST 3 MINUTES OF 4<sup>th</sup> QUARTER:**

**Clock stops on every whistle**

**Warm-up time shall be 5 minutes.**

**Quarter Time interval shall be 1 minute only.**

**Half time interval shall be 2 minutes only.**

**Three Quarter Time interval shall be 1 minute only**

**\*NO DRAWS ALLOWED FOR CROSSOVER GAMES ON FEBRUARY 24<sup>TH</sup>, MARCH 3<sup>RD</sup> & MARCH 10<sup>TH</sup>**

**\*FOR CROSSOVER GAMES ONLY** - If scores are level at the end of the game, an extra five (5) minutes will be played after a one minute break, to achieve a result. All fouls stand. One (1) time out for each team is allowed. Any subsequent extra periods will follow the same rule to achieve a result

**At no stage is a “Zone” defence permitted during an Under 12 or Under 14 MUVJBL Game.**