



MUVJBL TIMING RULES GRADING PHASE 2 **Pool XX, AA & 20's Pool 1&2**

- ➔ U/12's 4 X 7 Minute Quarters (no shot clock)
- ➔ U/14, 16, 18, & 20's 4 x 8 Minute Quarters (shot clock)
- ➔ 24 sec clock in operation as per the Fiba Rules with the exception of the Under14 age group. (Not used for under 12 Games)

Shot Clock Rules for Under 14's shall be as follows:

The 24 second device will not be started until the Ball goes into a team's frontcourt.

The ball goes into a team's frontcourt when: (as per Fiba Rules Art 28)

- It touches the frontcourt.
- It touches a player or an official who has part of his body in contact with the Frontcourt.
- During a dribble from backcourt to frontcourt, both feet of the dribbler and the ball are in contact with the frontcourt. (This applies to the player only as long as they are dribbling.)

- ➔ Two (2) time-outs may be granted to each team during the first half. Three (3) time-outs may be granted to each team during the second half with a **maximum of 2 of these time-outs in the last 2 minutes of the game.**
- ➔ Clock stops on all whistles throughout the game and for made field Baskets in the last two (2) minutes of the final quarter.
- ➔ Under 16, 18 and 20 will use the extended 3 point line where possible.
- ➔ Warm up time shall be 5 minutes.
- ➔ Half time interval shall be 2 minutes $\frac{1}{4}$ & $\frac{3}{4}$ time interval shall be 1 minute.

***No draws permitted for Crossover games**

(24th February, 3rd March, 10th March)

- ***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.**