



. **Grading Phase TWO Timing rules.**

. **Pool AA, XX, and Under 21 Pool 1 & 2**

. The games shall be played in four (4) quarters with the following timing to apply

. Under 12 - 4 X 7 Minute Quarters **No Shot Clock for U12`s**

. Under 14, 16, 18 & 21 - 4 X 8 Minute Quarters

. Each team is entitled to two (2) time outs in the first half and three (3) time outs in the second half. Maximum of 2 of these time-outs in the last 2 minutes of the game.

. **The clock stops on every whistle throughout the game and for made field baskets in the last two (2) minutes of the final quarter.**

. The shot Clock operates in all games except the Under 12`s.

. Where specified the shot clock will be in operation as per the FIBA rules, except the shot clock won't reset to 14 seconds.

. Shot Clock Rules for Under 14`s shall be as follows: (this coincides with Under 14 Club Championships) The 24 second device will not be started until the Ball enters the team's frontcourt.

. Quarter time and three quarter time shall be one (1) minute. The Half time interval shall be two (2) minutes.

. **ALL Pool BB and Below including U21 Pool 3 and 4**

. The games shall be played in 4 X 10 minute quarters.

. The clock shall stop for all time-outs throughout the game and for every whistle in the last one minute of the second quarter and the last three minutes of the 4th quarter.

. Half time interval shall not exceed two (2) minutes, quarter times shall not exceed 1 minute. Each team is entitled to Two (2) time outs per half.

. NOTE: Under 16 and 18 Pool BB and CC & all U21 grades – 24 second shot clock operates in all grades where shot clock equipment is available.

. NO DRAWS ALLOWED FOR **CROSSOVER** GAMES ON **FEBRUARY 21st, FEBRUARY 28TH and MARCH 6th.**

FOR CROSSOVER GAMES ONLY - If scores are level at the end of the **CROSSOVER** 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 VJBL Game.