



. **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 4<sup>th</sup> 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 22<sup>nd</sup>, March 1st and March 8th.**

**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 MUVJBL Game.**