

Clock Timings – JUNIOR Fixture Games

9 minute quarters for all Junior grades

Reset clock at quarter 2 at 10 minutes

Reset clock at quarter 3 at 11 minutes

Reset clock at quarter 4 at 10 minutes

Please sound the siren at each break @ 10.20 to alert referees to recommence game.

Teams are allowed only one TIMEOUT per quarter (Local Rules)

***NO TIMEOUTS* allowed in the last 3 minutes of the game.**

Eg 4th minute is the last chance. (Local Rules)

**There is NO clock stoppage allowed, unless instructed by the referee.
(eg injury or wet floor only)**

Only the scorers/instructors allowed on the score bench.

Please give your full attention to the game. (put your phone away)

Points/fouls NOT recorded maybe upsetting to players and coaches.

The scoresheet is a legal document, recording of the points scored, fouls and timeouts to be scribed. (no doodling in the margins)

Please Print your name legibly in the appropriate place eg Scorer or timekeeper. Your team will be deducted points if scorebench duties are not done or you are not identified as doing the duties.

Clock Timings – SENIOR Fixture Games

10 minute quarters

Reset clock at quarter 2 at 11 minutes

Reset clock at quarter 3 at 12 minutes

Reset clock at quarter 4 at 11 minutes

Please sound the siren at each break @ 10.20 to alert referees to recommence game.

Teams are allowed only one TIMEOUT per quarter (Local Rules)

***NO TIMEOUTS* allowed in the last 5 minutes of the game.**

Eg 6th minute is the last chance. (Local Rules)

**There is NO clock stoppage allowed, unless instructed by the referee.
(eg injury or wet floor only)**

Please give your full attention to the game. (put your phone away)

Points/fouls NOT recorded maybe upsetting to players and coaches.

The scoresheet is a legal document, recording of the points scored, fouls and timeouts to be scribed. (no doodling in the margins)

Please Print your name legibly in the appropriate place eg Scorer or timekeeper. Your team will be deducted points if scorebench duties are not done or you are not identified as doing the duties.

Clock Timings

Junior Prelim & Grand Final Games

10 minute quarters

Reset clock at quarter 2 at 11 minutes

Reset clock at quarter 3 at 12 minutes

Reset clock at quarter 4 at 11 minutes

Please sound the siren at each break @ 10.20 to alert referees to recommence game.

Prelim Finals

Clock stops for time outs.

Grand Finals

Clock stops for time outs.

Clock Stops for every whistle in the last 2 minutes of the game.

Teams are allowed; 1 x TIMEOUT per quarter in the 1st half and 3 x TIMEOUTS in the 2nd half at any time of the game.

24 second clock to be used for U14, 16 & 18 games only.

There is no other clock stoppage allowed, unless instructed by the referee or referee co-ordinator or court supervisor.

Please only the scorers allowed on the score bench.

Clock Timings

Senior Semi, Prelim & Grand FINALS

10 minute quarters

Reset clock at 2nd quarter at 12 minutes

Reset clock at 3rd quarter at 13 minutes

Reset clock at 4th quarter at 12 minutes

Please sound the siren at each break @ 10.20 to alert referees to recommence game.

Clock stops for Substitutions, Timeouts and Freeshots.

Clock Stops for every whistle in the last 3 minutes of the game.

Clock Stops for every made shot in the last 2 ½ minutes of the game.

Teams are allowed 1 x TIMEOUT per quarter in the 1st half and x TIMEOUTS in the 2nd half at any time of the game.

24 second clock to be used. A,B Men and Women. Not for C grade

Tied Games

Overtime

Played only in Semi, Prelim & Grand Finals ONLY

- 3 minutes for the 1st Over Time period.
- If the game is still tied, a 2nd period of 3 minutes is played.
- If the score is tied at the end of 2nd overtime periods, the game goes to sudden death; the first team to score wins the game.
- 1 x TIMEOUT per team per overtime.
- Clock Stoppage on every whistle.
- Team Fouls continue to be enforced as per FIBA rules.