

Return to play Domestic timing rules & other bylaws.

Pregame

If time permits there will be a warmup of the amount of time prior to the beginning of the game. If there is no time the game will start without warmups.

Referees are to wait for directions from the Bio safety officers of their section to begin games.

Beginning of games

The games will begin with a rock, paper & scissors contest between the two teams the winner of the competition will start with the ball at the beginning of the game. Once the referee has given permission for the game to start the ball may be passed in from the centre line extended (half way).

First half

The first half of all games (except U10's) will be 18 minutes in length. The clock will not stop at all in the first half. There are no time outs permitted in the last 3 minutes of the first half.

The first half of U10's games will be 16 minutes in length. The clock will not stop at all in the first half. There are no time outs permitted in the last 3 minutes of the first half

Half time

Half time will be 1 minute in length only for all games.

Second half

The second half of all games (except U10's) will be 18 minutes in length. The clock will stop on all whistles in the last 1 minute of the second half.

The second half of U10's games will be 16 minutes in length. The clock will not stop at all in the second half. There are no time outs permitted in the last 3 minutes of the second half

Time outs

Time outs will be 1 minute in length and each team is permitted to have 2-time outs per half.

Jump Balls

Jump balls will be decided as per the FIBA rule with the possession arrow being used for all Jump ball situations.

Other Bylaws

- **Give leniency to teams needing to forfeit with ongoing COVID-19 symptoms as well as colds/sniffles**
- **If there is a team short of players, clubs can request to use either a player of their club or another club regardless of division the player plays in.**
- **Players must wear team colours or as close as possible to their team colours for no uniform penalty to take place**