



CLASSIC TIMING RULES

DIVISION 2 & 3

- 50-minute time slot
 - 2 x 20-minute periods
 - Warm-up time shall be 3 minutes.
 - Half time interval shall be 2 minutes.
 - Clock stops on all whistles throughout the last minute of both halves.
 - The clock does not stop for timeouts unless in the last minute of each half.
 - A maximum of 2 timeouts per team per half, a timeout cannot be taken in the last minute of the first half.
 - Shot clock will not be used.
 - When the margin exceeds 20 points, the clock will not be stopped in the 2nd half
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- **Drawn Games in Finals:** In the case of a drawn game the extra period will be of three (3) minutes and each team will be allowed one (1) time out for every extra period. The clock will stop on every whistle in the last one (1) minute.
 - The clock will not stop for a Time Out in extra time unless the Timeout is taken in the last one (1) minute of the extra period.
 - **Grand Finals:** The clock stops on every whistle in the last one (1) minute of the first half and the last two (2) minutes of the second half.



CLASSIC TIMING RULES

CHAMPIONSHIP

- 70-minute timeslot
- 4 x 8-minute quarters
- Separated by a 2-minute period at half time and a 1-minute break at both quarter and three-quarter time.
- Each team is permitted 2 time out periods per half where the time clock stops.
- The time clock stops for all whistles throughout the game
- Shot clock will be used for all ages except Under 12s.
 - Under 14's -- the shot clock starts once the offensive team reaches their front court

SHOT CLOCK RULES / PROCESS

- Beginning of the game: shot clock starts on possession.
- Beginning of all other periods & extra time: shot clock starts as soon as it is touched by any player on court.
- On a throw-in, shot clock starts on touch by any player.
- If there is a change of possession which is a new control of the ball reset the shot clock to 24 seconds or 14 seconds depending on back or front court of the team who now has possession
- After ball hits the ring attempting to score or after the final free throw– reset to 24 (defensive rebound) or 14 (offensive rebound), hold, wait for possession, then start.
- Double foul is a hold of shot clock and if a team is in control of the ball no reset, if no team is in control of the ball check possession arrow.

	BACK COURT	FRONT COURT
Foot violation	Reset to 24	If on 14 or above – hold If under 14 – reset to 14
Foul (with no shots)	Reset to 24	If on 14 or above– hold If under 14 – reset to 14
Unsportsmanlike Foul	Hold if 15 or above , Reset to 14 if below	Hold if 15 or above , Reset to 14 if below
Disqualifying Foul	Hold if 15 or above , Reset to 14 if below	Hold if 15 or above , Reset to 14 if below
Technical Foul	Hold	Hold
Double Foul	Hold	Hold
Out of bounds (same team retains possession)	Hold	Hold
Out of bounds (change of possession)	Reset to 24	Reset to 14
Rebound by player from the offensive team		Reset to 14
Jump Ball Situation	Hold	Hold
Cancellation of equal penalties against both teams (eg, tech foul for each team)	Hold	Hold
Last 2 minutes of game or overtime-coach option	Reset to 24	Rest to 14