



# TIMING RULES

## VC / VCR TIMING RULES

- Under 12 - 4 x 7 Minute Quarters No Shot Clock for U12s
- Under 14, 16, 18, 20 - 4 x 8 Minute Quarters
- Each team may be granted two (2) time outs in the first half.
- Three (3) time outs in the second half with a maximum of 2 of these time-outs when the game clock shows two (2) minutes or less in the final quarter.
- The clock will stop on every whistle throughout the game and for made field baskets in the last 2 minutes of the final quarter.
- The shot Clock operates in all games except the Under 12s.
- 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.

## VJL TIMING RULES

- 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.
- Quarter time and three quarter time shall be one (1) minute. The Half time interval shall be two (2) minutes.
- Each team is entitled to Two (2) time outs per half.  
NOTE: Under 16 VJL 1, Under 18 VJL 1, 2, 3 & all Under 20 grades – 24 second shot clock operates in all these grades. U16 VJL 2 operates where shot clock equipment is available.

## FINALS ONLY: VC, VCR & VJL GAMES IF OVERTIME IS REQUIRED

- After a one minute break an extra five (5) minutes will be played.
- All fouls stand. One (1) time out for each team is allowed per overtime. 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**