Logo, company name

Description automatically generated**Grading Phase TWO Timing rules.**

* **Pool AA, XX, and Under 20 Pool 1**
* 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 & 20 - 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. The clock stops on every whistle throughout the game.
* 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 and Under 20 Pool 2 and below**
* 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. 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.
* All U20 grades – 24 second shot clock operates.
* NOTE: Under 16 and18 Pool BB and CC 24 second shot clock operates where shot clock equipment is available. All Under 20 pools 24 second shot clock required
* NO DRAWS ALLOWED FOR **CROSSOVER** GAMES **23rd February, 1st March**  (**& U20’s only)8th March**
* FOR **CROSSOVER** GAMES ONLY –

If scores are level at the end of the **CROSSOVER** game, After a one minute break an extra three(3) 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**.