

GAME RULES

Third & Fourth Divisions

RULE	
Match Ball	Size 6 for Girls Size 7 for Boys All match balls are Spalding TF-500 and will be provided by BQ
Max no. of players	12
Scoretable	All teams in Third & Fourth Divisions must supply at least one (1) competent scorebench official for each of their games. Duties may be decided amongst officials, however if there is no agreement they shall be allocated as follows: Team A - game clock Team B - scoresheet
Warm up	2 minutes
Game Timing	4 x 8 minute quarters <u>running clock</u> **The final two (2) minutes of the fourth quarter shall be fully timed .
Half time interval	2 minutes
¼ & ¾ intervals	1 minute
Overtime	Two (2) minute periods fully timed (One (1) minute break after full time and in between overtime periods)
Time-outs per team	One (1) time-out during the first half (1 st and 2 nd periods) Two (2) time-outs during the second half (3 rd and 4 th periods) Time-outs will stop the game clock. Unused time-outs may not be carried over to any extra period, however each team will be granted one (1) time-out for each extra period.
Time-out duration	50 seconds with a 10 second warning. Both teams ready to play after one (1) minute.
Game stoppage due to injury	If a player becomes injured during a game, and the injury is of a nature that they cannot be moved from the court, or quickly substituted, the game clock shall stop until play can resume.
Substitutions	Request must come from the players to the scoretable personnel. For both teams when the ball becomes dead on any whistle (e.g. foul, violation). For both teams when the ball becomes dead after a successful last free throw. For the non-scoring team when a field goal is scored in the last two (2) minutes of the fourth period and during an overtime period.
24-sec shot clock	Will not operate in Third or Fourth Divisions
Technical Foul for foul language or derogatory remarks by players directed towards officials	Technical fouls for use of foul language or derogatory remarks directed towards officials, where a referee believes an ejection is not warranted, shall result in the player being substituted from the game and sitting five (5) minutes of playing time on the Team Bench, irrespective of score, number of players on the court or remaining time in the game. When the Official calls the technical foul, he/she is also to look at the clock and quote the time remaining, so the scoretable officials can note it on the scoresheet. <i>Eg.</i> 7:41 1st quarter, and the player can then re-enter the game at 2:41 or after (via substitution through the bench).