

Schedule 3 – Timing Regulations *(as at Summer 2013/14)*

Minor Round Timing Regulations

| Grade / Division | Quarter Length | Shot Clock Used? | Time Outs | Game Timing | Last 2 Minutes of Game | Quarter Breaks | Minor Round Overtime? | Overtime (time / break / number of time-outs per team) |
|-----------------------------------|----------------|--------------------------|--|---------------|---|----------------|-----------------------|--|
| Under 8 | 8 min | No | 1 per team per half, clock does not stop. No time-outs in last minute each quarter | Running clock | Running clock | 1/2/1 min | No | |
| Under 10 | 10 min | No | 1 per team per half, clock does not stop. No time-outs in last minute each quarter | Running clock | Running clock | 1/2/1 min | No | |
| Under 12 Division #1 | 8 min | No | 1 per team per quarter | Fully timed | | 1/3/1 min | Yes | 3 min/1 min/1 |
| Under 14 Division #1 | 8 min | Yes – starts at half way | 2 per team in the first half 3 per team in the second half | Fully timed | | 1/3/1 min | Yes | 3 min/1 min/1 |
| Under 16 Division #1 | 10 min | Yes | 2 per team in the first half 3 per team in the second half | Fully timed | | 1/3/1 min | Yes | 5 min/1 min/1 |
| Under 19 Division #1 | 10 min | Yes | 2 per team in the first half 3 per team in the second half | Fully timed | | 1/3/1 min | Yes | 5 min/1 min/1 |
| Under 16 and Under 19 Division #2 | 12 min | No | 2 per team per half, clock does not stop unless within the last 2 minutes of the game. No time-outs in last minute of the first, second and third quarters | Running clock | Fully timed | 1/2/1 min | No | 3 min/1 min/1 |
| All other junior grades | 10 min | No | 1 per team per half, clock stops. | Running clock | Fully timed only if the score difference is 10 points or less | 1/2/1 min | No | 3 min/1 min/1 |

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|-----------------------------------|--------|-----|--|---------------|---------------|-----------|-----|---------------|
| Senior Premier Division #1 and #2 | 10 min | Yes | 2 per team in the first half 3 per team in the second half | Fully timed | | 2/5/2 min | Yes | 5 min/1 min/1 |
| Senior A Grade | 12 min | No | 2 per team per half, clock does not stop unless within the last 2 minutes of the game. No time-outs in last minute of the first, second and third quarters | Running clock | Fully timed | 1/2/1 min | No | 3 min/1 min/1 |
| All other senior grades | 10 min | No | 1 per team per half, clock does not stop. No time-outs in last minute of the first, second and third quarters or in the last 2 minutes of the game | Running clock | Running clock | 1/2/1 min | No | 3 min/1 min/1 |

Delays to Scheduled Start Times

All games should commence at the scheduled start time. Where, for whatever reason, games are running later than scheduled, the CSO will make appropriate arrangements to attempt to get games back to the scheduled start times.

Pre-Game Warm-Up Time

Senior Premier Division 1 and 2: Ten (10) minutes per game. Where necessary, at the discretion of the CSO to ensure games run on time, the pre-game warm-up time may be reduced to not less than five (5) minutes per game.

All other grades: Five (5) minutes per game. Where necessary at the discretion of the CSO to ensure games run on time, the pre-game warm-up time may be reduced to not less than two (2) minutes per game.

Playoff Timing Regulations

The timing for playoff games shall be as per the Minor Round Timing Regulations grid, above, except for Under 8 and Under 10 (non-competitive grades) where no playoff games are played.

Where a game is tied at the end of play, overtime periods shall be played as per the timings specified in the “Overtime” column of the Minor Round Timing Regulations grid, above, until there is a winning team. Overtime periods shall be either fully timed or running clock, as per the “Game Timing” and “Last 2 Minutes of Game” regulations for each grade.