



# LAUNCESTON BASKETBALL ASSOCIATION

## 2024 Game Timing Rules & Regulations

Age Group	Quarters	Warm Up	Quarter Breaks	Half Time	Clock Stoppages	Time Outs (per team)	Shot Clock	Overtime
Under 10	4 x 10 min	3 minutes	1 minute	2 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed if margin is 10 points or less	1 per half	No	Finals only
Under 12	4 x 10 min	3 minutes	1 minute	2 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed if margin is 10 points or less	2 in first half, 2 in second half - maximum 2 in last 2 minutes of 4th quarter	No	Finals only
Under 14	4 x 10 min	3 minutes	1 minute	2 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed if margin is 10 points or less	2 in first half, 2 in second half - maximum 2 in last 2 minutes of 4th quarter	*Yes	Finals only
Under 16	4 x 10 min	3 minutes	1 minute	2 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed if margin is 10 points or less	2 in first half, 2 in second half - maximum 2 in last 2 minutes of 4th quarter	Yes	Finals only
Under 18	4 x 10 min	3 minutes	1 minute	2 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed if margin is 10 points or less	2 in first half, 2 in second half - maximum 2 in last 2 minutes of 4th quarter	Yes	Finals only
Senior Women 1 & 2 Senior Men 2 & 3	4 x 11 min	5 minutes	1 minute	3 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed	2 in first half, 2 in second half - maximum 2 in last 2 minutes of 4th quarter	Yes	3 minutes
Senior Men 1	4 x 10 min	5 minutes STRICT	1 minute	1 minute	<b>Fully Timed – FIBA</b>	2 in first half, 2 in second half - maximum 2 in last 2 minutes of 4th quarter	Yes	3 minutes
Baptist	4 x 10 min	3 minutes	1 minute	3 minutes	Timeouts & Last 2 minutes of 4th quarter to be fully timed if margin is 10 points or less	2 in first half, 3 in second half - maximum 2 in last 2 minutes of 4th quarter	No	Finals only
Social	2 x 20 min	Time permitting	N/A	1 minute	N/A	1 per half per team, 30 seconds, clock runs	No	Finals only

**Under 12** – Please refer to bench reference guide or QR code for further information

**Under 14** – \*Shot clock does not start until ball crosses halfway

