

2014 Pan-Pacific Masters Games

Quick Rule Reference

Minimum warm-up time	3 minutes (may be increased if previous game finishes early)
Game timing	2 halves of 18 minutes, running clock. Last 2 minutes of second half is fully-timed (clock stops for all whistles and on all made baskets)
Time-outs allowed	TWO per half. No timeouts permitted in last 1:00 of first half. Overtime (finals only): ONE per period (unused time-outs do not carry over)
Time-out duration	50 seconds, with 10 second warning
Half-time	3 minutes
Final Result	Regular Games – a draw will be honoured; Semi-Finals & Finals – Overtime will be played (see below).
Overtime	Played in FINALS ONLY - Periods of 3 minutes (until tie is broken)
Break prior to overtime periods	1 minute
Uniforms	If there is a colour clash and BOTH teams have alternate uniforms – Team B must change. If there is a colour clash and ONLY ONE team has an alternate uniform – they must change.
Singlet numbers	00, 0, 1 to 99
Ball size used	Men – Size 7; Women – Size 6
Max. players allowed	12 per game
Min. players to start	5 registered players, dressed & ready to play
Time allowed before forfeit	10 minutes after scheduled starting time
Penalty for lateness	2 points per minute, to maximum of 20 points
Scoretable	ONE from each team of prior game – e.g. teams from 8:00am game will do bench for the 8:50am game.
Scoresheet	Not to be altered, except by Tournament Office (Narelle Kelly / Lisa Jones). Must be signed by both referees once result is confirmed post-game, with name PRINTED at top of scoresheet.
24 second clock	Not used on any games
Benches used	Team A has bench on left-hand side of scorer's table (when facing the court)
Basket used	Warm-up & 1st half – opposite end to own bench Half-time, 2nd half & overtime (finals only) – own bench end