

2018 Harbour Invitational Rules July 28th / July 29th

* U13 Rep Teams – 4 x 10 minute Stop Clock games

1 minute break between quarters

2 minute half time

2 x time outs per half

* U13 , U12 , U11 Development- 4 x 10 minute running clock

1 minute break between quarters

2 minute half time

1 time out per half

**Note**: In a running clock game, there are no time outs in last 3 minutes and no subs in last minute

**All Grades**: No Zone Defence- Man to Man only

No overtime will be played, if there is a draw, each team will receive 2 points

\*An overtime period of 2 minutes will be allowed,only in a Grand Final

**Mercy Rule**- Will apply to ALL age groups. Once a team is leading by a 30 point margin they must pull back to half way on defence

**Score Bench**- Teams are to supply one person for score bench duty for their own games

**Points System**- Win = 3 points

Draw = 2 points

Loss = 1 point

Default/Forfeit = 0 points

**Match Balls**- Teams are to supply a match ball (Referees to decide which team ball is to be used) U11- Size 5

U12- Size 6

U13 Girls- Size 5

U13 Boys (Rep and Dev)– Size 6

**Disputes**- The Venue Controller will be on hand to resolve any disputes on the day.

**Draw**- Pools and draw structure will be confirmed once registrations are completed

**Note**: Any stop clock game that becomes a ‘blow out’ will, at the discretion of the referee and/or venue controller, become a running clock game. Coaches will be advised prior to this rule commencing.