10. Games and Timing of Games:

| DIVISION | TIMIMNG | STOPPAGES | HALF TIME | TIMEOUTS | OVERTIME |
| :--- | :--- | :--- | :--- | :--- | :--- |
| REGULAR SEASON | $2 \times 20$ min halves | Clock does not stop | 3 minutes <br> (reduced if needed) | (2) per half but not <br> permitted in last 2 <br> minutes of second half | None |
| Semi Finals | $2 \times 20$ min halves | Clock stops for <br> timeouts \& every <br> whistle in last (2) <br> minutes of second half | 3 minutes <br> (reduced if needed) | (2) per half | 3 minutes |
| Grand Finals | $2 \times 20$ min halves | Clock stops for <br> timeouts \& every <br> whistle in last (2) <br> minutes of second half | 3 minutes <br> (reduced if needed) | (2) per half | 3 minutes |

## 10.1

## REGULAR SEASON GAMES

a) Each game will commence at the advertised time and finish in time to allow the next game to start at the scheduled time. This does not mean games will be reduced in game time;
b) Games will consist of $2 \times 20$ minute halves unless notified by BMBA;
c) Teams will be permitted to play with (4) registered players;
d) A (1) one minute warning whistle must be given by the referees before starting any game or the clock;
e) After (1) one minute has elapsed the game clock will be started and it is the team's responsibility to be ready to play after the (1) one minute has elapsed;
f) The clock will not stop except for a referee's time out;
g) Half time is up to three (3) minutes (This break may be reduced if necessary, to ensure games run on time);
h) The clock will not stop for Time Outs and teams are not permitted to take a time-out in the last (2) minutes of the second half;
i) Any player fouled out or disqualified must be substituted immediately and the clock will not stop;
j) Tied games (draws) will be permitted in regular season games. No extra time will be played if teams are equal at the end of the allocated game time.

### 10.2 SEMI-FINALS

a) Semi Finals must be played on the scheduled dates. Exceptional circumstances may be considered if in writing to the BMBA
b) Format: 1st placed team v 4th placed team and 2nd placed team v 3rd placed team;
c) Teams will be permitted to play with (4) qualified and registered players. Any team which cannot full fill this requirement will forfeit the game and/or position and be replaced by the next team on the competition ladder;
d) Games will consist of $2 \times 20$ minute halves;
e) The clock will stop for every whistle in the last two (2) minutes of the second half.
f) Teams are permitted two (2) time-outs per half. The clock will stop in the last two (2) minutes of the second half
h) If the two teams are tied at the end of the allocated period there will be an extra period of three (3) minutes, under the same timing as the game is being played. Teams will not change direction;
i) One (1) Time out per team will be permitted in this period and all personal and team fouls will be carried over into the extra period;
J) Unisex: Teams will play $2 \times 2$ minute overtime periods and will change direction after the first overtime period
k) The winner of each Semi Final will progress to the Grand Final;

### 10.3 GRAND FINALS

a) Grand Finals must be played on the scheduled dates. Exceptional circumstances may be considered if in writing to BMBA;
b) Games will consist of $2 \times 20$ minute halves. The clock will only stop for time-outs and every whistle in the last two minutes of the second half.
d) Teams are permitted two (2) time-outs per half;
e) Unisex: The clock will not stop on every whistle in the last three (3) minutes of the second half;
f) If the two teams are tied at the end of the allocated period there will be an extra period of three (3) minutes, under the same timing as the game is being played;

- Unisex: Teams will play $2 \times 2$ minute overtime periods and will change direction after the first overtime period
g) In extra time, one (1) Time out per team will be permitted in this period and all personal and team fouls will be carried over into the extra period; This process will continue until a result is achieved;
h) Teams will be permitted to play with (4) qualified and registered players. Any team which cannot full fill this requirement will forfeit their game;
i) Prior notification of a forfeit of a Grand Final will lead to the next placed team being nominated to take its place. Less than five (5) days notice will result in the team already qualified for the Grand Final being declared Premiers and the $3^{\text {rd }}$ placed team declared Runner Up;
j) Any team who plays an unregistered player or illegal player in a Semi Final or Grand Final will have the game classed as a loss and be relegated one position in the series.

Approved BMBA Committee 18/2/19

