

for intermissions. Intermissions are the rest periods between quarters and the halves; while interruptions cover time for substitutions, calling of fouls, free throwing, "time-outs" taken by the teams and "time-outs" by the officials.

Comparing the different groups of team it was found that less time was consumed by teams in the State Class "A" Tournament for playing the game than in any other, although more time was used for intermissions.

Regional tournaments required an average of 66.78 minutes to play a game, whereas, in the State Class "A" Tournament only 60.91 minutes were taken.

In the county league tournament, the regulation amount of time for quarters and the half allowed by the rules was followed precisely; all other tournaments exceeded that amount.

Fouls were recorded in twelve games in a regional tournament and all the games of State Class "A" Tournament. The average number of fouls called was 26.6 in the former and 17.6 for the latter. This difference of nine fouls per game naturally has much to do with the amount of total elapsed time used in playing games.

TABLE XI - INDICATES THE AVERAGE TIME OF GAME; INTERRUPTIONS; INTERMISSIONS, TOTAL ELAPSED TIME IN MINUTES, AS WELL AS THE NUMBER OF FOULS FOR TEAMS IN VARIOUS GROUPS

NO. OF GAMES	ACTUAL TIME OF GAME	INTERMISSIONS	INTERRUPTIONS	AVERAGE FOULS CALLED	TOTAL ELAPSED TIME TO PLAY GAME.
*A- 61	32	14:38	18.02		64.40
B- 13	32	14.61	20.22		66.83
C- 7	32	14.00	18.13		64.13
D- 10	32	14.90	17.45		64.35
E- 15	32	14.33	20.45	26.6	66.78
F- 16	32	14.72	14.24	17.6	60.96