

SECTION 19. Delaying the Game is unnecessarily interfering with the progress of the game by a player.

SECTION 20. Extra Period is the extension of playing time necessary to break a tie score.

SECTION 21. A team's Front Court is the half of the court (or larger section if two division lines are used) which contains the basket for which this team is throwing. The other half of the court (or smaller section if two lines are used) is this team's Back Court.

RULE 8—Playing Regulations

***SECTION 1.** The game shall be started by an Official, who shall toss the ball up between two opponents, as provided in Sections 5 and 6 of this Rule.

Periods.

Teams whose players are of college age shall play two halves of 20 minutes each, with an intermission of 15 minutes between the halves. By mutual agreement such games may be played in four ten-minute quarters with two-minute intermissions between the first and second quarters and between the third and fourth quarters; also by mutual agreement the intermission between halves may be reduced to 10 minutes.

Teams whose players are of high school age shall play four eight-minute quarters, with two-minute intermissions between the first and second quarters, and between the third and fourth quarters, and a ten-minute intermission between the second and third quarters. For boys fourteen years and under the quarters shall be six minutes, with two minute intermissions between quarters and ten minute intermission between halves. During two-minute intermissions the players shall not go outside the boundary lines, receive coaching or change goals.

By mutual agreement in games wherein the players are of high school age or younger, an Official's time-out may be taken in the second quarter and in the fourth quarter, provided there has not been a charged time-out or time-out for injury for either team during the first four minutes of that quarter. This time-out is to be taken the first time the ball is dead after four minutes have expired, and is to be of two minutes duration.