

2026 Pan Pacific Masters Games

Quick Rule Reference - Basketball

Warm-up time	3 minutes minimum (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 (2) per half. No timeouts permitted in last 1 minute of first half. Overtime (finals only): ONE (1) 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 honored Semi-Finals & Finals – Overtime will be played (see below)
Overtime	Played in FINALS ONLY – Periods of 3 minutes (until the tie is broken)
Break prior to overtime	1 minute
Uniforms	If there is a colour clash and BOTH teams has alternative uniforms – Team B must change. If there is a colour clash and ONLY ONE team has an alternative uniform – They must change.
Singlet numbers	00, 0, 1 to 99
Ball size used	Men – Size 7 Women – Size 6
Maximum players allowed	12 per game
Minimum players to start	5 registered players, dressed and 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 from the prior game – e.g. Teams playing in an 9am game will do bench for the 10am game. Teams can engage outside scorebench people or members of other teams to do this, however teams are solely responsible for this. Teams who fail to supply one person for their game will forfeit that game.
Scoresheet	Not to be altered, except by Tournament Office. 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 & first half – opposite end to own bench Half-time, second half & overtime – own bench end