

ON-TIME” POLICY FOR INTERNATIONAL PLAY

- 1. Game time is scheduled time or six minutes following end of previous contest and floor is cleared if a game runs long.**
- 2. Thirteen (13) minutes will be put on the clock at that time.**
- 3. For each full minute a team cannot field five dressed players, the present team will be awarded two points.**
- 4. Play will begin at any point a team can field five dressed players, starting with the penalized score. There will be no warmup for a tardy team.**
- 5. Should all 13 minutes elapse before a team can field five dressed players, the game shall become a forfeit.**
- 6. Teams may choose to scrimmage during a forfeit, but the floor must be cleared no later than 10 minutes before the next scheduled contest.**
- 7. A team being awarded a forfeit win, does NOT have the option of waiving the above rules.**

NOTE: The International Committee has also instituted a tardiness rule for Orlando: if a team does not have its starting lineup to the media room 10 minutes prior to the scheduled start time, the team will be forced to use the same lineup it used in the previous game