

## **COMPETITION FINAL RULES**

- 1. Clock Stops: For positions 1 vs 2 (Grand Final):**  
Clock stops in the last one (1) minute of the game for All Referee Whistles.
- 2. For all other ladder positions**  
Clock stops in the last one (1) minute of the game where the score difference is 6 points or under. **Note:** *Clock does not stop for Year 1 competitions.*
- 3. Ladder positions 1 vs 2 drawn at full-time**  
3 minute over-time will be played. If scores are still drawn, the first team to score will win the game. **For other ladder positions:** a drawn game stands.
- 4. Teams are not required** to come back within 3-point arc on defence. (*no mercy rule*)
- 5. No Time-Out allowed** in the last 3 minutes of the game. One time out per team each half allowed, maximum of 2 per game. **Note:** *Clock does not stop for time-outs.*
- 6. Maximum Individual points per half apply:** *See regular rules*
- 7. Grand Final Player Eligibility**  
Players must have played 7 games in a two term season in order to play in a **Grand Final**. Teams joining the competition **Mid Season** i.e. Terms 2 or 4 are ineligible to play in a Grand Final.
- 8. Round Robin**  
The last 3 teams in a grade with an odd number will play two x 11 minute games. No half time, no end change. Total of 3 games within 45 minutes.