

Colonial League Event Timing Reference Guide

Fall

Sport	Level	Timing	Halftime	Notes	Overtime	Mercy Rule
Football	Varsity	12 Min. Quarters	15 or 20 Min.	3 Min. warm up period placed on clock after halftime expires	Untimed with alternate possessions on 10 yard line	35 point or more in 2nd half Clock only stops on injuries, timeouts, change of possession and scoring plays
Football	JV	10 Min. Quarters	10 Min.	3 Min. warm up period placed on clock after halftime expires	None - Game ends in tie	35 point or more in 2nd half Clock only stops on injuries, timeouts, change of possession and scoring plays
Football	Jr. High	10 Min. Quarters	10 Min.	3 Min. warm up period placed on clock after halftime expires	None - Game ends in tie	35 point or more in 2nd half Clock only stops on injuries, timeouts, change of possession and scoring plays
Soccer	Varsity	40 Min. Halves	10 Min.		<i>Reg. Season</i> - Two 10 min. overtime sudden death periods. Game ends in tie if score after both periods game still tied. <i>Playoffs</i> - Two 15 min. overtimes sudden death periods. Penalty kicks to decide winner following 2 overtime periods.	7 goal differential or more, running clock after all goals
Soccer	JV	36 Min. Halves	10 Min.		None - Game ends in tie	7 goal differential or more, running clock after all goals
Soccer	MS "A"	30 Min. Halves	10 Min.		None - Game ends in tie	7 goal differential or more, running clock after all goals
Soccer	MS "B"	20 Min. Halves	10 Min.		None - Game ends in tie	7 goal differential or more, running clock after all goals
Field Hockey	Varsity	30 Min. Halves	5 Min.	5 Min. Intermission prior to OT	15 Min. sudden death period reduced players (6 & goalie). Game ends in tie after 15 Min. If tournament or playoffs, goes to Penalty Strokes	5 goal differential or more, running clock after all goals
Field Hockey	JV	25 Min. Halves	5 Min.		None - Game ends in tie	5 goal differential or more, running clock after all goals
Field Hockey	MS "A"	25 Min. Halves	5 Min.		None - Game ends in tie	5 goal differential or more, running clock after all goals
Field Hockey	MS "B"	One 25 Min. Period	None		None - Game ends in tie	5 goal differential or more, running clock after all goals

Winter

Basketball	Varsity	8 Min. Quarters	10 Min. (15 Max./events)	1 Min. between 1st/3rd Quarters	4 Min. Periods with 1 Min. between until tie is broken	40 Points in the 2nd Half. Clock stops for injuries, shooting fouls, & timeouts.
Basketball	JV	8 Min. Quarters	10 Min.	1 Min. between 1st/3rd Quarters	4 Min. Periods with 1 Min. between until tie is broken	40 Points in the 2nd Half. Clock stops for injuries, shooting fouls, & timeouts.
Basketball	Jr. High	8 Min. Quarters	10 Min.	1 Min. between 1st/3rd Quarters	4 Min. Periods with 1 Min. between until tie is broken	40 Points in the 2nd Half. Clock stops for injuries, shooting fouls, & timeouts.
Basketball	MS "A"	6 Min. Quarters	10 Min.	1 Min. between 1st/3rd Quarters	3 Min. Periods with 1 Min. Between until tie is broken	40 Points in the 2nd Half. Clock stops for injuries, shooting fouls, & timeouts.
Basketball	MS "B"	6 Min. Quarters	10 Min.	1 Min. between 1st/3rd Quarters	3 Min. Periods with 1 Min. Between until tie is broken	40 Points in the 2nd Half. Clock stops for injuries, shooting fouls, & timeouts.

Wrestling	Varsity	Three 2 Min. Periods		1 1/2 Min. of Max. Injury time 5 Min. of Max. Blood Time	1 Min. sudden death Period followed by two 30 Sec. sudden death Periods. If still tied, one 30 Sec. ride out Period	None
Wrestling	JV/Exhib.	Three 1:30 Periods		1 1/2 Min. of Max. Injury time 5 Min. of Max. Blood Time	1 Min. sudden death Period followed by two 30 Sec. sudden death Periods. If still tied, one 30 Sec. ride out Period	None
Wrestling	Jr. High	Three 1:30 Periods		1 1/2 Min. of Max. Injury time 5 Min. of Max. Blood Time	1 Min. sudden death Period followed by two 30 Sec. sudden death Periods. If still tied, one 30 Sec. ride out Period	None

Spring

Baseball	Varsity				Extra Innings until a winner	Game ends after 3 innings with a 15+ run differential or 5 innings with a 10+ run differential
Baseball	JV/Jr. High				Extra Innings until a winner	Game ends after 3 innings with a 15+ run differential or 5 innings with a 10+ run differential

Softball	Varsity				Extra Innings until a winner through 8 innings. Top of 9th inning starts international tiebreaker rules	Game ends after 3 innings with a 15+ run differential or 5 innings with a 10+ run differential
Softball	JV/Jr. High				Extra Innings until a winner through 8 innings. Top of 9th inning starts international tiebreaker rules	Game ends after 3 innings with a 15+ run differential or 5 innings with a 10+ run differential