

## CLBB Second Season Rules

### General Rules

1. Game time is forfeit time – A team must have 5 players from their team roster to begin a game. Teams may not add players in order to get to 5 players. This is a hybrid of a regular season format with standings and awards. Games count toward seeding in the season ending tournament.
2. No practices are allowed.
3. All players MUST wear a CLBB black/white jersey – no exceptions.
4. There are minimum play and sit time rules. Each player must play a full uninterrupted quarter in each half. If a team has 7 or 8 players, then each player must sit one full uninterrupted quarter during the game. It is not possible for a team with 6 players to sit a player for an entire quarter. However, on a team with only 6 players, each player must sit a minimum of 3 ½ minutes in each half while **coaches are still required to play each player one full uninterrupted quarter in each half**. Refer to the playing time templates to see how this is accomplished. A player cannot play an entire game unless a team only has 5 players.
5. Each team should provide either a scorekeeper or timekeeper.
6. Games are scheduled on the hour - please keep games moving.

### Game Rules

1. Four Ten Minute Quarters – Running clock but will stop for a timeout, injury, or on a whistle in the last minute of each quarter.
2. Summer league rules apply for free throws – 1 free throw for either 2 or 3 points. If a shooter is fouled in the act of shooting and the ball goes in, count the bucket, add a point and the other team takes the ball out of bounds.
3. Each team is allowed 2 60-second time outs per game. Time outs not used in regulation time do not carry over into overtime.
4. Half time is 2 or 3 minutes at the discretion of the officials.
5. The clock runs in the second half if a team is up by 20 points or more. No press if a team is up by 20 points.
6. **Bonus free throws begin on the 10<sup>th</sup> team foul of each half**. One free throw for 2 points. Unlike UIL games, there are no 1 and 1 free throws that begin on the 7<sup>th</sup> team foul of each half.
7. Only one Overtime period will be played in the case of a tie during the regular season. Overtime period is 2 minutes. Each team is given one time out during overtime. A tie after one overtime is noted as such in the standings and is used for post season tournament placement per the regular season rules.