CLEAR LAKE BOYS BASKETBALL

LOCAL OPTION RULES

PLAYERS

(1) The Local Option playing rules apply to all CLBB Divisions. There are four age Divisions within the CLBB League and they are:

1. **9U/10U Division:**

   a. 9U - Player in 3rd grade and traditionally with a 9th birthday between Sept. 1 prior year and Aug. 31 of the league year.

   b. 10U - Player in the 4th grade and traditionally with a 10th birthday between Sept. 1 prior year and Aug. 31 of the league year.

   **"All first year players to CLBB may play up with CLBB Board approval. Any player may be invited by the CLBB Board to play up, if the board agrees the player's skill level and maturity level will be well-suited for that particular age group.

2. **11U/12U Division** –

   c. 11U - Player in 5th grade and traditionally with an 11th birthday between Sept. 1 prior year and Aug. 31 of the League year.

   d. **12U** - Player in 6th grade and traditionally with a 12th birthday between Sept. 1 prior year and Aug. 31 of the League year.

   A 10U player may be invited by the CLBB Board to play up, if the board agrees the player's skill level and maturity level will be well-suited for that particular age group, and there is room in both divisions to accommodate..

SECOND SEASON (typically played from March to May)

1. **Seniors-** Player in the 7th, 8th, or 9th grade. 9th graders may have the option to play in the Senior Division or the Pro Division.
2. **Pros** - Player in the 9th, 10th, 11th, or 12th grade.

(2) There are formal procedures for playing out of **grade or age** bracket, but they require CLBB Board approval on a case by case basis.

LEAGUE BOUNDARIES

(3) There are no specific League boundaries, but preference may be given to children in the following school districts for registration purposes (e.g., in the event more children have signed up beyond

the available spots in the applicable Division, then preference may be given to the following school districts):

a. Space Center Intermediate
b. Clear Lake Intermediate
c. Seabrook Intermediate
d. Westbrook Intermediate

(4) All Pro Division Boys must attend (or be zoned for) one of the following High schools-Clear Brook High School, Clear Lake High School, Clear Falls High School, Clear Springs High School, and Clear Creek High School.

(5) Any Pro Division player within CCISD boundaries but outside of the schools noted above can be considered to play subject to CLBB Board approval and availability of room in the league.

UNIFORMS

(6) 9U/10U and 11U/12U Division registration fees include a CLBB game jersey. Senior and Pro Division players must wear a CLBB Black/White game jersey. These jerseys are purchased from the League and may be worn for more than one year.

(7) In order to participate in a game, players must be in proper uniform. This consists of a team jersey, gym shorts, gym shoes, and socks. Jerseys must be tucked in. Coaches are responsible for rule enforcement.

(8) In 9U/10U, 11U/12U, Seniors, and Pros, the gym shorts are recommended to be all black gym shorts with no logos (a minimal sized logo is okay) or color matching the team jersey. A player must have a CLBB Team jersey and rubber sole shoes.

(9) If a player elects to wear t-shirts under the CLBB jersey, the referee may require a player to remove t-shirts if the referee determines the colors are impeding calling of the game.

FACILITIES

(10) The League will furnish the game basketball and official scorebook for each division. Each Division vice-president is responsible for game balls, scorebooks, and medical kits.

a. Junior 9's and 10's will play with a 28.5" diameter size basketball. All other divisions will play with a 29.5" diameter size basketball.

(11) CLBB rents facilities for games and practices for a specified time period.

a. During games, coaches, players, parents, and spectators are allowed in the gym **ONLY** during this period.

b. During practices, only players, parents, and coaches are allowed during the specified period.

(12) **Coaches may not scout the practices of opposing teams.** Coaches should arrive for practice at the specified time. When practice has finished, coaches should leave the gym immediately after determining that each boy has been picked up or some previous arrangement has been made for him.

(13) Gyms are reserved for the scheduled teams. **Only players and coaches of these teams, referees, and league officials are allowed on the gym floor between games, between quarters, and during time-outs**.

(14) **No team practices or team meetings are allowed other than as designated in the league schedule**. Unauthorized practices or games outside of the league schedule may result in loss of practices, forfeiture of a game, suspension or removal of the coach, and/or forfeiture of certain awards to the team.

ROSTERS

(15) Coaches will provide the scorekeeper with the entire team roster including names and numbers approximately 5 minutes before game time. The starting lineup does not have to be noted. Coaches should note absentees and injured players on the roster.

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GAME FORFEIT

(16) Each team must have 5 players in uniform to start a game within 5 minutes of the official scheduled start time. If one team has less than 5 to start, then it forfeits. If both teams have less than 5, then both teams forfeit the game.

(17) If the game has commenced (with the minimum of 5 players to start) and a player fouls out, gets injured, or becomes sick resulting in less than 5 players available to play, the team may continue the game with less than 5 players.

(18) Games **may be** rescheduled for advance notice of school/church conflicts if the conflict would result in a forfeit of the game. Rescheduled games are subject to CLBB board approval as per the specific circumstances that are presented, prior to the game being played.

LENGTH OF PERIODS/OVERTIME

(19) In the 9u/10U Divisions, a regulation game shall consist of four quarters of 8 minutes each.

(20) In the 11U/12U division and all other divisions, a regulation game shall consist of four quarters of 8 minutes each. The CLBB Board may elect to have Second Season games for Seniors/ Pros play 10 minute running quarters with stopping of the clock in the last minute of each quarter.

(21) Games will be played with one-minute intervals between quarters and a two or three-minute interval at halftime (at the discretion of the officials for time considerations).

(22) If the score is tied at the end of the regulation time in the regular season, no overtime will be played in the 9U/10U and 11U/12U divisions. For year-end rankings, the tie will stand as recorded. Tie breaker rules will apply.

(23) If the outcome of a tie game could impact placement of a team by wins and losses into the championship semifinals/finals, then overtime will be played.

(24) For purposes of regular season standings and placement for seeding into the post season single elimination tournament, a tie game will be considered a½ win - ½ loss, and all applicable tiebreakers will be used and be considered as a regular season game.

CLBB GAMES WILL BE CALLED ACCORDING TO UIL RULES EXCEPT AS NOTED BELOW.

(1) Each game will be scheduled to have two paid referees. There must be at least one referee to start a game, and an entire game can be called by one referee.

TIME-OUTS

(2) Each team is entitled to two 60-second time outs and one 30-second time out during a regulation game. A team is given one 60 second time out during each overtime period.

(3) Time-outs may not be carried over from regulation time into overtime.

(4) Time-outs can be called by a player on the floor or by the head coach (when recognized by the official).

BONUS FREE THROWS

(5) Beginning with a team's tenth foul in each half, two free throws will be awarded. There will NOT be a one and one free throw awarded on the 7th team foul.

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DEFENSES

(6) In the 9U/10U Division, no **zone defenses** are permitted. A man defense must be run by all teams (explanation attached).

(7) An **isolation offense** also is not permitted in the 9U/10U or 11U/12U Divisions (explanation attached).

(8) Violations of either rule will result in a one-shot technical foul. One warning per game with loss of possession will be issued for each type of violation prior to the technical foul being called.

(9) All other age groups can play zone or man to man defenses.

FULL-COURT PRESS

(10) In the 9U/10U Division, full-court press is allowed only for the last three minutes of each half; no full-court press is allowed by the leading team when they have a lead of 10 or more points.

(11) In the 11U/12U Division, full-court press is allowed at any time; except no full-court press is allowed by the leading team when they have a lead of 10 or more points.

(12) **For these divisions, no back-court defense is permitted outside these times, even if the ball is accidentally thrown to the defensive player prior to his crossing the mid-court line.** One warning per game will be issued. Any additional violations will result in a one-shot technical foul and the ball at the division line.

(13) In the Senior and Pro Divisions, full-court press is allowed except by the leading team when they have a lead of 20 or more points.

(14) Separate warnings will be issued for a zone defense violation, back-court defense violation, and an isolation-offense violation. THIS IS DIFFERENT THAN UIL. A subsequent violation of any of these separate violations will result in a one-shot technical and the ball at the division line.

TECHNICAL FOULS

(15) CLBB Technical violations are a one-shot technical foul (worth one point) with loss of possession for the violating team. (e.g., for violations such as back-court defense, illegal zone defense, illegal isolation offense, or delay of game violations).

(16) Personal or Bench Technical fouls on players, coaches, etc. are two-shot technical fouls. A player or coach will be removed from the game after he or she has received two personal technical fouls in a single game. While the player must stay in the gym (can sit with parents), the coach must leave the gym immediately or forfeit the game.

(17) **Note:** Fans that are unruly, act inappropriately, or who violate the applicable sportsmanship policy of CLBB may be removed from the gym.

LANE VIOLATION

(18) A lane violation will be called if an offensive player remains in the lane for a period of **five** seconds in the 9U/10U Divisions and **three** seconds in all other divisions.

(19) On free throws in the 9U/10U Division, the shooter may have one or both feet land on or beyond the free throw line after his shot leaves his hand as long as he makes no further attempt to go to the bucket without violation.

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THREE POINT GOALS

(20) Any player that shoots from outside the three-point line in the 9U/10U Divisions will be awarded only two points for such shot.

(21) For the 11U/12U, Senior, and Pro Divisions, the three point shot will be allowed as a three point field goal.

TRAVELING

(22) In the 9U/10U division, any player with the ball who falls to the floor after getting the ball from a rebound, pass, or jumping to get the ball will not be called for traveling as long as they stay on the floor until they can pass the ball or start a dribble. 9U/10U players who fall to the floor after having possession of the ball, and have been standing for at least 2 seconds, will be called for traveling.

MANDATORY PLAY RULES

(1) If the Division VP believes it to be necessary or appropriate, a Playing Time Worksheet (format supplied by league) will be turned into the scorekeeper within 5 minutes of the start of the game. Division VP's will provide electronic copies of the CLBB Playing Time Worksheet. This applies to 9U/10U, 11U/12U and Senior Divisions only. The coach may deviate from his "initial worksheet plan" to respond to injuries or players showing up late as long as he can continue to meet the mandatory play rules as described in this section.

(2) **Minimum Play Rule** - For 9U/10U, 11U/12U, Senior, and Pro divisions, each player in uniform at game time must play a minimum of one full, uninterrupted quarter in the first half of play and in the second half start a quarter and play until halfway through that quarter. Therefore, minimum playtime for a player, in total, is one and a half quarters. Allowances will be made for sickness, injury, and late arrivals/early departures during a game. Such incidents must be reported to the official scorekeeper to be noted in the scorebook.

(3) **Injured Player Rule** - For 9U/10U, 11U/12U, Seniors, and Pros with 7 or 8 players; if during a quarter when a player is scheduled to play his full quarter is injured, the coach cannot select a player scheduled to sit out that entire quarter unless that is the only player left. The injured player should be allowed back into play as soon as possible (if his injury is not serious) replacing the same player that substituted for him.

(4) **Minimum Sit Rule -**For 9U/10U, 11U/12U, Seniors, and Pros with 7 or 8 players; each player must sit out at least one entire uninterrupted quarter of play during a game. If there are only 6 players available at the start of the game, then each player must sit out portion of a quarter in EACH half. A portion is defined as 2 minutes in 9U/10U, 2 ½ minutes in 11U/12U, and 3 ½ minutes in Seniors and Pros. Though a team with 6 players is not able to meet the MINIMUM SIT rule, coaches are still required to meet the MINIMUM PLAY rule and each player must play one full, uninterrupted quarter in each half of play. Refer to the playing time templates to understand how this is accomplished.

(5) **Balancing Playing Time Rule** - If a team in 9U/10U, 11U/12U, Seniors, or Pros has only six players, then the 6 player playing rule will apply to **BOTH TEAMS.** This means the opposing team with 7 or 8 players does not have to sit players a full quarter, but must have every player sit out a portion (as defined above) of a quarter in each half. But, the team with 7 or 8 players **MUST STILL** meet the minimum play rule and have each player play one full, uninterrupted quarter in each half of play.

(6) A coach in any division may bench a player for disciplinary reasons **once,** (misconduct, repeated absences from practices or games) provided the coach states so on the roster he

turns into the scorekeeper. If a player marked absent reports late and is subsequently

benched or played, notification should be made to the scorekeeper immediately. After a coach benches a child the second time in a season, the coach will report to the Division Vice-President, who will investigate the problem and report to the CLBB Board.

(7) Coaches who do not conform to the Mandatory Play Rules and Minimum Sit Rules will face disciplinary action by the CLBB Board, with possible suspension of the coach or other potential penalties. The game in which the infraction occurs **may** be forfeited by the offending team after review by the CLBB board.

(8) **Scorekeepers and Timekeepers**

(1) In the 9U/10U and 11U/12U Divisions, CLBB supplies scorekeepers for each game. The Home team head coach (or his designee) is responsible for designating a timekeeper for each game. If one head coach cannot supply a timekeeper, then the other team may supply one. The timekeeper should be at least 16 years old.

(2) In the 9U/10U and 11U/12U Divisions, if the CLBB supplied scorekeeper does not show up, then the Referee will confer with Head Coaches of both teams and appoint a scorekeeper.

(3) In the Senior and Pro Divisions, the Head Coaches are responsible for supplying a timekeeper and a scorekeeper (one from each team is preferable but not necessary). No age limit on either.

(4) In ALL Divisions, a game will not start nor continue without both a scorekeeper **and** a timekeeper. One person cannot do both jobs.

(5) In 9U/10U and 11U/12U Divisions, the game will not start until the CLBB Playing Time Worksheet has been turned into the Scorekeeper by both Coaches. If one team has not turned a Worksheet in by tipoff, the Scorekeeper should contact the Referee. If one is not turned in within 5 minutes after scheduled tipoff time, then a forfeit will be called on the team lacking the Worksheet.

(6) Instructions on how to keep score will be provided by the league. A summary will be kept in front of the scorebook.

(7) In ALL DIVISIONS, the timekeepers keep track of the clock, possession arrow and scoreboard.

(8) In ALL DIVISIONS, the scorekeeper is to keep track of game score, which players have scored, player fouls, team fouls, and time outs in the half on the scorebooks. Other statistics are not necessary. Scorekeeper should note injured players and special circumstances involving playing time on the scorebooks.

(9) For the 9U/10U and 11U/12U Divisions, scorekeepers will keep track of when players have and have not played to maintain the proper records of mandatory play and substitutions. All players are to report to the scorekeeper before entering the game.

(10) For the 9U/10U and 11U/12U Divisions and Senior Divisions, the scorekeeper should review play status for all players before the start of the 2nd and 4th quarters so they can advise both coaches of the danger of violation of the Mandatory Play or Minimum Sit rules. **However, the responsibility for keeping track and meeting playing time rules is the responsibility of each team's coaches.** If a playing time violation is discovered during play, both coaches should work to resolve the playing time.

(11) For the Pro Division, scorekeepers will keep track of when players have played their full quarter per half. They will also advise Coaches of playing requirements before the start of the 2nd and 4th quarters. Same requirements on Coaches as in rule 10 above.

(12) Division VP's will review the scorebooks weekly to watch for playing irregularities. Disciplinary reasons for a coach not playing a player should be entered in the official scorebook.

DIVISION TIE-BREAKERS

For 9U/10U and 11U/12U Divisions, in case of ties for regular-season standings, the following tie-breakers will determine regular-season standings and tournament seeding (no pre-season data will be used). Seniors and Pros will follow numbers 1, 4, 5, and 6:

1. Head-to-head regular-season competition (if applicable).
2. Number of team players that have scored at least once during the regular season.(max tiebreaker score would be 8, with all 8 players having scored at least one point during the regular season).
3. Number of games in which five or more players have scored.
4. Head-to-head competition against the rest of division teams in order of their standing.
5. Play-off game if time allows. (discretion of the league)
6. Coin toss.

LOSS OF PLAYERS

(1) If a team loses a player to injury or illness for the rest of the season, or a player decides not to play any more, the head coach must contact the Division VP within 24 hours of learning of the loss. Failure to notify the Division VP will result in forfeiture of any following games (unless coach learned of it just prior to a game).

(2) The Division VP will find a replacement if possible and have him report to the Head Coach. This player must play at least the minimum time in the next game regardless of practice time available. Note the Division VP will consult with CLBB President or other Board member before selecting replacement player.

(3) Note that only the Division VP can determine if a player is out of the league for the rest of the season. Coaches must report loss or lack of participation of players. But until the Division VP contacts parents to confirm facts, the player is a part of that team.

UIL RULE SUMMARY

These are UIL rules that are important for CLBB Coaches to know.

Start of Game

1. The ball shall be put in play in the center circle by a jump between any two opponents at the start of the game and each extra period.
2. The team not obtaining control of the jump ball will get the ball next in the alternating possession procedure.
3. In all other jump ball situations and at the beginning of the 2nd, 3rd, and 4th quarters, the teams will alternate taking the ball out-of-bounds for a throw-in under the alternating procedure
4. Overtime periods always start with a jump ball with teams facing the same basket as 4th quarter.

Bonus Foul Rule

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1. The first 6 common fouls (non-shooting) on a team in a half are taken out of bounds for a throw-in. Each team's total fouls are separate. The 7th team foul results in one and one free throws. However, in CLBB, there are no one and one free throws. Two free throws will be shot at the 10th team foul in each half.
2. Two free throws will be awarded beginning with the 10th team foul in each half.
3. Player control fouls (charges), team control fouls (illegal screens), technical fouls, and shooting fouls count toward the common foul limits.
4. The common foul limits reset to zero at the start of the 2nd half.

Players' Bench

5. Only uniformed players and two coaches shall be permitted to occupy the players' bench just prior to and during games.

Coaches

6. A coach may not enter the floor of play for any reason during a game without receiving permission from the referee. The coach may be removed from the gym for the remainder of the game for violation of this rule.
7. The coach may assist an injured player off the floor after the referee stops the game.
8. Coaches are to remain standing in front of or seated on their bench at all times while the clock is running or stopped except to:
   a. Confer with personnel at the scorekeeper's table.
   b. Replace or remove a disqualified or injured player.
9. Only one coach per team may stand; the other coach must be seated.
10. If a coach receives a single Technical foul, then he must remain seated the rest of the game. If he gets two, he must leave the gym immediately or forfeit the game.

Traveling

11. A player cannot travel while dribbling.
12. A player who fumbles the ball may take steps and pick it back up without traveling.
13. A player who falls to the floor with the ball in his possession has traveled. In CLBB 9U/10U Division, a player is allowed to fall to the floor per the CLBB Local Option Rules #22 above.
14. A player who gets the ball while on the floor and stands up has traveled.

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CLBB SCOREKEEPER/TIMEKEEPERS INSTRUCTIONS

SCOREKEEPER

1 Put DATE, Team & Coach name, and Color at the top of page for each team.

2 Print your name and sign next to scorekeeper.

3 The book is the official score: not the scoreboard.

4 Keep track of each team's total score at the top of the page by crossing through numbers. The last number crossed out is the official game score. At the end of the game, write the final scores in the bottom right hand corner.

5 Keep track of the number of fouls each player has. Note: technical fouls count as a personal foul. After 5 fouls, the player is out and you must notify the officials.

6 Keep track of total team fouls in each half. (Two shots at 10th common foul).

7 Keep track of when players are in the game using the 4 quarter numbers to the left of each name in the book.

a When the first 5 players enter the game at the beginning of each quarter, put a diagonal line through that quarter number for each player.

b If a player leaves the game during the quarter, turn the diagonal line into a "cross" - X.

c For the player entering the game to replace him, put a cross X on that quarter.

Diagonal line = played full quarter, X = appeared in a quarter. No marks = did not play

d. Every player must play one full quarter in each half. With 7-8 players, each player must sit out one quarter in game. With 6 players, each player must sit out part of a quarter each half.

e. Before the start of the 2nd Quarter, note which players must start the quarter. Contact the coach if one has not. If coach refuses, contact opposing coach.

f. Before start of the 4th Quarter, note which players must start the quarter and which must sit down. Contact coach(es) again if necessary.

8 Keep track of players who score (especially players who only score one or two goals per game). This is used as a tie-breaker.

9 Keep track of time outs by noting quarter and time on the scoreboard when the time out is called and if it is a 30 or 60-second time out.

10 Both Referees must sign book legibly to get paid and approve the score.

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TIMEKEEPER

1 Keep track of clock. Listen and watch referees to determine when to start/stop clock.

2 Keep track of who gets the next Jump ball by changing Possession Arrow.

3 Help Book-keeper keep track of score, who scored, and fouls.

4 Although your score may be most visible to fans and teams, it is not official. However, keep it accurate or turn it off to prevent from distracting a team.

5 If clock malfunctions, use stop watch or go to 14 minute running clock quarters.

6 Junior 9/10s are 6 minute quarters. Junior 11 are 7 minute quarters. All others 8 minute quarters.

7 One minute between quarters, 3 minutes between halves.

8 Overtime is only played in post season games and tournaments in 9U/10U and 11U/12U Divisions. Overtime is 2 minutes for 9U/10U and 3 minutes for 11U/12U. In Seniors and Pros, overtime is 2 minutes and only one overtime is played during the regular season.

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CLBB MAN DEFENSE

For a clear understanding of the type of man defense utilized in CLBB, it would be useful to review the fundamental difference between zone and man defense. Stated simply, a zone defense is employed when a defender guards a specific area of the court; a man defense is employed when a defender guards a specific offensive player.

Further, it would be useful to discuss the primary reason CLBB does not employ zone defenses in the 9U/10U age classifications. Realistically, boys in these age groups do not normally have the outside shooting skills from ranges at 15 feet and beyond that would allow a typical offense with shorter, quicker players to defeat a larger, slower defense employing a 4-1 or 3-2 zone. For the sake of parity, CLBB requires 9U/10U competitors to utilize the man defense. The following guidelines should help coaches and referees clarify their understanding.

(1) Each defensive player must guard a specific player. However, at the coach's discretion, players may be instructed to switch offensive players with another defensive player, such as in the case where a "pick" has occurred and the coach feels that another defensive player may better guard his teammate's offensive player.

(2) Guarding a specific offensive player with more than one defender is allowable, under the following conditions:

a. Multiple defenders may be used only against the offensive player in control of the basketball.

b. If the offensive player attacked by multiple defenders passes the ball to another offensive player, the defenders must locate and return to defense of the specific player they were guarding at the start of that term of play. In other words, no defender is allowed to chase a passed ball unless the pass is to the specific offensive player he had switched from at the start of the play.

(3) There is no specific limitation on the allowable distance between a defensive player and the offensive player he is specifically assigned to guard while outside of the three-point line. **Inside of the three-point line, the defender must maintain no more than a six-foot distance between himself and the offensive player he is guarding, unless he is involved in a double team on the offensive player with the ball.** If an offensive player on one side of the offensive half-court crosses to the other side, his defender must at least follow across the lane and be totally aware of his location at all times unless assisting in multiple defense on the offensive player with the ball. This would also apply to an offensive player who cuts from the end line to the division line, in which case his defender must follow to at least to the top of the "key" on the same side of the offensive half-court as the defender.

The intent of this type of defense is to enable coaches to teach team defensive skills by utilizing a "sagging man defense", while allowing a team offensive approach distinctly different than that employed against a zone defense. One example of how this might be accomplished would be to use constant cuts by offensive players across the lane and from the baseline to near the midcourt line to break down and create gaps in a sagging defense. That would allow an entry pass into the lane area or allow a drive into the lane behind a defender chasing his man, who would be cutting to an opposite area of the court. The other primary advantage of this defense is that it allows a coach to teach his players court awareness beyond the specific opposing players that they are defending or who are defending them. A violation will be whistled and a **zone defense** warning given with loss of possession. Each subsequent violation will be penalized with a technical foul charged to the coach.

ONE MAN OFFENSE

To prevent the offense from taking advantage of the no-zone rule, in the 9U/10U and 11U/12U Divisions, it is illegal to run a one man offense. This is normally done by having a **predetermined play** where all offensive players are on one side of the floor with one offensive player with the ball on the other side.

This creates an unfair advantage for the offense. Any offense that intentionally creates these situations is illegal and is not allowed. There are times when the ebb and flow of a game will create a lone offensive player on one side with the ball. This is **not** an illegal one man offense. The official must determine if the isolation is done **intentionally and in a pre-determined** manner in order to call it illegal. A violation will be whistled and an **isolation offense** warning given with loss of possession.
Each subsequent violation will be penalized with a technical foul charged to the coach.

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CLBB DRAFT PROCEDURE

All teams in a CLBB division are selected in serpentine draft to spread the available talent evenly as possible across all teams. This provides the balanced competitive atmosphere that CLBB strives for. See attached table for an example of a serpentine Draft.

1. Each Head Coach is responsible for evaluating all of the players in his age Division and determining a method to select players for his team. All players who attend an Evaluation Tryout and have paid CLBB fees are eligible to be drafted.
2. Head Coaches should attend all Player Evaluation tryouts. If they cannot attend they can appoint a substitute. They cannot have extra help with them at the tryouts. Head Coaches are encouraged to exchange information on boys who are being evaluated.
3. Players who do not attend the Player Evaluation tryouts will be referred to the CLBB Board for handling (removal from the league, replaced from waitlist, allow to be drafted, slotted for a round, etc). The CLBB Board will determine the best way to handle the situation to maximize division balance and the player issue (why did they miss)
4. At the end of the Player Evaluation tryouts, each Head Coach will give the Division VP their list of Top Ten players in the tryouts (not in any order). This list may include Coach's sons and even their own. This list must be turned on before Draft night
5. Prior to Draft Night, the Division VP will make sure they have all players evaluated and that all contact information is available to give to Coaches. The VP will assemble the Top Ten information to show players with the votes.
6. All Head Coaches (or a representative) must attend Draft Night to select their team. Head Coaches may not have assistants come with them. Representatives may consult with Head Coaches over the phone if necessary if it does not delay the Draft process. There have been instances when Head Coaches have contacted the Division VP by phone the entire time of the Draft to select players in lieu of appointing a representative.
7. On Draft Night, the events will start with the Division VP giving out the Top Ten results to all the Coaches. This will show which players are considered to be the best in the Division. Note that a player cannot be taken in the 1st Round unless he has at least 2 Top Ten Votes.
8. Next the Draft round that the Coaches Sons will be slotted in is determined. This is difficult as it can affect how teams are selected. This is done BEFORE Draft Order is done
    a. In 9U/10U and 11U/12U Divisions, a returning All Star Coach's Son will be placed in either the 1st or 2nd round.
    b. The process is started by selecting a Coaches Son and asking all the other Coaches what round they think he should be drafted in. This number is averaged. (For example: Rounds 5, 5, 3, 4, 6, 3 would be averaged to 4.3 which would give a 4th round slot. An average of 4.5 would give a 5th round slot)
    c. If the Head Coach of this boy is satisfied with slot, he accepts it. If not, he pleads his case and a 2nd round of voting is done.
    d. If the Head Coach is still not satisfied, he can appeal to attending Division VP/CLBB Board Members and they will select the slot in private. Their decision is final.

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LOCAL OPTION RULES

9. Once Coaches Son Draft Round is determined, the Coaches Draft Order will be determined
    a. Before this starts, any Head Coach with a son in the 1st Round has an option to select a middle of the round draft slot. This must be announced before any positions are selected. They may elect to go through the normal process if they desire.
        i. If they elect this option they go to the middle of the order (4th pick for 6 teams, 4th pick for 7 teams, 5th pick for 8 teams, etc)
        ii. If there is more than one 1st Round Coaches Son that elects this option, they draw lots for the "middle" picks. (4th & 5th pick for 8 teams.etc)
    b. Next the Head Coaches "draw lots" to see what Draft Pick they get.
    c. After drawing their pick, they may trade with any other Coach if they so desire.
    d. Once all picks are determined, the draft will proceed.
10. Coaches then select players one at a time from the Player Evaluation list in the order of their picks.
11. Once all players have been selected in the Draft, Coaches may consider trades. Note that all trades must be approved by the Division VP and CLBB Board Members present to make sure that "team balance" is maintained. Once Draft Night is complete, teams are set. No further trades are allowed.
12. Once teams are finalized, Division VP gives Coaches contact information for their players they have selected.
13. All Draft Information about players - their selection round, Top Ten, Coaches comments - is extremely confidential. Coaches must not share this information with anyone - even the rest of their family.

Typical CLBB Serpentine Draft Pick Table.								
	Coach A	Coach B	Coach C	Coach D	Coach E	Coach F	Coach G	Coach H
1st Round	pt	2nd	3rd	4th	5th	5th	7th	8th
2nd Round	15th	15th	14th	13th	12th	11th	1Qth	9th
3rd Round	17th							
4th Round								
5th Round								
6th Round								
7th Round								55th
8th Round	54th	53rd	52nd	51 st	5Qth	59th	58th	57th