

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 rules. If a team has 6, 7, 8, or 9 players, each player must play one full uninterrupted quarter in each half.
5. Games are scheduled on the hour - please keep games moving.

Game Rules

1. Four Eight Minute Quarters – Clock stops on all whistles.
2. Each team is allowed 1 30 second and 2 Full 60-second timeouts per game. Time outs not used in regulation time do not carry over into overtime.
3. Half time is 2 or 3 minutes at the discretion of the officials.
4. 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.
5. Bonus free throws begin on the 10th team foul of each half. Two Free Throws after the 10th foul. Unlike UIL games, there are no 1 and 1 free throws that begin on the 7th team foul of each half.
6. One 2-minute Overtime period will be played in the case of a tie during the regular season. Each team is given ONE Full timeout during overtime. If a tie remains after one Overtime period, a second Sudden Death Overtime period will be played. First team to score in the Sudden Death Overtime wins.