

**2022-2023**  
**CLCF Girls Basketball Rules**

**General Rules**

**Technical Fouls:**

1. Taunting - Technical and Removal from Game
2. Technical (Behavior) Warning Given
3. Technical, 2nd in One Game- Removed from Game and 1 Game Suspension
4. Third Technical- Suspended Until Reviewed by League Chairman
5. ***Unsportsmanlike Conduct Will NOT Be Tolerated from The Bench or Crowd. A Bench Technical Will Be Assessed If It Occurs. Parents will be subjected to removal from the gym.***

**Fighting:**

Ejection from Game and Immediate Suspension until Review by League Chairman

**First Quarter Players:**

1. For the first two weeks who ever starts is considered a first-string player and cannot play in the second Qtr. No one can play the entire game.
2. Five Starters Must Be Named by The End of The Second Week of Games. These Players Cannot Play in The Second Quarter Even If They Did Not Play in The First Quarter.

**Exception:** When there is a shortage of second quarter players, the opposing Coach will pick players from the starting players. Baskets (whether from the field or from the foul line) scored by starters playing in any “second quarter” period will only count for one point, with a maximum of 3 points per game per starter.

3. Second quarter players can play at any time.

**Timeouts:** 3 per game, 1 given in overtime, no carry over from regulation

**Clock:**

1. Games Will Consist of 2 Halves with A 2 Minute Half Time.
2. 1<sup>st</sup> and 2<sup>nd</sup> Half Will Be Running Time. The Last 2 Minutes of Each Half Will Be Stop Time.
3. If Team is up by 20 the clock will Run with no stoppage
4. 1<sup>st</sup> half will consist of two 10-minute quarters.
5. 2<sup>nd</sup> half will consist of 3 quarters, 4 minutes, 7 minutes, and 9 minutes
6. Each quarter’s team possession will be resolved by a “Jump Ball”
7. Overtime: 1 Quarter will be 2 minutes
8. Game can end in tie during regular season after one overtime quarter.

**1<sup>st</sup> and 2<sup>nd</sup> Quarter Players Substitution:**

1. 1<sup>st</sup> Half - The First 10 Mins will be for the 1st Qtr. players and the Second 10 Minutes will be for the 2<sup>nd</sup> Qtr. Players only.
2. 2<sup>nd</sup> Half – First 4 minutes will be the 1<sup>st</sup> Qtr. Players, next 7 minutes will be the 2<sup>nd</sup> Qtr. Players
3. The Last 9 Minutes of the Second Half, All Players Can Play.

## **Junior Division**

1. Man to Man Defense Only
2. There will be NO Violation if go over line during Foul Shots
3. Foul Shots - players move once the ball hits the RIM.
4. Team must be allowed to pass Half Court freely; Defense needs to start playing defense at 3 point line and wait for Offense to cross half court before coving their man.
5. Only 1 and 1 after 10 fouls and after 12 fouls there will be double bonus
6. Pressing allowed in the last 2 minutes of game
7. Spreading of the Offense to Allow One Player to Dominate at Any Time During the Game is Not Allowed.
8. All Five Players in Any Given Period Must Take an Active Part in the Game. Isolation of Defensive Players Is Not Allowed