



Leagues Rules & Regulations

JV/FS Games

- 16min. stop-clock halves
- Running clock if lead is 25+ points at the 8-minute mark of second half
- **Bonus at 10 fouls- 1 shot for 2 points**
- **Foul shots are 1 free throw for the foul, whether it is an “and 1”, 2 point shot or a 3**
- 3 full timeouts per game per team
- **2-minute running clock overtime; 1 timeout per overtime- timeouts do not carry over; 2nd OT is sudden death**

Varsity Games

- 4 8-minute stop-clock quarters
- Double bonus at 5 team fouls per quarter; fouls reset every quarter
- All other rules are in accordance with NFHS/CIF rules
- 3 full timeouts and two :30 timeouts per game per team
- **OT is a 4-minute stop clock. Subsequent overtimes are a two minute running clock, with a stop clock in the final minute.**
- **1 timeout per OT- timeouts do not carry over**

Varsity/JV/FS Games

- Foul out at 6 personal fouls (we keep personal and team fouls)
- All other rules are in accordance with NFHS/CIF rules
- 5 minute game warm-up (Minimum guarantee) and 4-minute halftime
- No shot clock
- Any team who does not have 5 players by game time will forfeit
- Game officials have authority to eject players and coaches for poor sportsmanship
- Coaches are responsible for controlling team, spectators, and fans