



## CLUTCH BUSINESS LEAGUE: OFFICIAL RULE BOOK

### PLAYER ELIGIBILITY:

- ALL PLAYERS MUST BE DIRECT EMPLOYEES, OWNERS AND/ OR CONTRACTORS OF THE PARTICIPATING COMPANY AND/OR AGENCY

- HONOR CODE:

- - This league will operate under an honor code with respect towards the player eligibility rules. Players who are in question/ protested against, must provide an official letter from their company/ employer expressing that they are indeed an employee, owner and/or contractor of said company.
- - Teams who break the honor code in respect towards player eligibility, will forfeit all games in which a player(s) participated in.

### GENERAL GAME RULES:

The league will follow FIBA Modified Rules with the following exceptions:

- It is required that players remove all hats, rags, & jewelry (rings, necklaces, earrings, beads in hair, etc.) before participating in any game. Referees have the authority to require that such jewelry be removed before a player can participate.
  - Warm-up Period will be 3 minutes minimum.
  - All Rosters must be provided prior to the end of warmup period. A referee may call a forfeit if a team is unable to provide their game roster by tip-off.
  - Teams will be given a 5-minute grace period/extra time to account for player tardiness, if necessary.
  - Five players must be present to start a game, or a forfeit will result a Ten (10)
  - Point victory awarded to the team that is prepared and eligible to play the game.
- Once the game begins, a team can continue to play with as few as 4 players (if players are injured or

foul out, for example).

- Games will be officiated by a maximum of two (2) referees and may also be officiated by (1) referee. In the event of only one referee present during game time, the game will proceed.

**TIME/ DURATION:**

- Games will consist of (2) 20-minute halves of a “running clock” with a “stop-clock” in the final minute of regulation. Overtime periods shall be 3-minutes, with a (2) minute running time and stop-clock in the final minute.

**EXCEPTIONS TO RUNNING CLOCK**

- Team Time-Outs
- Official Discretion / Injuries
- A Free Throw that immediately follows a Time Out. The Clock will start when the ball touches the rim.

**Timeouts:**

- Each team shall be given a total of (2) 60-second timeouts per half. Timeouts from the first half will not be carried over to the second half. In the case of overtime, each team will be awarded (1) additional timeout per overtime. Timeouts from the 2<sup>nd</sup> half will be permitted to carry over to each overtime period.

**No Tolerance for Violence Policy**

**Policy Statement**

The Clutch Business Basketball League is committed to providing a safe, respectful, and inclusive environment for all participants, officials, and spectators. We firmly uphold a no tolerance policy for violence of any form. This policy is integral to preserving the integrity of our league and the well-being of our community.

This policy applies to all league participants, including players, coaches, team personnel, officials, volunteers, and spectators. It encompasses all league-related activities, including games, practices, meetings, and events.

**Definition of Violence**

For the purposes of this policy, violence includes but is not limited to:

- Physical attacks or assaults, including hitting, slapping, pushing, or using a weapon.
- Verbal threats or actions that intimidate or harm another individual, including aggressive gestures or harassment.

- Bullying, including cyberbullying, especially if it pertains to someone's race, gender, sexual orientation, disability, or any other characteristic.

- Property damage related to league activities.

### **Reporting and Response Procedures**

1. Immediate Response: Any act of violence must be immediately reported to league officials or event coordinators. If necessary, local law enforcement should be contacted to ensure everyone's safety.
2. Investigation: All reported incidents will be thoroughly investigated by the league. Confidentiality will be maintained to the extent possible.
3. Disciplinary Action: Individuals found to have violated this policy will face disciplinary actions, which may include suspension, expulsion from the league, and reporting to law enforcement as appropriate.

## **LEAGUE CONTACT**

**ELISE CALVO  
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671-987-9710**

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