



2026 OFFICIAL RULEBOOK

1. PLAYER ELIGIBILITY

All participants must be:

- Direct employees, owners, or verified contractors of the registered company or organization.
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Honor Code Policy

The league operates under a strict honor system regarding player eligibility.

- Any player under review or protest must provide official documentation from their employer verifying their status.
 - Teams found in violation of eligibility rules will **forfeit all games** in which the ineligible player participated.
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2. GENERAL GAME RULES

The league follows **FIBA Modified Rules**, with the following league-specific guidelines:

- Players must remove all jewelry and accessories (rings, necklaces, earrings, etc.) prior to participation. Officials reserve the right to enforce compliance.
- A **minimum 3-minute warm-up period** will be provided before each game.
- Official team rosters must be submitted **before the end of warm-ups**. Failure to do so may result in a forfeit.
- A **5-minute grace period** may be granted for player arrival delays at the discretion of officials.
- A minimum of **5 players is required to start a game**. Failure to meet this requirement will result in a forfeit (10–0).
- A team may continue play with **as few as 4 players** if necessary (e.g., injuries or fouls).
- A win will be awarded to the team that is present, eligible, and ready to play at game time.

Game Officials

- Games will be officiated by up to **two (2) referees**.
- If only one referee is available, the game will proceed as scheduled.

3. GAME FORMAT & TIMING

- Games consist of **two (2) 20-minute halves**.
- The game will operate on a **running clock**, except during the final minute of regulation, which will use a **stop clock**.
- **Overtime Periods:**
 - 3 minutes in length
 - Running clock, with a stop clock in the final minute

PLAYOFF FORMAT (in order for playoff seeding)

1. Best Overall Record
2. Head-to-Head (in case of two way tie)
3. Most Points Scored (in case of 3-way + tie)

4. CLOCK STOPPAGE RULES

The clock will stop under the following conditions:

- Team timeouts
- Official stoppages (injuries, referee discretion)
- Free throws immediately following a timeout
 - Clock resumes when the ball makes contact with the rim

5. TIMEOUTS

- Each team is allowed **two (2) timeouts per half** (60 seconds each)
- Timeouts from the **first half do not carry over**
- In overtime:
 - Each team receives **one (1) additional timeout per overtime period**
 - Unused second-half timeouts may carry into overtime

6. FORFEITS

A game will be declared a forfeit if:

- A team cannot field at least **five (5) eligible players** at game start
- A team fails to submit a valid roster on time

Forfeit Score: 10–0

7. NO TOLERANCE VIOLENCE POLICY

Policy Overview

The Clutch Business Basketball League is committed to maintaining a **safe, respectful, and inclusive environment** for all participants, officials, and spectators.

Violence of any kind will **not be tolerated**.

This policy applies to:

- Players
- Coaches
- Team personnel
- Officials
- Spectators

Across all league-related activities, including games, events, and practices.

Definition of Violence

Violence includes, but is not limited to:

- Physical acts (hitting, pushing, shoving, etc.)
 - Threatening or aggressive behavior
 - Verbal abuse or harassment
 - Discriminatory or hateful conduct (including race, gender, sexual orientation, etc.)
 - Cyberbullying related to league activity
 - Property damage
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Reporting & Enforcement

1. Immediate Reporting:

All incidents must be reported to league officials immediately.

2. Investigation:

All cases will be reviewed thoroughly and handled confidentially.

3. Disciplinary Action:

Violations may result in:

- Suspension
- Removal from the league
- Additional action, including law enforcement if necessary

8. LEAGUE CONTACT

For questions, concerns, or reporting:

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