# BURLINGTON COUNTY CATHOLIC BASKETBALL LEAGUE SPECIAL RULES

Games for all divisions are to be played using NFHS (High School) Rules. Special exceptions are noted below.

## VARSITY BOYS & GIRLS

Eight (8) minute quarters, with overtime quarters (4) minutes each.

## JV BOYS

Six (6) minute quarters, with overtime quarters (3) minutes each.

### JV GIRLS

Six (6) minute quarters, with overtime quarters (3) minutes each. Foul shots: Starting from foul line and leaping across during release is permitted.

## **SOPHOMORE GIRLS & BOYS**

Six (6) minute quarters. Overtime will be the same as JV Girls. Foul shots: Starting from foul line and leaping across during release is permitted. Defense must be played behind half court except the last minute of 4<sup>th</sup> quarter at which point they can full court press. If there is a 12 point or more differential at any time during the game, defense needs to be inside the 3-point line. Once the differential is less than 12, defense can move to half court (if in the last minute of 4<sup>th</sup> quarter it becomes full court)

Offense must make an effort to score at all times. No Stalling is permitted during the entire game due to no defensive pressure being allowed above the 3-point line.

## **FRESHMAN BOYS & GIRLS**

Games to be a maximum of one hour. Running clock and/or quarters to be determined by coaches. If score is kept, must be reset after each quarter or period played. Coaches must make sure that Officials are informed of any special rules prior to the start of the game.

#### **Team Foul Rules.**

On the team's (5th) team foul you will shoot 2 shots, on the  $6^{th}$ ,  $7^{th}$ ,  $8^{th}$  .... etc. you will continue to shoot 2 shots until the quarter ends.

At the end of each quarter the team fouls will reset back to ZERO, and again you will shoot 2 shots on the team's (5th) team foul.

If the game goes into OVERTIME, there will be NO RESET - a continuation of the 4th quarter

The 1 and 1 's are no longer being used in basketball.

\*\*Updated 11/24/2023