

City of Novato / NBBA Game Rules

Uniforms / Ball Size / Clock / Tie Breaker

- ~ Home team is 1st team on schedule (wears light color)
- ~ Game time is forfeit time. Teams may play with 4 players for the entirety of the game.
- ~ Four (4) 10-minute running clock quarters.
- ~ Clock stops the last 10 seconds of each quarter and the last 2 minutes of the game.
- ~ Running clock if there is a lead of 10 points or more in the final two minutes of the 2nd half.

Warm Up / Timeouts / Overtime / Free Throws

- ~ 3 minutes warm up time before each game
- ~ 1 minute half time
- ~ One full and two 30 second timeouts per game
- ~ 1^{st} overtime is 2 mins; 2^{nd} overtime is sudden death
- ~ One additional 30 second timeout per overtime.
- ~ Free throws will be double bonus at 5 fouls. Fouls will reset at the end of each quarter.
- ~ The second team foul in the last two minutes of the game will result in two shots for the team offended. This will continue should there be an overtime or subsequent overtimes.
- ~ A player fouls out on 5th personal foul.

Technical Fouls / Ejections / Forfeits

- ~ A technical foul = 2 pts. plus possession of the ball.
- [~]Two technical fouls will result in automatic ejection from the game and the player must leave the site immediately.
- ~ Any ejections of coaches or players will be an automatic suspension from the next game. **NO EXCEPTIONS!**
- ~ Any ejections of coaches or players for fighting will be an automatic ejection from the rest of the season. **NO EXCEPTIONS!**
- ~ Forfeits will count as 1 ½ losses in the standings.
- ~ A team who forfeits two games in a season will be eliminated from the playoffs and receive no refund of the registration fee.
- ~ Any team that uses an illegal player in a playoff game will be suspended for the next season.