

CBA Basketball Rules

OHSAA rules apply to all games with the following CBA exceptions:

Junior League

- Defense begins at half court
- Man to man or zone defense allowed in Varsity game
- Man to man defense only, allowed in JV game
- Offensive playing in the lane, (paint), violation at 5 seconds
- Referees to be lenient on violation, (foul), calls in JV game
- Three Varsity starters in JV game at same time will result in a forfeit
Continue to play the game but it is recorded as a forfeit
- Overtime:
 - Varsity - One 3 minute overtime period, followed by sudden death
 - JV - Sudden death, with jump ball to start
- Clock starts at half court in the final 30 seconds of each half in Varsity game and the final half of the JV game
- If momentum of a foul shooter carries a shooter across the foul line in JV game, no violation shall be called. However a shooter may not cross the foul line to gain advantage of the rebound
- Time out allotment:
 - Varsity game - 3 per game
 - JV game - 2 per game
 - Overtime - 1 timeout only
 - JV timeouts may not be used in Varsity game and vice-versa
- No jewelry may be worn, shirts must be tucked in, and shorts up

Senior League

- Referees to call fouls to control the game
- Three Varsity starters in JV game at the same time results in a forfeit
Continue to play the game but it is recorded as a forfeit
- Overtime:
 - Varsity game - One 3 minute overtime followed by sudden death
 - JV - Sudden death
- Time out allotment:
 - Varsity game - 3 per game
 - JV game - 2 per game
 - Overtime - 1 timeout only
 - JV timeouts may not be used in Varsity game and vice-versa
- No jewelry may be worn, shirts must be tucked in, and shorts up

In both leagues, two technical fouls per game results in ejection and suspends player for following week. Two suspensions in one year, results in ban for remainder of season.