

CPA League Rules Summary

1. 8 Minute Quarters – Clock Stops on All Dead Balls
2. 2 Full Timeouts per Half – **No Carryover**
3. 5 Minute Halftime
4. 3 Minute Overtime – One additional timeout for each overtime. Unused timeouts from regulation may **not** be carried over to overtime period.
5. **Running Clock:** Clock will run the 4th Quarter when the lead is 25 Points or more with the exception of timeouts. The clock will stop running when the lead is below 25 points.