

NorCal Rush Tournament Rules

Last updated - 5/11/2025



General:

- Game Clock: Two 20-minute running clock halves. Clock stops on dead balls in the last minute of the first half and the final two minutes of the second half.
- 5 minutes guaranteed to warm up
- 3 minute halftime
- 3 timeouts per game
- 1st OT is 2 minutes stopped clock, subsequent OTs are 1 minute stopped clock
 - Each team receives 1 TO per overtime period (timeouts do not carry over)
- 1 and 1 bonus at 7 team fouls in a half, 2 shot double bonus at 10 teams fouls.
- Players foul out on their **6th** personal foul.

Misconduct:

- Technical fouls result in 2 shots and the ball with the clock STOPPED. They count as personal AND team fouls.
- Any player or coach ejected from the event MAY be suspended for their next game. **Tournament director's decision is final.**
- Any player or coach ejected twice in the same tournament will NOT be able to compete in their remaining games and it will be up to event staff if they are allowed to return to future events.

Miscellaneous:

- Home team is listed second on the schedule and wears light, away team wears dark.
- 5-minute grace period if a team has fewer than five players. TEAMS CAN begin with 4 players after this grace period. If teams have three or fewer players after the 5-minutes game will be a forfeit.
- Home team supplies game ball, 3rd-6th grade boys & all girls use 28.5, 7th-Varsity boys use 29.5.

Division Tiebreakers:

1. Head to head
2. Point differential +/- 15 pts per game
3. Total Points Allowed
4. Coin Flip