

2021 Rush League II: Presented by NorCal Rush Basketball

Last Updated: 2/20/2021 - FINAL

GAME RULES:

- 1) **Warm-Up:** Each team will receive a minimum of three minutes to warm-up.
- 2) **Game Clock:** Games will be 10 minute running clock quarters. Clock stops in the last minute of the first three quarters and the last two minutes of the fourth quarter. The clock will not stop in the fourth quarter if the lead is 15+.
- 3) **Overtime:** If teams are tied after regulation a two minute overtime period will be played. Two minute overtime periods will continue to be played until there is a winner. Overtime is stopped clock.
- 4) **Half Time:** A 2 minute halftime will take place in between the second and third quarters. 30 seconds in between quarters and in between overtimes.
- 5) **Shot Clock:** No shot clock, please do not stall.
- 6) **Timeouts:** Each team will receive three 45-second timeouts per game. Timeouts will not carry over into overtime. Each team gets one timeout per overtime period.
- 7) **Bonus:** Teams will enter the bonus (1 and 1) after 7 team fouls and the double bonus (2 shots) after 10 team fouls in a half.
- 8) **Fouling Out:** Players will foul out after 6 personal fouls. Referees will do their best not to foul out players, but please do not over foul!
- 9) **Technical Foul:** A technical foul will result in two free throws and the ball with the clocked stopped. They also count as personal fouls, but NOT team fouls. 2 technicals in a single game will result in ejection and potential one-game suspension.
- 10) **Press:** A technical foul will be assessed for pressing when up by 20 points.
- 11) **Second Count:** 10-second backcourt will be enforced. 5-second visible on ball defense *Front court only.*
- 12) **Delay of Game:** Any play deemed as a delay of game will be noted on the scoresheet. One warning per team, per game. 2nd and subsequent delays will result in a technical foul.
- 13) **Mask Violation:** Any player not wearing a mask will be given a mask violation and noted on the scoresheet. Two official warnings per team, per game. 3rd and subsequent violations will result in a technical foul.
- 14) **Clear Path/Flagrant Foul:** Players are entitled to two shots and ball when they are fouled with a clear path to the basket OR if the play is deemed “unnecessary.”

SAFETY RULES:

- a) **Entering:** Everyone will be temperature checked at the door. Players should not enter more than five minutes early.
- b) **Masks:** Coaches, scorekeepers, and players will wear masks during the games.
- c) **Sanitizing:** Players will use hand sanitizer before and after each game.
- d) **Parents:** No parents will be allowed in the facility.
- e) **Leaving:** Players should exit the facility wearing a mask, immediately following their game.
- f) **Substitutions:** Substitutions will be made from the bench, rather than the scorers table to protect players and our scorekeeper.

LEAGUE RULES:

- 1) All teams will qualify for the league playoffs.
- 2) Seeding for the playoffs will go as follows.
 - 1) Overall Record
 - 2) Head to Head Record
 - 3) Point Differential (max +/- 15 per game)
 - 4) Coin Toss
- 3) Each team will play a minimum of 8 games (6 regular season + 2 playoff)
- 4) Please note: All games will be played. If a team has fewer than four players the game will be forfeited in the standings, but sub players will fill in and the game will be played as a scrimmage.