



Corporate Rivals Basketball League Rules

GAME & FORFEIT TIME

A team must have four (4) players to start a game. If a team cannot field the minimum four (4) players by game time, that team will get a five minutes grace period of actual game time. After that time, if they cannot field four players, they will forfeit the game.

NO SHOWS/FORFEITS:

If your scheduled opponent does not show up or is unable to field a team (less than four players at game time), your team will be allowed to scrimmage in the time allowed for the game. The team that does not show up will be charged a \$50.00 fee. \$25.00 will go to the team account that showed up for the game and the remaining \$25.00 will apply to administrative and referee fees. Any team leaving the court of play prior to the conclusion of the game will forfeit the game. A team will be removed from the league if it forfeits (no show) two (2) games during the season.

PLAYOFFS

Top four (4) teams will enter a single elimination tournament and the winner will be the champions of the league. The champions will receive awards for the league. If teams are tied for a playoff, the League Director will determine the teams who have made the playoffs. **All players on a team must play at least (2) two of their games to be eligible for the playoffs.**

TIEBREAKER

- 1) Head-to-Head
- 2) Point Differential of games played between tied opponents (3-way tie or more)
- 3) Point allowed against all opponents.
- 4) Coin toss

ROSTER ELIGIBILITY

1. All players must have filled out and signed the roster and SportsHouse waiver form to participate in the league.
2. Players can be added to a roster up until the **third (3) scheduled game**. Any player(s) that are added to a team must contact the League Coordinator at least 24 hours prior to that team's next scheduled game to be officially added to their roster.
 - a. If a player is added after the **third game**, there is a \$25 add-on fee per person. This must be paid prior to the game.
3. Teams may have a guest player. The fee is \$10, and the guest player can only play one time for that team in the season.
4. To be eligible for participation in playoff games, each player on the team must have participated in 2 regular season games.
5. **If an illegal player is used during an official game, the team will forfeit that game and the captain will be suspended for their team's next scheduled game.**

RULES & REGULATIONS

1. **OFFICIAL RULES:** Current NCAA rules shall cover all situations not covered in the Corporate Rivals Basketball League.
2. **MASKS:** In accordance with San Mateo County guidelines; SportsHouse recommends that unvaccinated guests wear masks when inside the building.
3. **PLAYING TIME:** Each game will consist of two 20-minute halves. The clock will stop for timeouts. Both halves are running clock **except** for the last ten (10) seconds of the first half and the last one (1) minutes of the second half; please see rule #6. During these times, the clock will stop on an official's whistle or a team's timeout.
4. **HALFTIME BREAKS:** Teams will be allowed a one-minute break between halves of the game. If we are behind the head scorekeeper & referees will determine the time in between games to make up time.
5. **TIMEOUTS:** Each team will be allowed four (4), thirty (30) second timeouts per game, 2 per half; they **WILL NOT** roll over. Each team will receive one (1) timeout if the game goes into overtime. If a team in the last minute of the second half or overtime uses a timeout, without advancing the ball they will have the option of advancing the ball to half court.

6. TEN-POINT RULE: The 10-point rule will be in effect. If any team is leading by 10 or more points with one minute remaining in the 2nd half, the clock will NOT stop until an official's whistle. If a team goes below the 10 points the clock will stop on an official's next whistle.

7. TIE GAMES: In case of a tie game, there will be an extra two-minute overtime period, with the clock being stopped in the final one minute of play. If the game is still tied after the overtime, a sudden death period will be played with the first team to score two points to be the winner. (No sudden death overtime will be played in the playoffs.)

8. SCORE: The running summary score shall be always the official score, regardless of the score indicated on the electronic scoreboard, if available.

9. FOULS: Any player who commits six (6) personal fouls is disqualified from further participation in that game. They may not, under any circumstances, remain in the game or return to the game. Bonus free throws will be awarded on the seventh team foul in each half and two free throws (or double bonus) will be awarded after the tenth team foul.

10. JERSEYS: Each team will provide uniforms for use during the season. A player must wear their uniform to participate in their scheduled game. Teams can also get their own uniforms, but they must be the same color and at least have numbers (not taped/written) on the back of their uniforms. For each participant **without a jersey, with the same number as another player on his team, or a uniform with taped or handwritten numbers (two points will be awarded to the opposing team prior to the contest). If each team has the same number of players violating this rule, then points will be awarded to both teams for the number of players violating. We strongly encourage teams to correct the issue before their next scheduled game.**

11. BENCH TECHNICAL/PLAYER TECHNICAL: A bench technical shall be a two- shot technical foul assessed against the captain. Two bench technical fouls will be cause for **ejection from the gym** of the captain. ***A player who receives two technical fouls in one game will be ejected from that game and will not be able to participate in their team's next scheduled game.*** Technical fouls go as player fouls in the scorebook, so if a player has 5 fouls and he/she receives

a technical he/she is disqualified from the game. If a player in the league gets to six (6) technical fouls during the season. They will have to sit out their next scheduled game.

12. DUNKING: There will be **NO dunking** during warm-ups. If a player does so the team will be assessed a technical foul for every time this rule is broken. Dunking is allowed during the actual game.

13. CURFEW: Children 13 and under will not be allowed in SportsHouse after 10 pm; please plan accordingly.

14. The League Director shall have the authority to institute new rules or to change existing rules to maintain continuity in the overall sports program. **The Director's interpretation of the rules shall be final.**