**R.E.D League Regular Season Rules**

The 5 on 5 basketball game regular season rules are based on the NCAA/NBA rules, and the following corresponding modifications are made:

1. All players need to check in at the technical desk before the match and must wear the league jersey during the game. All substitutions during the match should walk to the technical table and wait for the referee's permission to substitute.
2. The game starts with jump ball, and it is divided into four quarters, each of which is 10 minutes. There will be a 60-second break between each quarters and two minutes in the half. The ball exchange sequence is 1,4, and 2, 3. Whichever team wins the jump ball will tip off in the first and fourth quarter. The other team starts second and third quarter. The scoring format is 1 point (free throws), 2 points, and 3 points. If the game ends in a tie, three minutes of overtime will be added, with a maximum of two overtimes. If the third overtime is played, a golden ball rule is applied and the time is two minutes, which means whichever team score first wins the game. Each team will have one 30-second timeout during one overtime.
3. Fouls and free throws: Each player has 6 chances to foul, that is, the player who accumulates the 6th foul will be ejected (without leaving the court). In addition to the normal foul and free throw rules, if the team has committed 5 fouls in a quarter, each foul after the 5th foul will give the fouled player 2 free throw opportunities. Each player who accumulates four technical fouls will be banned for one game, six for two more. Each player is entitled to two technical fouls per game and must leave the court immediately. Penalty will be given to players who are not wearing league jerseys and shorts if they are playing the game, before the start of the game, i.e. for each incorrectly dressed player, the opponent is entitled to one penalty shot.
4. About the three-second zone, substitutions and timeouts: This game has offensive three seconds violation, but no defensive three seconds violation. There is no limit to the number of substitutions each team can make, but substitutions can only be made with the permission of the technical desk or the referee when the ball is dead. Each team will have one non-cumulative 30-second timeout at the first half and the second half of each regular season game, and there will only be one 60-second timeout. Each team is allowed to request a timeout only when they have the possession of the ball. There are no official timeouts during the regular season, except technical timeouts if a player is injured during a game.
5. Please check in with the R.E.D CREW 20 minutes before each game. And at least there will be 3 players checking in at the start of each game. If less than 3 players arrive at the start, the game will be judged a loss for that team and the score would be 0-20. Any team that fails to pay the registration fee before the first day of check-in will automatically be disqualified from the tournament. All matches on the first day will be judged as 0-20. Each team has one injury exception: if a player is injured, the team can replace him with the permission of the organizing committee until two weeks before the start of the playoffs. If any player wishes to change teams, the agreement between the organizing committee and both teams should be made.
6. The referees and the R.E.D CREW have the right to disqualify a player or team from the competition for serious unsportsmanlike conduct. Unsportsmanlike fouls and technical fouls. The player will be ejected after two unsportsmanlike fouls or technical fouls (need to leave the court). The organizing committee reserves the right to impose further penalties or permanently ban any player or team from the games if they engage in serious or improper conduct, unsportsmanlike conduct or injury to others.
7. Timeout: In the regular season games, the clock will only be stopped when a timeout called. In the last 2 minutes of the game, within 15 points difference, the clock will be stopped during dead ball. During the overtime, the clock will stop during timeouts and free throws and the last two minutes of the overtime.
8. Regular season record calculation method: first calculate the number of wins; if the win number ties, then calculate the win or lose relationship between the two teams; if the relationship is the same, then calculate the points differential.

**R.E.D League Playoff Rules**

1. The top eight teams from regular season will compete in the playoffs. The top four teams in each group. Single-defeat knockout system will be adopted for three weeks. The first week consists of four games, the second week consists of the two semi-finals, and the third week consists of the final and third place game.
2. All players need to sign in at the technical desk before the match and must wear the league jersey during the match. All substitutions need to check in at the technical desk before they can be replaced by the referee.
3. TIME: The game starts with jump ball, and it is divided into four quarters, each of which is 10 minutes. with a 60-second break between the periods and a 3-minute halftime break. And 60-second break between the fourth quarter and 1st overtime and any other overtimes, The ball exchange sequence is 1,4, and 2, 3. Whichever team wins the jump ball will tip off in the first and fourth quarter. The other team starts second and third quarter. The ball must be inbound from endline at the start of 2nd, 3rd and 4th quarter. The scoring format is 1 point (free throws), 2 points, and 3 points. If the game ends in a tie, 3 minutes of overtime will be played. There is no limit to the number of overtime. During each overtime, every team will have one 30-second timeout.
4. Fouls and free throws, transfer of possession after foul: each player has 6 foul chances, that is, the player who accumulates the 6th foul will be ejected (does not need to leave the court). In addition to the normal foul and free throw rules, if the team has committed 4 fouls in each quarter, each foul after the 4th foul will give the fouled player 2 free throw opportunities. If a player accumulates four technical fouls, he will be suspended for one game, and if he accumulates six, he will be suspended for two more games. Penalty will be given to players who are not wearing league jerseys and shorts if they are playing the game, before the start of the game, i.e. for each incorrectly dressed player, the opponent is entitled to one penalty shot.
5. About the three-second zone, substitutions and timeouts: This game has offensive three seconds violation, but no defensive three seconds violation. There is no limit to the number of substitutions each team can make, but substitutions can only be made with the permission of the technical desk or the referee when the ball is dead. Each team will have two 30-second timeouts (cumulative) in each half of each playoff game, with a total of one 90-second timeout. Each team is allowed to request timeouts only when it has the possession of the ball. There are no official timeouts during the playoffs. Technical timeouts will be called if a player is injured.
6. Please arrive at least 20 minutes before the start of each game, with at least 3 players on the field before each game. Playoff teams that fail to show up at the required time and number of players will automatically be disqualified and will be judged to have lost, the score will be 0-20.
7. The referees or the R.E.D CREW reserves the right to disqualify a player or team from the competition for serious unsportsmanlike conduct. Unsportsmanlike fouls and technical fouls. The player will be ejected after two unsportsmanlike fouls or technical fouls. The organizing committee reserves the right to impose further penalties or permanently ban any player or team from the games if they engage in serious or improper conduct, unsportsmanlike conduct or injury to others. The organizing committee will send a bill to any player who damages the stadium, facilities or equipment during a match.
8. About timeouts: During the first round of playoffs, the clock will be stopped during timeouts and free throws as well as the last three minutes of the game. For semifinals and final, the clock will be fully stopped. During overtime, the clock will be fully stopped as well.

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