



RULES & REGULATIONS

SPORTSMANSHIP POLICY

Good sportsmanship and cooperation is both anticipated and expected. The team captain or designated coach, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the basketball referee or other designated tournament official. Poor sportsmanship may result in penalties against the team, such as a Technical, Intentional or Flagrant foul. Failure to comply with the Sportsmanship Policy, with acts such as fighting, taunting, intimidating or verbally attacking a basketball referee, tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Additional suspension for such acts will be determined by event organizers on a case by case basis. Decisions made by designated tournament officials are final and are not subject to review by video, other recordings or other sources.

A. PLAYER INFORMATION & ELIGIBILITY

1. Each team must have a minimum of three (3) players on their roster. A team may carry a maximum of (5) players on their roster. Additions and/or changes will not be allowed after the registration deadline.
2. Players may only be on one (1) team roster per tournament. Any player on more than one roster will be disqualified from the tournament.
3. Identification for each player (i.e. birth certificate, driver's license, or other photo ID, AAU CARD, and report card, etc) is required to be present of every player and coach and should be presented in the case of a protest.
4. Eligibility issues will be enforced from the point of discovery. No replay of games or adjustments in scoring will be allowed for previous contests.
5. No refunds will be given when rules violations are administered.

B. GAME OFFICIALS

1. The game officials shall consist of 1 referee and 2 table official.

C. PLAYER SUBSTITUTION POLICY

1. All substitutions must take place before the entry deadline and included on official roster
2. There are no restrictions on substitutions except for timing.
3. Any team is allowed for substitution when the ball becomes dead and prior to the check-ball or free throw. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. The substitution can only take place behind the side line and the substitutions require no action from the referees or table officials.

D. DIVISION BREAKDOWN

- There will be four levels based on grade (not birth-date) which are:
 - Cadet level (grades 3,4) Junior level (grades 5,6,7,8) and Senior level (grades 9, 10) National level (grade 11, 12)
- Players cannot play down unless you meet the AAU birthdate requirement. Players can play up only two levels from their grade. (5th grade player can play 7th grade).
- All team roster changes can come from the (5) player roster to anticipate any injury or player conflict to make sure event participation is not in jeopardy

AGE REQUIREMENTS TO PLAY DOWN A GRADE DIVISION

Grade as of Oct.1st, 2019	Requested Grade	Birthdate Requirements
12th Grade	11th Grade	born on or after 9/1/2002
11th Grade	10th Grade	born on or after 9/1/2003
10th Grade	9th Grade	born on or after 9/1/2004
9th Grade	8th Grade	born on or after 9/1/2005
8th Grade	7th Grade	born on or after 9/1/2006
7th Grade	6th Grade	born on or after 9/1/2007
6th Grade	5th Grade	born on or after 9/1/2008
5th Grade	4th Grade	born on or after 9/1/2009
4th Grade	3rd Grade	born on or after 9/1/2010
3rd Grade	2nd Grade	born on or after 9/1/2011

E. AGE RELATED ISSUES:

To ensure proper placement of teams, all players must fit within the established age category. If a player does not meet the age requirement, your team will be placed into the category of the oldest player.

GAME RULES

PRE-GAME

1. Any game may start and end with any number of players (3, 2 or 1) but the games will start on time as scheduled.
2. Both teams will warm-up at the same time prior to the start of the game.
3. No dunking is allowed during warm-ups.
4. Game time is game time but it also forfeits time if a team is not available.

A. TIME LIMITS/SCORING/TIME OUTS

1. Each game will be 10 minutes long.
 1. a. If a game clock is not available, running time length and 12 second possession clock is to be done by game official or game table, calling out the LAST SIX seconds.
2. Each ball possession is 12 seconds (shot clock)
 1. a. If a game clock is not available, 12 second possession clock is to be done by game official or game table, calling out the LAST SIX seconds.
3. Each game will be played up to a score 15 points.
4. One (20) second time out per team.
5. Initial possession by coin flip – winner decides to take ball or not in order to get it in possible overtime
6. A field goal is worth 1 point.
7. A successful basket from behind the arc is worth 2 points
8. First team to score 15 points and be 2 points ahead is the winner.
9. All games have a 10-minute time limit and the clock will only be stopped during time-outs and injuries.
10. The team leading at the end of 10 minutes will be declared the winner.
11. If the 10-minute game time expires and the teams are tied, the referee will give possession to team that lost first coin flip.
12. First team to score two points in overtimes wins

B. LIVE BALL/DEAD BALL/POSSESSION

1. A coin flip before the game will determine the first possession.
2. The ball will change team possession after each made basket.
3. Jump balls will be called by the referee and possession will go to the defense.
4. The ball must be checked by the opposing team before each possession begins.
5. All possessions will begin at the top of the court outside the arc.
6. After each change of possession, the ball must be “taken back” behind the arc. “Taken Back” definition is both feet and the ball must go behind and contact the playing surface behind the arc.
7. If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling)
8. A player has five (5) seconds to complete a free throw attempt.
9. Possession following a successful goal, defense gets possession underneath the hoop (charge circle) with ball dribbled OR passed to a player beyond the arc. Defensive team is not allowed to play for the ball inside the no-charge circle area underneath the basket. They can play defense on the other offensive players.
10. Possession following a dead ball is check ball exchange behind the arc or top of key
11. Possession following a defensive rebound or steal is ball dribbled or passed behind the arc.
12. Possession following a jump ball situation is defensive possession

c. FOULS AND FREE THROWS

1. Foul Shots for each shooting foul unless behind 3pt arc is worth 1 foul shots
2. Foul Shots for each shooting foul beyond the 3pt arc is worth 2 foul shots

3. Non-Shooting Fouls are possession until 7th team foul
4. Penalty for team fouls 7, 8, 9 is two (2) free throws
5. Penalty for team fouls 10 and more is 2 free throw and ball possession
6. Penalty for shooting foul beyond the 3pt line after 7th foul is 4 foul shots
7. Penalty for shooting foul on 10th team foul beyond the 3pt arc is 4 foul shots and possession.
8. Penalty for unsportsmanlike foul is two free throws and ball possession and counts as 2 team fouls
9. Penalty for disqualification foul is two free throws and ball possession
10. Shooting fouls: When the basket is made, count the basket and shoot one free throw. Whether the free throw is made the defensive team gets possession and passes out beyond the 3pt arc. When the basket is missed, the offensive team can rebound and continue back to the basket.
11. Technical fouls will result in one free throw and the shooting team will maintain possession. Each technical foul will be counted as a team foul.
 1. The referee will determine technical fouls.
 2. Two technical fouls on one player is an automatic ejection from the game.
 3. A technical foul for fighting is an automatic ejection from the tournament.
12. Players have unlimited number of personal fouls and cannot foul out

D. SUBSTITUTIONS

1. In dead ball situations – prior to the check ball
2. A substitute may enter the game after the teammate steps off the court and establishes a physical contact (touch hands) with that person behind the end of the opposite basket.
3. Substitutions require no action from the referees or table officials

E. MISCELLANEOUS

1. All women's divisions and will use a 28.5 size basketball
2. The team captain or coach, designated prior to the start of the game, will be the team spokesman and never a fan or parent.
3. Jewelry, hats, bandanas, and casts can not to be worn during games. Refusal to remove these items will result in the inability to participate in the game and/or the forfeiture of the game.
4. Proper identification will be required to prove age.

F. Pool Play Tie Breaker

1. In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner.
2. If more than two (2) teams tie, a point differential tiebreaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential - with the highest number placing above the second highest point total and the third highest point total next. (The maximum that you can beat a team and still gain an advantage is 15 points.)
3. If two (2) teams are still tied after the application of the formula, go back to (a.) to break the tie.
4. The score of all forfeits shall be 15-0. (For Tie Breaker Examples please see Appendix i.)
5. If there is still a three-way tie, a three-way flip of the coin will determine team placement.