



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 six (6) 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 two levels based on grade (not birthdate) which are
- Junior level (grades 3,4,5,6,7,8) and Senior level (grades 9, 10, 11, 12)
- Players can play up only two levels from their grade. (5th grade player can play 7th grade)
- Each AAU 3on3 team will be limited to roster of up to six players

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 forfeit time if a team is not available.
5. One referee and one scorekeeper will be provided on each game.

TIME LIMITS/SCORING/TIME OUTS

1. A field goal is worth 1 point.
2. A successful basket from behind the arc is worth 2 points
3. First team to score 15 points and be 2 points ahead is the winner.
4. All games have a 10-minute time limit and the clock will only be stopped during time-outs and injuries.
5. The team leading at the end of 10 minutes will be declared the winner.
6. If the 10-minute game time expires and the teams are tied, the referee will flip a coin to determine the first possession and the first team to score will be declared the winner.
7. Each team is allowed one (1) 60 second time out per game.
8. Referee can direct a stalling team to “play ball” and team has 10 seconds to attempt a shot.

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 make contact with 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 ten (10) seconds to inbound the ball after it has been checked and (10) seconds to complete a free throw attempt.

STALLING

Stalling is prohibited at all times. Stalling involves a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a Technical foul against the offending team.

FOULS AND FREE THROWS

1. Shooting fouls: When the basket is made, count the basket and shoot one free throw. Whether the free throw is made or missed, the defensive team gets possession. When the basket is missed, shoot one free throw. If the free throw is made, the defensive team gets possession. If the free throw is missed, the offensive team maintains possession.
2. Non-Shooting fouls: One free throw will be awarded on the 7th team foul. If the free throw is made, the defensive team gets possession. If the free throw is missed, the offensive team maintains possession.
3. All technical fouls will result in two free throws and the shooting team will maintain possession. Each technical foul will be counted as a team foul.
 - a. The referee will determine technical fouls.
 - b. Two technical fouls on one player is an automatic ejection from the game.
 - c. A technical foul for fighting is an automatic ejection from the tournament.
4. A player will foul out on their 4th personal foul.

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. Registration, including a signed waiver, is required for "all" players and the proper identification will be required to prove age.

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 tie-breaker 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.