Tournament Rules

**GAME TIME:**

* Up to 10 Minute grace period is allowed from the scheduled start time of a game at site directors discretion. Additional time allotted if a team is coming from another game or facility. If a team chooses to start a game with 4 players, they can do so and the game will count.
* Teams will be given a minimum of 3 minute warm-up time.

**TIME:**

* Two, twenty-minute halves- running clock until last 2 minutes of each half.
* 3-minute warm up time
* 1st overtime shall consist of a 2-minute period, 2nd Overtime is sudden victory (First team to score)

**BASKETBALL SIZE:**

* According to AAU National rules, Boys 3rd-6th Grade shall use the 28.5 size basketball.

**TIME OUTS:**

* Teams will have 3 timeouts per game to utilize. 1-timeout per overtime period.
* Timeouts DO NOT carry over to OT

**FREE THROWS:**

* Teams will shoot 1 and 1 on the 10th team foul and double bonus on the 12th team foul.

**PERSONAL FOULS:**

* Individuals will have 6 fouls.
* On the 6th personal foul, they shall be disqualified.

**PRESSING:**

* If a team is ahead by 20 or more points they may NOT press.

**The following divisions must abide by the rules below: 3rd Grade through 5th Grade:**

1st half is man to man ONLY. 2nd half is play as you chose. NO PRESSING after 20-point lead.

**EJECTIONS:**

* Any player or coach ejected from a contest shall sit out the next game (or determined by tournament director)
* Any further suspension will be determined by the Tournament director.

**ADMISSIONS**

* Only two coaches permitted per team. (Must Check In)

**TABLE PERSONNEL:**

***We are expecting a Scorekeeper to be provided for most courts***

**IF SCOREKEEPER IS UNAVAILABLE FOR ANY REASON TEAMS MUST UNDERSTAND THEY WILL NEED TO PROVIDE 1 PERSON PER TEAM (this person can be the second coach) for clock or book**

**EXIBITION MATCHES**

* The First 3 Games played count toward pool record- If a 4th Game is played it is considered an exhibition match (for the team on their 4th Game only)

**CHAMPIONSHIP ADVANCMENT RULES:**

1. Either the top 2 teams within a grade division play for the championship or top 2 seeds from each pool.

2. Tie breaker situations are solved by the following; Head to head is the first tie breaker, point differential is the second tie breaker, points allowed (fewest points allowed) is the third tie breaker, coin flip is the fourth and final tie breaker. \*\* in the case of a three way tie- point differential will be used.

3. In a 4 team pool (in some cases) championship game is not played- The team with the best overall record is division champ