

# AAU 1ST & 2ND GRADE LEAGUES IN A



BOX





# 1ST & 2ND GRADE LEAGUE

HOSTED By:		
DATES:		
LOCATION(S):	 	
ENTRY FEES:		
AGE GROUPS:		
DIVISIONS:		
GAMES:		

MORE INFO & REGISTER:



#### AAU 1st and 2nd Grade Starter League



## A member of the Amateur Athletic Union Basketball League Rules of Play

# Sample copy from a 1st and 2nd Grade Boy's and Girl's League with over 60 teams

Game schedules will be posted on our website
and emailed
to the contact person.

#### **AAU MEMBERSHIP: Required**

All players and coaches must have a 2025-26 AAU membership card on file with their local District. First violation of this rule: team forfeits the game and the player is removed from the league. Second violation: Team will be dropped from the league with no refund of fees.

#### ADMISSIONS: Recommended

Adults: \$5, Students \$3.

#### SCOREKEEPERS and TIMERS:

Each team must have 1 person keep the individual scoresheet provided by the AAU at the official scorer's table. Scoresheets must be totaled and turned in to the gym supervisor immediately following the game. If your team does not provide a scorekeeper, please be advised that the opposing team's scorekeeper will have the final say in your team's foul count, points, time outs, etc.

Timers: Provided by the League or Facility.

#### **ROSTERS:**

- 1. A player may play for ONE TEAM ONLY. NO EXCEPTIONS.
- 2. Boys cannot play on girls teams. Girls can play on boys teams.
- 3. Players must be enrolled in Kindergarten or older NO PRE-SCHOOLERS!
- 4. Players cannot switch teams once games have started for that league.
- 5. New league players can be added to your roster any time as long as they have a current AAU card, and are not on another league team. To add players, you MUST contact League Office BEFORE the new player starts playing.

#### **WEATHER:**

Games canceled because of weather will not be re-played. The League cannot be responsible for Mother Nature! If your team chooses not to play a game because of inclement weather conditions, please call our League office and let us know

#### **RULES OF PLAY:**

The 2025 2026 League will be played under the 2025-2026 High School Federation Rules, with the following exceptions:

- 1. No shot clock. Over and back line in use with 10 second count.
- 2. Half time 5 minutes.
- 3. Quarters: 6 min or two 20 minute halves. League has the right to determine this.

- 4. Overtime: Sudden Death Play PLAY UNTIL A WINNER IS DETERMINED FIRST SCORE WINS Forth Quarter Fouls are continued in Sudden Death Play
- 5. Forfeit time: Game time no exceptions! Must have 5 players to play.
- 6. Boys and girls teams will play with the 28.5" Size basketball.
- 7. Warm ups will be 10 minutes or until game time, whichever is longer. Gyms will be open 30 minutes before the start of the first scheduled game. DO NOT START GAMES EARLY! Fans who arrive on time would like to see the start of the first quarter, not the start of the second quarter!
- 8. Press Rule: NO PRESSING. Team that goes on defense must retreat back inside the 3 point arc until opponent crosses the center line with the ball, then you are allowed to continue to play defense. The offense has the option to cross the center line at any time, however the 10 second backcourt count starts when the defensive team is behind the 3 point arc.

#### 9. Free Throw Violations:

- a. When shooting a free throw, the shooter must start from behind the free throw line. It is OK for the shooter to step over the line when shooting this is not a violation.
- b. The shooter CANNOT rebound the ball. A player other than the shooter must have control of the ball before the shooter can handle the ball.
- c. If the ball is in control of the shooter after the free throw, this is a violation and the opponents will receive the ball out of bounds.
- 10. **Technical or Intentional Fouls** 2 points and the ball awarded out of bounds.
- a. One sportsmanship technical on a coach or fan and he/she is ejected from the gym. No Tolerance rules are in play.
  - b. One technical on a player, the player sits on the bench for the remainder of the game.
  - c. Two technical fouls on anyone during the league and they will be removed from the league.

#### 11. Tie Breaker – League Standings

- a. In any situation where there are two teams tied, head-to-head competition between the teams will determine the winner.
- b. If more than two teams tie, a point differential tiebreaker will be applied. The point differentials of the teams involved in the tie are added up. Teams are then ranked according to the sum of the point differential, with the highest number placing first, the second highest placing second, etc. The maximum you can beat a team by and gain an advantage is 10 points.
- c. If more than two teams are still tied after the application of the formula, the point differentials of the teams not involved in the tie are added and the results re-calculated.
- d. If the teams are still tied, both teams are awarded the championship. In cases of advancement, a coin flip will take place.
  - e. NOTE: The score used for all forfeits will be 10-0.
- 12. A Question about 3 sec in the key for all grades . Yes it is a rule and we use it in a way to teach the younger ones

#### REMINDERS

- 1. No jewelry or hair clips are allowed during games. Taping earrings or hair clips is not OK. Be sure to take out all earrings and hair clips and take off all necklaces and bracelets.
- 2. We reserve the right to refuse any team's entry in to our events.
- 3. Scores and results will be posted on our website at \_\_\_\_\_\_ throughout the league. If you see mistakes in scores reported to us, please call us and let us know.

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## **Sample Budget**

BASKETBALL

7 Team League

### Revenue

7 Teams x \$500.00 = \$3,500

Admissions (10 spectators per =  $\frac{$2,100}{}$ 

team)60 people x \$5.00 per Total **\$5,600** 

person x 7 weeks

## Expenses

Total =	\$2,940
Officials - 21 Games x \$50.00/game	\$1,050
Gate - 21 Games x \$10.00/game	\$210
Timer - 21 Games x \$10.00/game	\$210
Gym - 21 Games x \$70.00/hour	\$1,470

Revenue **\$5,600**Expenses **\$2,940 \$2,660** 





## **Sample Budget**



7 Team League

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7 Teams x ?

Admissions (?? spectators per

team)?? people x \$5.00 per

person x 7 weeks

**Expenses** 

Gym - 21 Games x ??/hour

Timer - 21 Games x ??/game

Gate - 21 Games x ??/game

Officials - 21 Games x ??/game

=

Total

Total =

Revenue
Expenses \_\_\_\_\_
TOTAL:



Place	No. Team Name  1 2 3 4	<b>Win Loss</b> 0 0 0 0 0 0 0 0		
Date	Team 1 4	Team 2 3	Site	Time
	2 1	4 3		
	1 2	4 3		
	1 4	2 3		
	1 2	3 4		
	1 2	4 3		

Place No. 7	Team Name	Win Loss		
1		0 0 0		
2 3		0 0		
4		0 0		
5		0 0		
Practice Games:	Sample			
Date	Team	Team	Site	Time
	2 3	5 4		
	1	3		
	4	2		
	5	1		
League Games	1	4		
3.7.7.	1 2	4 3		
	2	5		
	2 3	4		
	4	2		
	5	1		
	E	2		
	5 1	3 2		
	•			
	3 4	1 5		
	7	J		

Place	No. Team Name	Win	Loss	
	1	0	0	
	2 3	0	0	
		0	0	
	4	0	0	
	5	0	0	
	6	0	0	
Practice	Games:			
Date	Team	Team	Site	Time
	2	1		
	2 4	5		
	3	6		
Loonus (	Compani			
League (	James.			
	3	4		
	3 6	1		
	2	5		
	0	4		
	6	4		
	2 1	3 5		
	!	J		
	5	3		
	6	2		
	4	1		
	E	6		
	5	6 3 2		
	4	3		
	7	2		
	2	1		
	4	5		
	3	6		

Place	No. Team Name	Win	Loss		
	1	0	0		
	2 3 4	0	0		
	3	0 0	0		
	4	0	0		
	5	0	0		
	6	0 0 0	0		
	7	0	0		
D. 1	<b>T</b>		<b>-</b>	011	<b></b>
Date	Team		Team	Site	Time
	2		6 5		
	1 2 3		4		
	3		7		
	4		2		
	4 5 6		2 1		
	6		7		
	_		_		
	2 3		7		
	3 4		6		
	4		5		
	5		3		
	6		3 2 1		
	6 7		_ 1		
	7		5 4		
	1		4		
	2		3		
	2		4		
	3		1 7		
	4 5		7 6		
	5		Ü		
	6		4		
	6 7		4 3 2		
	1		2		
	•		_		

Division	Name:			Divisio	n Name:		
1 2 3	. Team Name	0 0 0	Loss 0 0	Place	No. Team Name 5 6 7	0 0 0	0 0 0
4		0	0		8	0	0
Date	<b>Team</b> 4 5 6 3		<b>Team</b> 2 1 7 8		Site		Time
	3 7 2 1		4 8 5 6				
	5 6 7 4		3 2 1 8				
	7 1 2 8		5 4 3 6				
	3 4 5 8		1 7 6 2				
	6 7 1 5		4 3 2 8				

# AMATEUR ATHLETIC UNION BASKETBALL ROSTER



### **OFFICIAL TEAM ROSTER**



BIRTH

DATE

TEAM NAME	_AAU DISTRICT_	The state of the s
DISTRICT ROSTER – NOT	TO EXCEED 15 PLAYERS – CLUB MEMBERSHIP#	

## HEIGHT/ JERSEY# TYPE NAME AAU MEMBERSHIP # s Lite/Dark NAME (LAST, FIRST) WEIGHT 1. / 2. / 3. / 4. / 8. / 10. / 11. / 12. / 13. / 14. / 15. / LIST THE FOUR (4) NON-PLAYERS THAT ARE ALLOWED ON BENCH: HEAD COACH: MEMBERSHIP # MEMBERSHIP# MEMBERSHIP # MEMBERSHIP # I CERTIFY THAT THE ABOVE INFORMATION IS CORRECT\_\_\_\_ (Signature of Head Coach) **CONTACT INFORMATION** Name: Mobile: Email:

Score-keeper name:

Second Half: First Half:

Full

Full 30

10 10

6 6

 $\infty$  $\infty$ 

7 \_

9 9

S 4 4

 $\mathcal{C}$ 3

7

Second Half: First Half:

Feam Fouls:

2

4

4

4

imeouts: Full 30

Full

Full .30

10 10

6 6

 $\infty$  $\infty$ 

\_ \_

9 9

S

4 4

 $\mathcal{C}$ 7 7

Team Fouls

4

4

4

<u>| Timeouts:</u> Full .30



BASKETBAU