

## DRESS CODE IS MODIFIED FOR ALL BENCH PERSONNEL

All non-uniformed persons on the bench shall wear the following: *Dress shorts *Slacks *Shirts with collars and sleeves *Dress shoes or tennis shoes during play at the Memorial Day Classic. Jean shorts sweat pants, athletic wear, tee shirts, hats, and open-toed shoes are NOT PERMITTED. Warm up suits are permitted. The dress code applies to female bench personnel as well. Women may wear dresses or skirts appropriate to the occasion.

Violation of this Rule shall result in the assessment of a 2-shot technical foul for each violation. Thereafter, the offending team shall have one minute to correct the violation. Any bench personnel not able to comply with this rule will not be allowed to sit on the bench and must move to spectator seating.

## GAME TIME

8U, 9U - Four 6 minute quarters - 5 minute warm-up/halftime - 3 minute overtime
10U, 11U, 12U, $\mathbf{5}^{\text {th }}$ Grade, $6^{\text {th }}$ Grade - Four 7 minute quarters -5 minute warm-up/halftime -3 minute overtime
13U, 14U, $7^{\text {th }}$ Grade, $8^{\text {th }}$ Grade, $15 \mathrm{U} / 9^{\text {TH }}, 16 \mathrm{U} / 10^{\text {TH }}, 17 \mathrm{U} / 11^{\mathrm{TH}}, 19 \mathrm{U} / 12^{\text {TH }}$ GRADES - Four 8 minute quarters 5 minute warm-up/halftime - 4 minute overtime

## THE GAME TIME WILL ALSO BE THE FORFEIT TIME. NO GRACE PERIOD WILL BE ALLOWED

## FORMAT OF TOURNAMENT

A pool play system will be used, in most cases, leading to a single elimination Championship Bracket. All teams are guaranteed four (4) games. In the pool play system; a cap of 15 points for tiebreaker will be used if needed to break three way ties. Teams must play all scheduled games or penalties will be applied.

## POOL PLAY

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 first, the second highest placing second. (The maximum that you can beat a team and still gain an advantage is 15 points.)
3. If more than two (2) 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 recalculated.
4. If teams are still tied a COIN FLIP will be used to determine who will advance out of pool.
5. The score of all forfeits shall be 15-0.

## NATIONAL CHAMPIONSHIP BIDS

All teams that make it to the FINAL FOUR of their BRACKET will qualify for Division I, Division II \& Division III Nationals depending on which division your team is in. Remember, all teams that qualify in this event must participate in their local district qualifier to validate the bid. Any questions regarding qualification should be directed to " $T$ " Thomas or Alex Wilzbacher. National Championship Tournament Information and Host Information is located at www.aauboysbasketball.org

## RULES

Competition will follow the rules and regulations as specified in the AAU Boys Basketball Handbook and the National Federation High School Rule Book. Teams must have LIGHT JERSEY'S AND DARK JERSEY'S! During pool play, team listed first is HOME TEAM; during bracket play team listed on top is home team. Home team wears LIGHT.

Due to the number of teams participating in this event, Warm up and halftime will be 5 minutes.

## BENCH DECORUM

1. Uniforms: Players' jerseys must have numbers on both the front and back. Numbers can be 00-99. Minimum size of numbers shall be 2 " on the front and 4 " on the back. Teams competing in the Memorial Day Classic tournaments must have light and dark jerseys.
A. Violation of Section 1 of this rule shall be penalized by a two (2) shot technical foul for each illegal jersey, to be assessed at the time the player with the illegal jersey enters the game.

## BENCH PERSONNEL

A team may have on its bench only the eligible persons listed on its official roster, including four (4) nonplayers (coaches, ball boy, scorekeeper, etc.). Only eligible players may wear uniforms on the bench. Rostered athlete's not dressing for a contest must meet dress code or wear their uniform.

Violation of this Rule shall result in the assessment of a 2-shot technical foul for each violation. Thereafter, the offending team shall have one minute to correct the violation. Any bench personnel not able to comply with this rule will not be allowed to sit on the bench and must move to spectator seating.

- At least one-person age 18 or older must be on the bench at all times.
- All Non-Athletes must be wearing the "PURPLE" wristband provided at registration. NO EXCEPTIONS.

EXAMPLE:


## PROTESTS

1. The National Boys Basketball Eligibility Committee shall serve as the Protest Committee.
2. Protests must be made in writing within two (2) hours of the completion of the game being protested. A fee of $\$ 100.00$ cash (refunded if protest is upheld) must accompany the protest. The written protest must be submitted to AAU staff on site. All decisions of the Protest Committee shall be final.

## PRESS RULE

For AGES 8U, 9 U and 10U:
Teams ahead by 20 points or more at any point in the second half must play defense behind their threepoint arc. First offense: Warning, Second and all additional offenses: $\mathbf{2}$ shot technical.

For AGES 11U, $5^{\text {th }}$ Grade and Older:
Teams ahead by 30 points or more at any point in the second half must play defense behind their threepoint arc. First offense: Warning. Second and all additional offenses: 2 shot technical.

