



FORMAT OF TOURNAMENT:

 A pool play system will be used. All teams are guaranteed three (3) games. Teams must play all scheduled games or penalties may be applied.

POOL PLAY TIEBREAKER:

- In any situation where 2 teams are tied, head-to-head competition between the teams will determine the winner.
- If more than 2 teams are tied, a point differential tiebreaker will be applied. Only 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, etc. The maximum that you can beat a team and still gain an advantage is 15 points.
- If more than 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.
- If teams are still tied a coin flip will determine who will advance out of pool. Odd coin out.
- The score of all forfeits shall be 15-0.

MISBEHAVIOR/ EJECTIONS:

- Any coach ejected for fighting will be ineligible for the remainder of the tournament. Athletes
- ejected for fighting are ineligible to participate in the team's next game. Additional penalties, up to exclusion from the tournament, may be imposed by the National Eligibility Committee.
- If a coach or athlete is ejected from a game for unsportsmanlike behavior (not fighting), he/she will be ineligible to participate in the next scheduled game. The head coach may appeal the penalty by submitting a written request for appeal to the Tournament Headquarters within 2 hours of the conclusion of the game. The Tournament Director shall consider the appeal. The ruling is final.
- If a coach or athlete is ejected a second time, he/she will be ineligible for the remainder of the tournament.
- Coaches or athletes who leave the bench area to engage coaches, athletes or officials on the playing floor may be suspended by the National Eligibility Committee for any period up to the duration of the tournament.





MISBEHAVIOR/ EJECTIONS CONTINUED:

- The National Eligibility Committee may impose suspension or other penalties for misbehavior which occurs at any time and at any location during the event.
- Coaches and athletes who engage in misbehavior may be subject to additional disciplinary action from the AAU Girls' Basketball National Infractions Committee. Penalties may include suspension from future AAU events.

RULES:

- The official rules are the 2023-2024 National Federation State High School rules for 3rd
 - -7 th grade, and the NCAA rules for 8th -12th grade. Except where modified by the AAU Girls Basketball Handbook. *There is no co-ed competition in AAU Basketball.

GAME TIMES:

- 3 rd Grade: 12-minute halves 5-minute warm-up/halftime 3-minute overtime
- 4 th -6 th Grades: 14-minute halves 5-minute warm-up/halftime 3-minute overtime
- 7 th -12th Grades: 16-minute halves 5-minute warm-up/halftime 4-minute overtime Time outs
- during Overtime Timeouts CAN be carried over in O.T. Each team will additionally receive ONE
 - 60 second times out per overtime.

PLAYER FOUL:

- 3 rd -7 th Grades: A player will be disqualified on her 5 th foul.
- 8 th -12th Grades: A player will be disqualified on her 6 th foul.

TIMEOUTS:

Three full (75 seconds) timeouts and two 30 second timeouts

GAME TIME WILL ALSO BE THE FORFEIT TIME AT THE DISCRETION OF AN AAU REPRESENTATIVE





UNIFORMS:

Teams must have both light jerseys and dark jerseys. The home team is on the top in pool play and bracket play. The home team wears light jerseys and must be distinguishable from opponents. Players' jerseys must have numbers on both the front and back. Numbers can be 0, 00-99. The minimum size of numbers shall be 2" on the front and 4" on the back. Violation of this rule shall be penalized by a 2-shot administrative 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 4 non-athletes (coaches, ball boy, scorekeeper, etc.) Bench personnel are asked not to use cell phones or wear an earpiece during the game. <u>NOTE: One of the 4 non-athletes is allowed</u> to film from the bench if it is in a safe location.
- DRESS CODE: All non-uniformed persons on the bench shall wear slacks, dress shorts, jeans (with no holes or tears), shirts with collars, team tee shirt, and dress shoes or tennis shoes during play at the AAU Memorial Day Classic. Jean shorts, sweatpants, tank tops, hats, and open-toed shoes are not permitted. The dress code applies to female coaches as well. Violation of this rule shall be penalized by a 2-shot administrative technical foul for each violation.
- At least one-person age 18 or older must be always on the bench. •All Non-Athletes must wear the wristband provided at registration, no exceptions.







RUNNING CLOCK RULE:

- 3 rd -7 th Grades: If a team is ahead by 30 points or more at any point in the second half a running clock will be used. If the lead drops below 30 points, normal rules resume. The losing coach may opt to ignore this rule at any time.
- 8 th -12th Grades: No running clock

BASKETBALL SIZE:

• 28.5

AGE REQUIREMENTS TO PLAY DOWN A GRADE

DIVISION:

Grade as of Oct.1 st , 2024	Requested Grade	Birthdate Requirements
12th Grade	11th Grade	born on or after 8/31/2008
11th Grade	10th Grade	born on or after 8/31/2009
10th Grade	9th Grade	born on or after 8/31/2010
9th Grade	8th Grade	born on or after 8/31/2011
8th Grade	7th Grade	born on or after 8/31/2012
7th Grade	6th Grade	born on or after 8/31/2013
6th Grade	5th Grade	born on or after 8/31/2014
5th Grade	4th Grade	born on or after 8/31/2015
4th Grade	3rd Grade	born on or after 8/31/2016
3rd Grade	2nd Grade	born on or after 8/31/2017

^{***}Questions regarding eligibility may be directed to the National Office by calling 407.934.7200