

Girls: 10u- 17u. AAU age as of Jan. 1st. Boys: Current school grade.

A team must play in the division which corresponds with the highest grade of any player on the team.

No exceptions unless you have written permission from the tournament director.

A player is not allowed to play for 2 teams in the same grade division.

A player MAY play in 2 separate grade divisions if they meet the requirements of both.

**Tie Breaking Procedure:**

1. Head to Head if 2 teams are involved

2. Points if 3 or more teams are involved. The maximum points a team can earn will be 13 points.

To determine the seeding when 3 or more teams have the same record after completion of pool play, we must use the plus/minus formula.

The highest plus/minus point total of the 3 teams will be the 1st place team.

Two remaining teams determined by head to head.

If those teams didn't play, the point differential would determine 2nd and 3rd.

If a tie remains, the least amount of defensive points allowed would determine 2nd place.

If a tie still exists, a coin flip will determine 2nd place.

3. Forfeits are worth 13 points. Any team forfeiting a scheduled game may not be eligible for the championship game.

4. Protests must be filed with the tournament director with \$100 fee.

If upheld money returned. Coaches should have birth certificates or grade documentation to verify players eligibility

**Playing Rules:**

1. The tournament will be conducted under national federation of high school rules, unless otherwise noted

2. Teams are not allowed to press over half court anytime with a 20 point or more lead. Pressing for 10u girls and 4th grade boys only the last 2 minutes of the game.

3. Length of game - Boys grades 4-6 12 minute halves, 7-11 14 minute halves. Girls 10u-12u 12 min. 13u-17u 14 min. halves.

Game ball size. Girls 28.5

Boys Regulation PIAA Size, unless both coaches agree to different size.

If coach's can not agree the home team or higher seeded team will choose ball size.

4. Clock will stop on every whistle and stay stopped until the ball is back in play.

If a team is ahead by 20 or more points in the second half, the clock will continue to run except on shooting fouls, timeouts or injury.

If a team behind cuts the lead to under 16 points, clock will go back to being stopped. (Inside of 30 seconds, a running clock will stop on foul shots.)

5. In the first half, teams won't shoot 1&1 free throws on the 7th, 8th, & 9th team fouls.

Teams will shoot the double bonus with the 10th team foul and all in the act of shooting fouls.

In the second half, teams will shoot 1&1 on the 7th foul and double bonus on the 10th team foul.

Free throws played after ball hits the rim.

6. Game time is game time you will only be given a 5 minute grace period. Games can start early if both coaches agree.

7. Tournament director has right to change game site, game time, and tournament rules at his discretion.

8. Game officials and tournament director have the right to remove any player, coach, scorekeeper, clock operator, or fan who displays improper behavior.

Anyone that refuses to leave when asked will result in their team forfeiting the game.

9. A team may start game with less than 5 players

10. First overtime period is two full minutes beginning with jump ball.

Second overtime period is one minute.

Third overtime is sudden death.

Second and third overtime possession determined by arrow.

11. Each team will receive 3 (30 Sec) timeouts per game. Both teams must provide a scorekeeper.

One extra time out for all overtime play. (No carryover timeouts for overtime.)

12. The 1st team listed on the pool schedule and the higher seeded team in bracket play, is the home team and official score-book.

13. Coaches will be permitted to stand

14. A player will be disqualified after 6 fouls or 2 technical fouls. All technical and flagrant fouls will be shot not cancelled.