

2019 Florida AAU Fall Basketball League Rules

1. Please plan to arrive 1 hour before your scheduled game time to check in prior to playing your first game.

You must check in BEFORE you play. If your team is not checked in, you will not be permitted to play.

This is a Florida AAU Licensed Event therefore; each player and coach must be AAU Members.

If the court is available, the game will start as early as 15 minutes prior to the scheduled game time. Game time is forfeit time. No grace will be allowed. (Exception: Tournament Committee has become aware of an extenuating circumstance which may include a medical emergency.)

2. Scorekeepers. Each team will supply one volunteer to do book or clock.

3. **Age/Grade Divisions**

- A. **LEAGUE DIVISIONS**

- Middle – 6th, 7th, 8th

- JV – 9th, 10th, 11th

- Varsity – 10th, 11th, 12th

4. Proof of eligibility must be available for review, by an AAU designee at all AAU licensed competitions. If the documents are not available, the team is subject to removal from the competition. Acceptable documents include any of the following:
 - a. An unexpired Passport
 - b. Valid Driver's License
 - c. Department of Motor Vehicles I.D. card issued within three (3) years
 - d. Military Dependent I.D.
 - e. Electronic Age Verification through SportsAge ID (A one-time registration fee of only \$15.00 covers 100% of all updating and processing fees for as long as an athlete participates in the AAU Boys Basketball Program) or National Sports ID (A yearly fee of \$10.00 validates your eligibility for licensed AAU events).

If a protest is received for your team or players on your team, you will have 1 hour to produce your records to show proof that your team is in compliance. If a player is found to be ineligible after the competition has begun, the entire team will be ejected from the tournament. If a player is ineligible before the team plays their 1st game, only the ineligible players will be removed. It is the Head Coaches responsibility to know the age/grade of all players on the roster.

5. **Dress Code is in effect for all bench personnel.** You may wear nice shorts/slack and team attire. No flip flops, caps, jeans, etc.....

6. Playing times will be as follows for Boys Basketball:

<u>Division</u>	<u>Quarters</u>	<u>Halftime/Warm up Times</u>	<u>Overtime</u>
9 & Under	6 Minute Quarters	5 Minutes	3 Minute Overtime
10 & Under	7 Minute Quarters	5 Minutes	3 Minute Overtime
4 th Grade	7 Minute Quarters	5 Minutes	3 Minute Overtime
11 & Under	7 Minute Quarters	5 Minutes	3 Minute Overtime
5 th Grade	7 Minute Quarters	5 Minutes	3 Minute Overtime
12 & Under	7 Minute Quarters	5 Minutes	3 Minute Overtime
6 th Grade	7 Minute Quarters	5 Minutes	3 Minute Overtime
13 & Under	8 Minute Quarters	5 Minutes	4 Minute Overtime
7 th Grade	8 Minute Quarters	5 Minutes	4 Minute Overtime
14 & Under	8 Minute Quarters	5 Minutes	4 Minute Overtime
8 th Grade	8 Minute Quarters	5 Minutes	4 Minute Overtime
15U/9th Grade	8 Minute Quarters	5 Minutes	4 Minute Overtime
16U/10th Grade	8 Minute Quarters	5 Minutes	4 Minute Overtime
17U/11th Grade	8 Minute Quarters	5 Minutes	4 Minute Overtime
19U/12th Grade	8 Minute Quarters	5 Minutes	4 Minute Overtime

Timeouts will be 3 full and 2-20 second per game.

ONE (1) 20-second Timeout will be allotted for each team in overtime.

7. Bring your own warm up balls, a game ball will be provided.

8. The top/left team listed is the home team and shall wear light uniforms and sit to the scorekeepers left. The bottom/right team listed is the visiting team and shall wear dark and sit to the scorekeepers right. When bracket play begins, the team on top will be the home team.
9. If a team is winning by more than 20 points, there will be a running clock. If the team pulls within 10 points, the clock will return to normal operation.

10. Press Rule

A. For 9U, 10U, 4th Grade Age Divisions:

Teams ahead by 20 points or more at any point in the second half must play defense behind their three-point arc. First offense: Warning, Second and all additional offenses: 2 shot administrative technical.

B. For 11U, 5th and older:

Teams ahead by 30 points or more at any point in the second half must play defense behind their three-point arc. First offense: Warning, Second and all additional offenses: 2 shot administrative technical.

11. Tie Breaker:

If 2 teams are tied, the first tie breaker is head to head.

If 2 teams are tied and they did not play each other, the first tie breaker will be point differential to a maximum of 15 points per game. If they are still tied, the next tie breaker will be the number of defensive points allowed. If they are still tied, the higher seed coming into the tournament.

If 3 or more teams are tied, the first tie breaker will be point differential, to a maximum of 15 points per game. If 3 or more teams are still tied, the tie breaker will be the total number of defensive points allowed in pool games. If the 3 or more teams are still tied, the higher seed coming into the tournament will be the pool winner. After a pool winner is determined, return to the 2 team tie breaker for the remaining two teams.

- 8 If a team forfeits a pool game, they may not advance. They will be permitted to play their 3rd game (which may be the 1st game in bracket play) however, they may not continue in the tournament.
- 9 **Protest** must be made in writing within (1) one hour of the completion of the game being protested by the head coach. A fee of \$100. Cash (refunded if protest is upheld) must accompany the protest. The written protest must be submitted to the Tournament Director at the site. All decisions by the protest committee are final. If a game is being played, the game will continue and the protest will be decided at the completion of the game.
- 10 The fighting policy is in effect and if a player or coach is ejected for fighting, it will be noted on the score sheet and they will be ejected from the tournament. Please be sure to discuss this with your team.
- 11 If a coach is ejected, they must sit out the game they were ejected from and the next game.
- 12 If a parent is ejected from a site, they must take their child with them. Please inform your parents of this rule. We would like to see all players given an opportunity to compete in a safe environment.