

# AAO NWA BASKETBALL LEAGUE RULES 2019-2020

**1. Player Eligibility Rules:** The NWA League is a youth development program to serve as a feeder system to the local Junior High programs. It is designed to provide a regional competitive league for local school and community based teams. It is not an "AAU" or All Star team league. That is for the grassroots summer programs. This is to provide the best players from their respective communities and schools the opportunity to play together and prepare them for their local school programs. Therefore, ALL Teams are school based (Primarily Grades 5 and 6) or community based teams (Primarily 4th Grade division) to be eligible to play in the NWA League. Players must attend participating school or live in the participating community.

**-Exceptions to this Rule:** -If a player is playing up a grade but will attend the same feeder high school as the team he/she is playing for. This exception applies primarily to a 4th grader playing up on a 5th grade team. -If a player is home schooled or attends a private school not participating in the League he/she may play for a participating school in their hometown. This player, to be eligible, must be granted permission to play by the local High School coach and/or youth basketball governing club. -Feeder schools may combine their players from two separate schools into one team to be more competitive in the League.

**2.** The AAO League will be conducted under National Federation of High School Rules, unless otherwise noted.

**3. Uniforms:** It is recommended that uniform numbers be on both the front and back of the uniform. **It is required that teams have both a dark and light colored jersey.** The home team is the light colored jersey.

**4. Home/Visitor:**

**In Tournament play, the Higher Seeded team will be the home team.** The home team wears white. The home bench will be to the left side of the clock keeper (seated at the table) or right side, if you are facing the score table from the court. Each team's basket for the pre-game warm-up will be the basket furthest from its bench.

**5. Volunteer Scorekeeper/Clock Operator:**

Each team will be responsible to provide either a qualified volunteer scorekeeper or a clock operator. **This scorekeeper must be an adult.** A scorekeeper or clock operator can be removed and replaced at any time by the game officials or the League Director whenever they deem it appropriate to do so. **The Volunteer scorekeeper/clock operator must refrain from cheering for their respective teams while acting as scorekeeper/clock operator.** Coaches make sure your assigned scorekeeper has knowledge of keeping the scorebook. We must have the following information kept & updated throughout the game: Score, **Final Score (circled)**, team & individual fouls, timeouts (1st horn 30 seconds, 2nd horn 45 seconds).

**6. Game Clock Times/Half time/Pre-game/Overtimes:**

**4th Grade:** Two 14-minute running clock halves. The clock will stop in the last minute of the game. The last minute of the game will be played under HS Federation rules, the clock will stop on all whistles and ALL free throws will be shot. Prior to the last minute of the game, all Free Throws will be "shot 1 for 2 or 3. Halftime will be 1 minute. All overtime games will be sudden death - First team to score is the winner.

**5<sup>th</sup> & 6<sup>th</sup> Grade:** Two-15-minute running clock halves. The clock will stop the last minute of the game. The last minute of the game will be played under HS Federation rules. Clock will stop on all whistles and ALL free throws will be shot. Prior to the last minute of the game the clock will be stopped only for time-outs, injuries or at the officials' discretion. Free Throws will be "shot 1 for 2 or 3 until the last minute. Halftime will be 1 minute. The first overtime period will be 1 minute - played exactly as the last 1 minute of regulation - (HS Federation Rules). Double overtime will be sudden death - First team to score is the winner.

#### **7. Free Throws:**

Free Throws on **Shooting** fouls will be **ONE** shot for **two points**, on regular field goal attempts, and **ONE** shot for **three points**, on three point field goal attempts. If field goal attempt is successful - count the basket - and **ONE** shot for **one point** will be awarded. **Non-Shooting** fouls will be awarded free throws **beginning with the 10th team foul** (which automatically places that team in the **Double Bonus**, meaning **ONE** shot for **two points**). Beginning with the **LAST MINUTE** of play, **the clock will be stopped** on all whistles and **ALL FREE THROW** attempts will be awarded in recognition of NFHS rules. For Example, during the last minute of play or overtime, a foul occurs on regular two point field goal the player will now shoot **BOTH** free throws, if the shot had been a three point attempt, the player would shoot **THREE** free throws (NOTE: 3rd / 4th Grade Division - free throw line will be marked at 12')

#### **ALL DIVISIONS:**

**A) PLAYERS MUST REMAIN BEHIND THE FREE THROW LINE UNTIL THE BALL CONTACTS THE RIM**

**B) DEFENSIVE PLAYERS ARE NOT TO MAKE CONTACT WITH THE SHOOTER UNTIL BALL MAKES CONTACT WITH THE RIM.**

**8. Timeouts: 4th Grade:** No time outs in the first half. Each team will be allowed 1 one minute timeout in the second half. **5th/6th Grade:** Each team will be allowed 1 forty-five second timeout per half. **Timeouts will not roll over to the next half if they are not used. One additional 30 second timeout will be allowed for the first overtime.**

**9. Pressing/Mercy Rule:** Teams are **NOT** allowed to press over half court with a **15 point or more** lead. First violation will be a warning from official: subsequent violations will receive a technical foul against the bench. When a team leads by **15 points or more** anytime during the **second half**, the running clock will stay in effect.

**10. Forfeit Games:** Any teams who forfeit a game will be assessed a 15 point loss. The score will be recorded as a 0-15 game.

**11. MAN-DEFENSE RULE:** We have a mandatory "Man Defense" rule. This rule requires ALL teams to play man to man defense for the first half of every game. The second half is optional for coaches to play any defense they want. Run a true Man-Man defense in the first half (half and full court): No trapping, No run & jump rotations in full court. If you're going to use pressure in the first half, it will simply be in the form of full-court man-man defense. If your team is not leading by more than 15 points in the second half, you may utilize any trapping press you desire, zone or man. **This rule was implemented for the sole purpose of teaching our players the sound fundamental principles of man defense.** As a development league this rule will require all coaches to teach man defensive principles and better prepare our players for the higher levels of basketball.

## 12. Violation of Man-Defense Rule: Double Teaming or Trapping in the first half:

- a. **First Offense** - Warning - Officials document this warning in the book
- b. **Second Warning** - Technical Foul - (goes to head coach)
- c. **Third Warning** - Technical Foul - (head coach ejection)

## 13. Basketballs:

- a. **Size:** All divisions 4<sup>TH</sup>, 5<sup>th</sup> & 6<sup>th</sup> Grade will use the intermediate 28.5 size ball.
- b. **Warm-up/Game - Coach only:** Team Coaches bring 2 balls for your team to warm up. For each game, one team must provide a quality ball to be used for play. Balls are the responsibility of each team coach and should be kept in their possession at all times when not being used for the warm up or game.
- c. **No personal basketballs, for players or fans, will be allowed at AAO on League game days.**

## 14. NWA League Conduct Code and Consequences for Violation:

AAO and The NWA League seeks to foster a safe, comfortable, and enjoyable sports experience in which players, coaches, officials and fans respect and appreciate each other. Guests will be treated in a professional and courteous manner by all NWA League Staff. We expect that same courtesy to be reciprocated to one another.

● **Fans** who engage in foul or abusive language, personal verbal attacks, and obscene gestures targeted toward officials, players or opposing fans will be subject to the following:

- -First violation will be a warning by the Game Official or League Director
- -Second violation will be a technical foul assessed to your team
- -Third violation is ejection from the game and/or arena.

● **Fans**, who engage in fighting, throwing objects or making a personal threat to harm another person will be immediately ejected and escorted from the arena.

● **Fans** attempting to enter the court during or after a game to personally confront an official, coach or player in an aggressive manner will be immediately ejected and escorted from the arena.

● **Players or coaches** who engage in fighting or throwing objects at an official, opposing coach or player will be immediately ejected from the game and/or arena and serve a one game suspension.

● **Players and Coaches** who engage in foul language, taunting, personal verbal attacks, or obscene gestures targeted toward officials, players or opposing fans will be subject to the following:

- -First violation will be a technical foul assessed to your team
- -Second violation is ejection from the game and must sit out the first half of the next game.

The **League Director** may modify the League Rules when the League Director deems it in the best interest of the league/tournament to do so and all teams will be bound by any such change.

**Questions, contact:** admin@aaoteam.org