

2025 AAU Circuit.com™ PLAYING RULES

- **Playing Times:**
 - 9U Division- 2 (20 Minute Running Halves)
 - 10U Division- 2 (20 Minute Running Halves)
 - 11U Division- 2 (20 Minute Running Halves)
 - 12U Division- 2 (20 Minute Running Halves)
 - 13U Division- 2 (14 Minute Stop Clock Halves)
 - 14U Division- 2 (14 Minute Stop Clock Halves)
 - 15U Division- 2 (14 Minute Stop Clock Halves)
 - 16U Division- 2 (14 Minute Stop Clock Halves)
 - 17U Division- 2 (14 Minute Stop Clock Halves)
- **Fouls:**
 - Foul Out- 6 Fouls
 - 1-1 Bonus- 10 Fouls
 - Double Bonus- 13 Fouls
- **Mercy Rule:** If a team is ahead by 20 points or more with 2 minutes remaining in the contest the game will be called at that point. The team ahead by 20 will be awarded the victory.
- **Running Clock:** If a team is up by 20 or more in the contest the clock will continue to run. Only during timeouts the clock will stop and if the losing team cuts the deficit to under a 10 point lead.
- **Time Outs:** There will three full timeouts per game (3 per game) for each team. No carry over and no 30 seconds time outs.
- Each team will receive one (1) additional full timeout per overtime period.
- A player will be disqualified from a game after he receives his 6th personal foul.
- ALL overtime periods will start with a jump ball.
- ALL overtime periods will be two (2) minutes running clock in length.
- **Player Ejections:** Any player ejected from a game will be suspended the next game. Any player involved in or ejected for fighting will be suspended the remainder of the tournament.
- **Birth Certificates:** All teams must have birth certificates and report cards for each player on their roster in case of a challenge. AAU Rules are enforced in terms of age and grade.
- **Challenges:** Must be made before the game and will cost the challenging team \$150.
- **Tie Breaker Criteria (In Order):**
 1. Won-Loss Record
 2. Head to Head Competition
 3. Point System (Margin of Victory) - Any team winning by more than 15 points will only be rewarded 15 points for the victory. So if you win by 20 points you still will be rewarded only 15 points.
 4. Least Amount of Points allowed in Pool Play
 5. Coin Flip
- Home teams will set to the left of the score table.
- Home teams will wear like color jersey and provide the game ball.
- Each team will provide a **SCOREKEEPER** and the home team will be the official scorekeeper and will set to the right at the score table.
Teams **MUST** provide their own balls

- **Pressing:**
- 6th Grade and older pressing will be allowed at all times unless the lead exceeds 20.
- For 3rd grade division pressing is not allowed at all
- 4th/5th Grade- Pressing is allowed until the pressing team is ahead by 15 points.
- 4th Grade Pressing must be man to man pressing, no zone pressing at the 4th grade level.
PLEASE USE COMMON SENSE WHEN PRESSING AND DISPLAY GOOD SPORTSMANSHIP!

3rd & 4th Grade Rules

- Teams are required to play man to man defense all game
- All teams must provide and show AAU cards, copies of birth certificate for all players and official roster.
- **Refunds:** There will be no refunds for any team pulling out of this event.
- **Admissions:** \$ 20 Adults
- Each team will be given **TWO** coach passes. They must be presented at time of entry and will be stamped. If a badge is lost the daily fee will be applied. **NO EXCEPTIONS.** It is the Coach's responsibility to monitor the use of these passes. Please count your team mom as a pass-holder unless the daily or weekend fee is paid.
- All teams **MUST** arrive together (Coaches, and players) 30 minutes before your first game on Friday, Saturday and Sunday 15 minutes before all other games. Teams will enter the building first with coaches. **ALL SPECTATORS will NOT be allowed in the GYM UNTIL BOTH Teams have entered the GYM.**
- All teams must check in at the registration table on the first day of the tournament at the East Side Youth Center location for processing, **(Must provide and show AAU cards, copies of birth certificate for all players and official roster.)**
- After completion of first game and each game thereafter; teams must check in with the Court Supervisor.
- At the end of each game **coach** must report to the court supervisor to receive assignment of next game time and location. **NO EXCEPTIONS.**
- Each Coach will be given passes for players and **MUST** be presented to enter the gym each time. **PLAYERS MUST HAVE THEIR UNIFORM ON TO GAIN ENTRY INTO THE FACILITY.** Coaches are responsible for monitoring the players' passes. If lost the daily fee will be applied.
- Players, coaches and bench personnel, who participate in fighting will be disqualified and banned from further participation in the tournament.
- Players, coaches and bench personnel, who are ejected from any game, will not be allowed to participate in the team's next game.
- Protest of an Official's judgment call will call will not be honored under any circumstance.

There is a NO TOLERANCE POLICY, profanity, fighting, or any other act of disrespect or violence will not be tolerated. The player, coach or personnel responsible for such acts will be banned for the tournament. Coaches will be held responsible for the behavior and conduct of their players, parents and fans, Security measures will take place if necessary.

Team Name: _____ Coach's Name: _____

Date: _____ Coach's Signature: _____

Verified By: _____

Tournament Staff Signature