

2021 Girls Central District AAU Championship Rules

- ☞ **Arrival:** Each team should arrive at least 15 minutes before scheduled game time. If the court is available, games may begin 5 minutes before scheduled time with consent from both coaches and officials.
- ☞ **Admission:** Two coaches per team (with valid AAU membership) and one score/timekeeper per team (no AAU membership required) are allowed entry into the tournament without paying admission. Coaches must have a valid AAU membership and be listed on the official team roster (entered in Exposure Events) to receive coaches' pass.
- ☞ **Score/Timekeeper:** Each team is responsible for providing one adult, at least 18 years of age, to run the clock, or keep the scorebook. The scorebook will be kept at the scorer's table, and there can be no coaching by the person while keeping the scorebook or the clock. This person will be provided free admission. No AAU membership is necessary.
- ☞ **Team Check-In:** Each coach must stop at the admission table when arriving for their first game to receive their team packet. Each coach, assistant coach, & score/timekeeper must check-in individually to receive their tournament wristband. Only three total passes will be issued.
- ☞ **Roster:** Coaches should include any players that may play in any game of the tournament on the roster for their first game, even if they are not present at the first game. **Any player being added to a scoresheet must prove AAU membership to the tournament director prior to start of the first game.** No player may be listed on two team rosters in the same division. Example: It is permissible for a player to play on a 7th Grade Division 1 and a 7th Grade Division 2 team. It is NOT permissible for a player to play on two different teams within 7th Grade Division 1. **Players may NOT change or be added to rosters after the tournament begins.**
- ☞ **Pre-game warm-up:** Pre-game warm-up will a minimum of three minutes and will be more if time allows.
- ☞ **Halftime:** Halftime will be a minimum of three minutes and maximum of five minutes.
- ☞ **Timing Rules:** All games in all age groups will be two, 14-minute stop clock halves. The clock will stop on all whistles. If a team is ahead by 30+ points in the second half only, the clock will run except for during time-outs and injuries. Once a 30-point lead has occurred in the 2nd half, the clock will continue to run even if the lead goes back under 30.
- ☞ **Overtime:** First overtime will be TWO minutes, with the clock stopping on all whistles. Second overtime will be sudden death. The first point to be scored (free throw or field goal) wins the game in sudden death.
- ☞ **Bonus:** One and one bonus will be shot on the 7th team foul. **Super Bonus:** Two shot super bonus will be shot on the 10th team foul.
- ☞ **Time-outs:** There will be TWO, 30-second time outs per half, which do not carry over from half to half. There will be ONE, 30-second timeout per overtime, which does not carry over from overtime to overtime.
- ☞ **Pressing:** No press is allowed by a team that is up by 20+ points. If the lead goes back under 20, the team may press again.
- ☞ **Technical Foul:** Technical fouls will result in an automatic two points and the ball for the opposing team.
- ☞ **Pool Play:** Because teams are guaranteed a minimum number of games, for any team to advance from pool play to a bracketed portion of the tournament, the team must compete in all pool games.
- ☞ **Forfeit Rule:** A 5-minute grace period will be allowed for a team to field 5 players. A team must have 5 players to start a game. A team unable to field 5 players five minutes after game time will forfeit. Final decision on forfeits is at the discretion of the tournament director.
- ☞ **Seeding Criteria:** Seeding is based on the following criteria, in the order shown:
 1. Win/Loss Record
 2. Head-to-Head Competition
 3. Point Differential (Maximum of +15 and -15 per game...applies to pool games only)
 4. Defensive points allowed in pool games only
 5. Offensive points scored in pool games only
 6. Coin Flip
- ☞ **Age Groups:** Age groups are in accordance to AAU rules. See AAU website for details.
- ☞ **Additional Rules:** In addition to the rules listed on this document, games will also be governed by NFHS rules. The tournament director reserves the right to make rulings in the greater interest of the tournament if necessary. Those rulings are final. There are no protests.

REMEMBER: These are just kids. It's just a game. The coaches are volunteers. The referees are human. Good luck!