



MN AAU July 2020 Rules

National Federation High School (NFHS) rules, except for the following changes/additions/clarifications:

AAU Membership:

1. Only AAU members may participate. All personnel sitting on the bench must have an AAU athlete or non-athlete membership. Coaches should bring Official AAU Roster or copies of AAU cards to coaches check-in.

REMINDERS:

- A. *Restricted area will be used if marked. If not marked, WILL NOT be used - charges allowed under basket.*
- B. *Under 1 min left in game (& OT) you may advance ball to frontcourt (26' line) & choose side using timeout. Timeout must be immediately on change of possession (rebound, steal, basket). Cannot after pass/dribble.*

Game Timing / Timeouts / Overtimes:

- 2. Length of game 2028-2024: 14 minute halves; 2023-2021: 16 minute halves
** All games will be stop time. If the game margin is 20 points or more with 8 minutes or less in the game, clock will go to running time. If the margin shrinks below 20, clock will go back to stop time.
- 3. Time outs: Each team shall receive (2) Full and (2) 30-Second time outs per game.
- 4. Overtime: Overtime will be sudden death and will be un-timed. First team to score TWO points. No additional time-outs, no carry over time-outs.
- 5. Forfeit Rule: A team must have 4 players to start a game. Referees shall not rule on a forfeit without first consulting a tournament or site director.
- 6. Warm up: A minimum of 4 minutes will be given for pregame warm up. We are clearing out the gym between every set of games. Games may start early with consent from BOTH coaches and BOTH officials.
- 7. Halftime: 3 minutes. The site director may reduce halftime if the court is running behind schedule.

Fouls / Free Throws

- 8. Fouls: A player fouls out at 5 fouls. All are same as High School.
- 9. Free Throw Rebounding: On the release players may enter the lane. Shooter and other players behind the 3 point line may enter the lane as ball touches rim.
- 10. Any technical foul given to the head coach or assistant coach shall result in the head coach losing their coaching box privileges for the remainder of that game (seatbelt rule).
- 11. Since we are using volunteers as score-keepers, an error in the official book WILL NOT result in a technical foul.

Other Administrative Rules & Information

- 13. HOME team is listed TOP/FIRST on Tournament Depot (online) and will wear DARK jerseys.
- 14. AWAY team is listed BOTTOM/SECOND on Tournament Depot (online) and will wear LIGHT jerseys.
- 15. TABLE – EACH TEAM WILL PROVIDE A VOLUNTEER TO BE AT THE TABLE. ONE WILL DO THE SCOREBOARD, ONE WILL DO THE SCORESHEET. EACH TEAM WILL RECEIVE AN ADMISSION BAND FOR THIS VOLUNTEER.**
- 16. Basketballs: Home team to provide Spalding, Wilson or Baden wide seam basketball. Or other brand if necessary.
- 17. Sportsmanship: MN AAU recognizes the importance of sportsmanship in providing a competitive environment that is positive and fun! MN AAU keeps a file on each team/coaching staff and each game official. Disciplinary Action will be taken for those who display poor behavior!
- 18. Tournament brackets, game results/scores, rules and other information found at www.aauevents.com.
- 19. Players, Coaches, Spectators must leave immediately after the game. No post game huddles or congregating.
- 20. No handshake lines after games. Give the other team a wave and a loud “good game”.
- 21. 4TH GRADE: NO PRESSING until the last 3 minutes of the game & OT (provided game is not in running time).**

Tournament Contact Information:

Leading up to the event, questions should be sent to mnaauevents@gmail.com

During Event: Ana Garcia 612-590-1246 or Jesse Nelson 651-380-6518 (Text Message is preferred)

