

# May Madness Rules

Games will be played under the 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.

## Game Timing / Timeouts / Overtimes:

2. Length of game 4<sup>th</sup>-8<sup>th</sup> Grade: 14 minute halves; 9<sup>th</sup>-11<sup>th</sup> Grade: 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 (3) Full Timeouts.

4. Overtime: First overtime will be 2 minutes stop time. If the game is still tied, the 2<sup>nd</sup> overtime will be the first team to score two points. Each team will receive (1) Additional timeout for the 1<sup>st</sup> overtime only. No additional time-outs will be granted if the game goes beyond the 1<sup>st</sup> overtime. Teams are allowed to carry-over time-outs from regulation to overtime and from 1<sup>st</sup> overtime to sudden death.

5. Forfeit Rule: A team must have 5 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. Games may start early with mutual consent by both head coaches and both officials.

7. Halftime: Halftime will be 4 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. 1&1 free throws awarded on the 7th team foul of the half and (2) free throws awarded on and after 10 team fouls.

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 on the FIRST or TOP on Tourney Machine and will wear DARK jerseys.

14. AWAY team is listed on the SECOND OR BOTTOM on Tourney Machine and will wear LIGHT jerseys.

**15. Official Book: Home team must provide the official book at the score table. Visiting team to provide clock.**

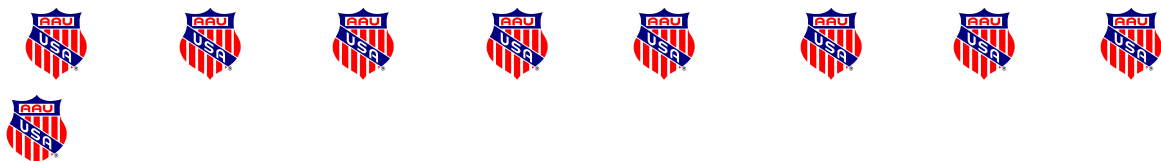
16. Basketballs: Home team to provide an indoor game basketball. Must be Spalding, Wilson, Baden, adidas, Nike, or UA wide seam basketball. If Home team does not have one available, Away team can provide.

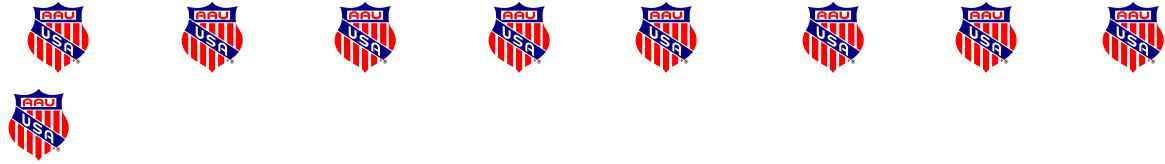
17. Sportsmanship: MN AAU recognizes the importance of sportsmanship in providing a competitive environment that is positive and fun! MN AAU keeps a file on each team/coaching staff and each game official. Disciplinary Action will be taken for those who display poor behavior!

18. Tournament brackets, game results/scores, rules and other information found at [www.aauevents.com](http://www.aauevents.com).

19. Any protests must be done in written form through your club director to MN AAU Girls Basketball Director, Dave Preller.

**20. 4<sup>TH</sup> GRADE: NO PRESSING until the last 1 minute of the game & OT (provided game is not in running time).**





**21. 4<sup>TH</sup> & 5<sup>TH</sup> GRADE: Man-to-man defense only - no zone and no double teams/trapping.**

Tournament Contact Information:  
Questions should be sent to [tctakeoveraa@gmail.com](mailto:tctakeoveraa@gmail.com) (email not monitored during event)  
Director will be on site at event, simply ask at admissions table.

