Spring Showdown Rules

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

REMINDERS:

A. *Restricted area will be used if marked. If not marked, WILL NOT be used - charges allowed under basket.*
B. *4th Grade Girls & Boys – 27.5 Ball. 5th-11th Girls & 5th-6th Grade Boys – 28.5 Ball, 7th & up Boys - 29.5 Ball*
C. *GIRLS: 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:

1. Length of game: 4th-5th: 22 minute running time halves (stop time for last 2 minutes if the score is within 15 points), 6th-8th: 14 minute stop-time halves; 9th-11th: 16 minute stop-time halves
** For 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.
2. Time outs: Each team shall receive (2) Full and (2) 30-Second time outs per game.
3. Overtime: First overtime will be 2 minutes stop time. If the game is still tied, the 2nd overtime will be the first team to score two points. Each team will receive (1) Additional 30 second timeout for the 1st overtime only. No additional time-outs will be granted if the game goes beyond the 1st overtime. Teams are allowed to carry-over time-outs from regulation to overtime and from 1st overtime to sudden death.
4. 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.
5. 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.
6. Halftime: Halftime will be 4 minutes. The site director may reduce halftime if the court is running behind schedule.

Fouls / Free Throws

7. 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.
8. 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.
9. 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).
10. An error in the official book WILL NOT result in a technical foul.

Other Administrative Rules & Information

11. HOME team is listed TOP/FIRST on Tournament Depot (online) and will wear DARK jerseys.
12. AWAY team is listed BOTTOM/SECOND on Tournament Depot (online) and will wear LIGHT jerseys.
13. TABLE – EACH TEAM WILL PROVIDE A PERSON TO BE AT THE SCORERS TABLE. HOME WILL DO THE SCOREBOARD, VISITOR WILL DO THE SCORESHEET.
14. Basketballs: Home team to provide an indoor game basketball. Must be Spaulding, Wilson and Baden wide seam basketball. If Home team does not have one available, Away team can provide.
15. Tournament brackets, game results/scores, rules and other information found at www.aauevents.com.
16. Age Specific Rules:
3rd + 4th: NO ZONE – Help Defense is acceptable. Double teams allowed ONLY inside the 3-point line. No pressing until the last 2 minutes of the game (and OT). 3rd and 4th graders may shoot free throws from 12 feet.
5th: NO ZONE – Help Defense is acceptable. Double teams allowed ONLY inside the 3-point line.
No restrictions on grades 6 and up.

Tournament Contact Information: If you have questions during the event, please email mnaaulive@gmail.com

Pool Play Tiebreaker:
1. In a 2-team tie, Head to Head
2. If multiple teams are tied:
a. Point Differential (max 13), b. Least Points Allowed, c. Most Points Scored (all are among tied teams only).
Note: If application of a, b or c result in a tie among only two teams, head-to-head shall be used to break that tie.
3. If teams are still tied, we will apply a, b, c using all games in pool play.
4. If teams are still tied, we will use a coin flip (odd one out).