May Madness Rules

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

REMINDERS:

A. *Restricted area (charge circle) will be used if marked. If not marked, WILL NOT be used*
B. *3rd-4th Grade Girls – 27.5 Ball. 5th-11th Girls – 28.5 Ball, Boys Grades 3 and 4 will use the 27.5 basketball. Boys Grades 5 and 6 will use the 28.5 basketball. Boys Grades 7 and up will use the 29.5 basketball.*

Game Timing / Timeouts / Overtimes:

1. Length of game: 3rd-4th grade games will be 20 minute running time halves w/stop time in the last 2 minutes of the game. 5th-8th grade games will be 14 minute stop halves. 9th-11th grade games will be 16 minute stop halves. **** If the game margin is 20 points or more with 8 minutes or less in the game, the clock will go to running time. If the margin shrinks below 10, the 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. Forfeit time will be 5 minutes after the scheduled tip. Forfeits will be scored 15-0.
5. Warm up: A minimum of 2 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 2 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 Throws: 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. 3rd and 4th graders may shoot free throws from 12 feet.
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). Any player thrown out of a game will need to sit out the next game. **This rule will be enforced.**
10. 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

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 VOLUNTEER TO BE AT THE 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 jump over the line on free throws
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:

Prior to the event: tctakeoveraau@gmail.com, during the event: mnaaulive@gmail.com

POOL PLAY TIE BREAKER FORMULA

1. In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner.

2. If more than two (2) teams tie, a point differential tie-breaker will be applied. The point differentials of the teams involved in the tie are totaled (using only games played among the tied teams). Teams are then ranked according to the sum of the point differential - with the highest number placing first, the second highest placing second. (The maximum point differential is 13 points).

3. If more than two (2) teams are still tied after the application of the formula, the point differentials of the teams not involved in the tie are added, and the results recalculated.

4. If more than two (2) teams are still tied after the application of rule #3, then rules #2 should be computed using points allowed (lowest # of points allowed is 1st, etc).

5. If rules #2-4 ever result in only 2 teams remaining tied, head to head shall prevail.

6. The score of all forfeits shall be 15-0.