



# Tournament Rules

## Washington State High School Federation rules with the following exceptions

1. Teams Must bring all AAU eligibility forms to the tournament
2. All Players, coaches and volunteers must be current AAU Member
  - a. For AAU Membership [www.aausports.org](http://www.aausports.org)
3. Tournament Rosters must be submitted before 1<sup>st</sup> game
4. Players can only play on 1 team in a division
5. 5 minute grace period will be given before a game is forfeited. The forfeit goes as a 15-0 win for tiebreakers
6. if 2 or more teams are tied in a pool the Tie Breakers are
  - a. 1<sup>st</sup> head to head
  - b. 2<sup>nd</sup> Point Differential between the 3 or more teams tied, up to a +15 (no need to beat an opponent by more the points don't count)
7. Warm Up Time between games will be a minimum of 5 minutes
8. 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> Grades will play 7-minute stop clock quarters and use the 28.5 (Women's) ball. All other divisions will play 8-minute stop clock quarters (except Shootouts – 20 min running clock halves for all divisions)
9. All Technical & Intentional fouls are automatic 2 points and the ball
10. 2 technical fouls and you are disqualified for the your teams next game in a WYS Event
11. Overtime- 1<sup>st</sup> Overtime 2 minutes stop clock (Timeouts carry over) 2<sup>nd</sup> Overtime 1 minute NO Time Outs 3<sup>rd</sup> Overtime sudden death NO Time Outs
12. NO Pressing NO Trapping if you are ahead by 30 points
13. 20 Point Rule, If one team leads another by 20 points or more the clock will run in the 4th quarter
14. Coaches are responsible for the conduct of their fans
15. Coaches must sign score sheets after game