

AAU Super Regional Rule

Playing Rules: (STOP CLOCK THE ENTIRE GAME UNLESS AHEAD BY DESIGNED POINTS BELOW)

AGE/GRADE Divisions

DIVISION	Halves	OVERTIME PERIOD
7:U 1 ST GRADE	12 Minute	3 minute
8:U 2 nd Grade	12 Minutes	3 minute
9:U 3 rd Grade	12 Minutes	3 minutes
10U 4 th Grade	14 Minutes	3 minutes
11U 5 th Grade	14 Minutes	3 minutes
12U 6 th Grade	14 Minutes	3 minutes
13U 7 th Grade	16 Minutes	4 minutes
14U 8 th Grade	16 Minutes	4 minutes
15U 9 th Grade	16 Minutes	4 minutes
16U 10 th Grade	16 Minutes	4 minutes
Juniors Boys'	16 Minutes	4 minutes
ALL GIRLS	14 Minute halves	3 minutes

Timeouts

Three full (60 seconds) timeouts and two 30 second timeouts per game

Press Rule

For 2nd, 3rd and 4th Grade:

Teams ahead by 20 points or more at any point in the second half must play defense behind their three-point arc. First offense: Warning, Second and all additional offenses: 2 shot technical.

For 5th Grade and older:

Teams ahead by 30 points or more at any point in the second half must play defense behind their three-point arc. First offense: Warning, Second and all additional offenses: 2 shot technical.

C. Pool Play Tie Breaker

- a. In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner.
- b. 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. 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 that you can beat a team and still gain an advantage is 15 points.)
- c. If two (2) teams are still tied after the application of the formula, go back to (a.) to break the tie.
- d. 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.
- e. The score of all forfeits shall be 15-0. (For Tie Breaker Examples please see Appendix i.)
- f. If there is still a three way tie, three way flip of the coin. Odd Coin out.