

**Time Management Rules (All Leagues)**

<b>Score Sheet</b>	Each coach is required to download from the <a href="http://www.myaa.net">www.myaa.net</a> the score sheet for the game and bring to the game.
<b>Scorers Table</b>	One Volunteer is required from each team to manage the Clock & Score Book. Please have your teams volunteer report immediately to the scorers table for pre-game administration. Games should start on time but a minimum of 4 minutes will be given for Warm-Ups.
<b>Regulation</b>	The game will consist of Two 20 minute halves. <b>If either time has 11 players playing, the clock in the second half will be set to 25 minutes.</b> The clock will run throughout both halves except for the following: Timeouts, Substitution stoppages as close to the 5:00, 10:00 & 15:00 minute intervals on the officials whistle. Officials will stop play during any non aggressive situation - <b>This is NOT a timeout, players must be at the table ready to report in</b> [space permitting] prior to each interval. Lastly, the clock stops on the Officials whistle the last two minutes of the game unless a team is ahead by 15 or more points.
<b>Over-Time</b>	A 2 Minute Over-Time will be played to determine the winner after any tie in regulation. Second half rules apply with clock stoppage on the whistle the last minute of Over-Time. If a second overtime period is required, the game will end on the first score, unless it is a playoff game. For playoff games, normal OT periods will be used until a team wins.
<b>Time-Outs</b>	Three(3) 60 Second Time-Outs per game. A maximum of Two(2) Time-Outs will carry over into the second half. One(1) additional Time-Out for each Overtime
<b>Half-Time</b>	Half Time will be a maximum of Two(2) Minutes. May be reduced if needed to keep games On-Time

**Team & Individual Rules (All Leagues)**

<b>Playing Time</b>	Score Keeper must track playing time by segment for each participant to ensure even participation. Each player needs to check in with the Score Keeper prior to entering the game. Score Keeper is responsible for notifying Coach of violations. Coach will need to correct the situation, immediately. Exceptions to this rule can be made for injuries, equipment problems, players fouling out or player lateness. See player segment allocations on page 2.
<b>Personal Fouls</b>	Each player is disqualified on their 6th personal foul. Technical Fouls count as Personal and Team fouls. Two Technical fouls will result in an ejection from the game and a suspension from the next game
<b>Team Fouls</b>	Teams will shoot "1 & 1" on the 7th team foul and shoot Two (2) on the 10th Team Foul per half
<b>Possession</b>	Game will start with a Jump Ball. Possession will alternate after the initial jump. Any team that is behind by 15 or more points will receive all Possession Arrow / Jump Ball situations
<b>Foul Shots</b>	3rd/4th start behind from a shorten line, 5th/6th Grades (Boys and Girls) start from behind foul line but can go over.
<b>3-Point Shots</b>	3-Point shots are allowed provided that the gym floor is marked.
<b>Lane Violation</b>	3rd/4th Grade (Boys and Girls) 5 seconds, all others 3 seconds.
<b>Basket Height</b>	10 foot for all levels except Girls 3rd/4th; Girls 3rd/4th 9.5 foot
<b>Ball Sizes</b>	Boys 3rd-6th, Girls 3rd - 8th - 28.5, Boys 7th-8th - 29.5

**Back Court Pressure, Offensive & Defense Rules**

<b>Girls 3rd &amp; 4th</b>	<b>Defense:</b>	3 Point Arc or if not marked, Top of Key Extended to Sideline, Offense must enter defensive area within 10 sec- No Stalling. Defensive players must be within 2 feet of the player they are guarding.
	<b>Pressing:</b>	Half Court the last 2 minutes of the game.
	<b>Defense Formats:</b>	Person-to-Person (Man-to man) Only
<b>Boys 3rd &amp; 4th</b>	<b>Defense:</b>	3 Point Arc or if not marked, Top of Key Extended to Sideline, Offense must enter defensive area within 10 sec- No Stalling
	<b>Pressing:</b>	Half Court the last 2 minutes of the game unless you are up by 15.
	<b>Defense Formats:</b>	Person-to-Person (Man-to man) Only
<b>Girls 5th &amp; 6th</b>	<b>Defense:</b>	Must stay within the 3 Point Line
	<b>Pressing:</b>	Full Court the last 2 minutes of the game.
	<b>Defense Formats:</b>	Zone defense is not allowed. Man-to-Man must be used for the whole game.
<b>Boys 5th &amp; 6th</b>	<b>Defense:</b>	Half Court
	<b>Pressing:</b>	Full Court the last 2 minutes of each half.
	<b>Defense Formats:</b>	Zone defense is allowed the whole game.
<b>Girls 7th &amp; 8th</b>	<b>Defense:</b>	Half Court
	<b>Pressing:</b>	Full Court the last 5 minutes of each half.
	<b>Defense Formats:</b>	No restrictions
<b>Boys 7th &amp; 8th</b>	<b>Defense:</b>	Full Court
	<b>Pressing:</b>	No restrictions
	<b>Defense Formats:</b>	No restrictions

**Player Segment Allocations (All Leagues)**

<b>11 Players per Team</b>	Each player plays 4 segments, 1 player plays 5 segments.
<b>10 Players per Team</b>	Each player plays 4 segments
<b>9 Players per Team</b>	5 player plays 4 segments and 4 players play 5 segments.
<b>8 Players per Team</b>	Each player plays 5 segments
<b>7 Players per Team</b>	2 player plays 5 segments and 5 players play 6 segments.
<b>6 Players per Team</b>	2 Players play 6 segents and 4 players play 7 segments
<b>5 Players per Team</b>	Each Player plays 8 segments.
<b>Players Arriving Late</b>	If a player arrives late, a coach may substitute any player for the late player. If the late player has not arrived by half-time, the coach should re-allocate his segments for the second half for one less player.
<b>Player fouls out</b>	If a player fouls out, then the coach may substitute any player for the current and remaining segment.
<b>Injured Player</b>	If a player is injured, then the coach may substitute any player for the current and remaining segment which the player misses due to the injury. If multiple substitutes exist, the coach must share the extra segments between the available players.

**Player Segment Allocations for Overtimes (All Leagues)**

<b>Period 1 - All Leagues Except B34</b>	Any Players
<b>Period 1 - Leagues B34</b>	Any player who did not play in the last segment of the game, then any player.
<b>Remaining Over Time Periods</b>	Any Players who did not play in the previous over-time period, then any players.