



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
3. Tournament Rosters must be submitted before 1st 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. 1st head to head
 - b. 2nd 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. 2nd, 3rd Grades will play 12- minute stop clock Halves, 4th, 5th, 6th Grades will play 14-minute stop clock Halves and use the 28.5 (Women's) ball. All other divisions will play 16-Minute stop clock Halves
9. 3 Timeouts Per Game (2) Full and (1) 30 Second
10. All Technical & Intentional fouls are automatic 2 points and the ball
11. 2 technical fouls and you are disqualified for the game. If the ejection is for fighting/pushing/etc. the player is suspended for their next WYS/NWS Game
12. Overtime- 1st Overtime 2 minutes stop clock (Timeouts carry over) 2nd Overtime 1 minute NO Time Outs 3rd Overtime sudden death NO Time Outs
13. 20 Point Rule, If one team leads another by 20 points or more the clock will run in the last quarter (25%) of the game. *Ex. 3rd Grade - clock runs at 6 min. left in the game, 6th Grade clock runs with 7 min left in game, 8th Grade clock runs with 8 min. left in the game*
14. **Coaches are responsible for the conduct of their fans**
15. Coaches must sign score sheets after game
16. 78ers Summer League, March Mayhem & April Showdown are 20 Minute Running Clock halves (Stop Clock in last 2 minutes of each half unless one team is up 20 or more, then the clock runs)