



Shoot Outs and 1 Day Tournament Rules

Washington State High School Federation rules with the following exceptions

20 Minute Running Clock

(Stop Clock in last 2 minutes of both halves unless one team is ahead by 15 points or more)

**Each team must provide a score keeper to
“work the table” for all their team’s games**

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 and 2nd 3rd 4th 5th & 6th Grades will use the 28.5 Ball
9. 2 Full Timeouts Per Game and 1 – 30 second Time Out
10. All Technical & Intentional fouls are automatic 2 points and the ball
11. 2 technical fouls and you are disqualified for the your teams next game in a WYS Event
12. Overtime- 1st Overtime 2 minutes stop clock (Timeouts carry over) 2nd OT 1 Minute Stop Clock (NO Time Outs) 3rd OT is Sudden Death
13. Each team must have a person to “work the score table”
14. Coaches are responsible for the conduct of their fans
15. Coaches must sign score sheets after game