



Tournament Rules

***** **Tournament Directors have the power to overturn and make changes best fit to run event** *****

Clock -

8u - 14u: (2)-15 minute stopped halves
If there's a 20-point lead, in the second half, the clock will run.
The clock will stop if the lead goes to 12 points or below.

Ball Size - 9u - 12u - 28.5

13u - 17u - 29.5 (Regulation Size)
Changes in Ball size must be approved by both head coaches

Timing - 3-minute warm-up time before each game / 2-minute half-time

Overtime is 2 minutes for the first overtime and 1 minute thereafter.
2-one minute time-outs **per half**, 1 additional per each overtime.

Foul shooting will be, double bonus at TEN.

Game time is considered forfeit time. No grace periods will be granted, and all final decisions remain at the sole discretion of the Tournament Director.

*****COACHES MUST WEAR Wristbands. The referees will enforce this.*****

1 Technical Foul for Coaches without wristbands to start the game.

Proof of Age and Grade must be provided upon request.

Cut off date for all age/grade is August, 15, 2026

******Players cannot play for 2 different ORGANIZATIONS******

If a player plays for two teams from different program in the same division, the first team they play on will become their primary team. The Secondary team will forfeit any future games the player participates in.

If a player is eligible to play for multiple teams within his own organization, he must be on both rosters prior to the 1st game. Rosters must be turned in prior to the 1st game. Unlimited grade exceptions. Birth Certificates and Report cards presented at check-in (This event is meant to be run as a grade base event, but we will honor the AAU 24-month window age rule, for grades 2nd - 6th, this means that a 14-year-old cannot play against a 12-year-old)

Grades 7th and 8th are considered eligible recruits by the NCAA and will be run only as grade-based with proof of grade. You cannot have an Elite Open division player, play down in or Silver to Win a Game!

Any ejections of coaches or players will be an automatic suspension from the next game. NO EXCEPTIONS!
Coaches are responsible for controlling their fans and supporters. Any problems could result in the team's forfeiture of the game.

Tiebreakers will be as follows. A- Head to Head, B- + or - 15 Points (max- Common Opponents) C- Points allowed

*Cash will only be accepted at The MAP; All other sites will accept Venmo, Zelle, and Credit/Debit Cards.

The MAP facility charges for parking, we do not control parking.

-Athletes Changing their Environment Successfully-

Game Challenges: Only **Coaches** or **Program Directors** will be allowed to challenge games. All challenges must be done prior to the start of the game. A fee of \$200.00 will be collected prior to the start of the game, and the game will be played under protest. A tournament coordinator will review the challenge. If the team in question is deemed in breach of tournament rules they will forfeit that game. Additionally, if the team in question loses, the coach that challenged will receive a \$100 refund and the tournament will keep \$100 for fees. If the team in question does not violate any rules and wins the game, the coach that challenged will not receive a refund of challenge fees.