



AIM Tournament Rules



18 Minute Halves

- Stop clock under 1 minute of first & second half only (Clock runs if up 15pts). **Game ends if up 20pts under 1min.**

3rd-5th Grade

- No pressing until the last 1 minute of each half. No pressing if up 15pts at any time
- **No Zone Defense.** Man-to-Man Defense is required in the full court, half court, and out of bounds plays

6th-11th Grade

- Zone Defense is allowed. Can press the entire game. No pressing if up 15pts

Timeouts

- Each team is allowed 3 timeouts per game

Overtime

- First team to 3 points is determined the winner. Two minutes running clock! Leader after 2 min is winner. If tied, sudden death after 2 minutes if no winner is decided
- 1 Timeout per Overtime (no timeouts in sudden death)
- Jump-ball at Center Circle in Overtime and Sudden Death

Free Throws

- **No Double Bonus**
- 7th team foul is when we start Bonus 1 and 1's

Basketball Size

- 3rd-5th grade will use the 28.5 size
- 6th-11th will use the regulation 29.5 size

Pre-game Warm-up

- You will have 1-2 minutes to warm up before your game unless the ref tells you otherwise

Halftime

- 2-minute halftime

Technical Foul

- 2 points and the possession of the ball
- First technical you will be given the seatbelt rule
- Second technical you will be removed from the bench and must leave the gym until your game has completed. At that point, you can no longer speak to any officials, but may address your team in an area away from the court you just played on. If you violate these rules you will be escorted off the property and told to not return for the remaining of the tournament

Bench Rules

- 1 coach allowed to stand. 1 assistant allowed on the bench. **No spectators standing behind, next to, or anywhere near the bench or scorer's table.** Video tapers need to tape from baseline area. Referee makes decision to move you elsewhere. You will be removed from the gymnasium if argued. Clean up bench area after win or loss!!!!