



POTOMAC VALLEY AAU GIRLS' BASKETBALL

2012 DQT RULES OF PLAY

GRADES 2-7



Rules of Play – NFHS Rules Apply

The PVAU DQT Grades 2-7 operates under National Federation of State High School Rules

Copy of report cards and Birth records **MUST** be carried to every game.

High School Federation Rules

- **Ball in play to start Quarters 2,3,4.** Team with possession arrow at end of prior quarter inbounds the ball.
- **10 second** back court - **No Shot Clock** pool/medal
- **Closely Guarded.** Player in control holding or dribbling ball in frontcourt is continuously guarded within 6 feet for 5 seconds. Even if defenders switch as long as continuous
- **Fouls.** One & one on the 7th team foul thru the 9th; Double bonus on & after the 10th foul. Player fouls out on 5th foul
- Free throw line configuration
 - Players assemble above the lower block; 4 defenders, 2 offensive and shooter.
 - Players can move when ball hits rim
 - Players outside of 3pt arc must wait until ball hits rim before entering the three point arch/line.
- Technical Fouls
 - First Technical Foul, coach loses coaching box privileges and **MUST** remain seated
 - Coach is ejected after receiving a second technical or a combination of 3 (1 direct and 2 "other").
 - Throw-in to Offended team opposite table
 - All Technical fouls count towards TEAM foul total & players 5 personal fouls
 - Technical Foul shots are shot **BEFORE** personal fouls when they occur together.

AAU Dress Code is in Effect for All DQTs

For all coaches & bench personnel – ONLY AAU carded, roster included personnel may sit on the bench

- Dress Shorts with pockets or Long Pants only – Sweat suit pants with pockets and presentable blue jeans are OK.
- Shirts must have a collar – Mock Turtle Necks, Turtle Necks and all other Collared Shirts are OK.
- No open toed shoes allowed.
- No head wear/attire is allowed.
- **ONLY 4 Non-players** on bench

Penalties for infraction. The disregarding of the above Dress Code rules will result in an administrative technical foul (not a coach technical foul). The recipient of the technical foul for the above mentioned rules violation must exit the bench until they have adjusted their dress code violation.

Rules Only Applicable to Grade 3

Grade 3 DQT will use a 12 foot free throw line distance. All other ages 15 foot free throw line. All ages will use 28.5 (Size 6) ball due to No 2nd grade teams in PV DQT

Timing and Scoring Rules

- **Time outs.** For Grades 2-7, three (3) full 75 seconds and two (2) 30 seconds per game. One (1) additional full 75 second time out is awarded if teams go into overtime along with any left over times outs remaining from regulation.
- **Halftime.** Halftime duration is 5 min. for all ages/divisions.
- **Overtime.** Overtime periods for Grades 2-6 are 3 minutes, Grades 7 is 4 minutes.
- **Mercy rule (Grades 2-7).** Running clock will be used in 2nd half when team is behind by 30 or more points. Regular rules will return if at any time spread falls below 30 points. The losing coach may opt to ignore this rule at any time.
- **2nd & 3rd grade only:** If a team is up by 15 points or more the leading team cannot press until the offensive team reaches the 3 pt. line. Breaking this rule is a warning for the first offense and an administrative technical foul for the second offense. If rule is broken a third time a technical foul to the coach
- **Warm-ups.** Game time is game time. Teams present before game time shall have a minimum of 5 minutes to warm-up once prior game is completed.
- **Game duration by Age Division** is as follows:

Age	Game Length (Time Slot)
Grades 2-3	4/ 6-Minute Quarters (90 min)
Grades 4,5,6	4/7-Minute Quarters (90 min)
Grade 7	4/8-Minute Quarters (90 Min)

Uniform Rules

- AAU allows any number from 00-99. Min height: 2 in on front; 4 in on back.
- All teams must have two(2) different color team jerseys and one **must** be White
- Team jerseys shall be same solid color front and back. An undershirt is considered to be part of shirt and must be color similar to the shirt.
- No logos, decorations, trim, patches, lettering or numbering may be used on an undershirt. Socks with the manufacturer's logo on both socks are allowed.
- Tights that extend below game pants must be similar in color as game pants
- Headbands must be < 2 inches wide; color must be black, white, beige or same as dominant color of uniform.
- Penalties for uniform infractions:
- **Illegal number.** Player is assessed administrative Technical Foul upon entering game, but is allowed to play.
- **Illegal undershirts/headband.** Player shall leave game and remove illegal apparel; headband can be handed to bench. No technical foul
- **FIRST team/top bracket team is HOME** and will wear **WHITE**. They shall sit to the official scorers **RIGHT** when **Facing** the court from the scorer's table