



# POTOMAC VALLEY AAU GIRLS' BASKETBALL

## 2016 DQT RULES OF PLAY

### GRADES 8-12



#### Rules of Play – NCAA Rules Apply

**The PVAAU DQT operates under NCAA Women's Rules except during POOL play as indicated and outlined on this Rules Sheet.**

#### Pool Play ONLY

*Modified AAU Rules when shot clock is not required*

**No Shot Clock**– When no shot clock is used a 10 second back court rule will be in effect.

#### Select NCAA Women's Rules

- No 10 second back court
- Closely Guarded 5 second rule on court–w/in 3 feet in front and back court.
- Fouls. One & one on the 7<sup>th</sup> team foul thru the 9<sup>th</sup>. Double bonus on & after the 10<sup>th</sup> foul. Player fouls out on 6<sup>th</sup> foul.
- Free throw line configuration
  - Players assemble above the lower block; 4 defenders, 2 offensive and shooter.
  - Players can move on the release of the ball by shooter.
  - Shooter 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, rules do NOT require coach to sit after receiving a technical foul.
  - Coach is ejected after receiving a second technical or a combination of 3 (1 direct and 2 "other").
  - Ball returns to the point of interruption on/after Technical Fouls.
  - Technical Foul shots are shot BEFORE personal fouls when they occur together.
- FT when fouled player is injured – coach selects shooter from 4 other players in game; if foul is intentional or flagrant, injured player's coach can select any shooter.

#### 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 allowed on the 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.

#### Timing and Scoring Rules

- Clock stops in last minute of game on ALL made baskets.
- Time outs. Four (4) 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 minutes for all ages/divisions.
- Overtime. Overtime periods for Grades 8-12 are 4 minutes.
- Mercy rule. There is no mercy rule (running clock) provision for Grades 8-12.
- 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 8-12	2 16 minute halves (90min)

#### NCAA Uniform Rules Followed

- Exception. AAU allows any number from 00-99. Min height: 2 in on front; 4 in on back.
- 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.
- Tights that extend below game pants must be similar in color as game pants
- Teams MUST have two (2) Different color team Jersey's (Shirts) One of the jersey's MUST be light color
  - Violations of any of the uniform rules shall be penalized by a two (2) shot technical foul for each illegal jersey (color and/or numbers), to be assessed at the time the player with the illegal jersey enters the game.
  - Players who come out and then re-enter will continue to be assessed a technical foul until the illegal jersey condition is corrected
- FIRST team/TOP bracket team is HOME and will wear light color. They shall sit to the official scorers RIGHT when facing the court from the scorer's table
- No logos, decorations, trim, commemorative patches, lettering or numbering may be used on an undershirt. An illegal undershirt may not be worn. Socks with the manufacturer's logo on both socks are allowed.
- 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 shall be assessed.

**COPY OF REPORT CARDS AND BIRTH RECORD  
MUST BE CARRIED TO EVERY GAME**