

# TOURNAMENT RULES

Michigan AAU will use NCAA Women's basketball rules for its District Qualifying Tournament (DQT - D-1) and the D-2 State Tournament. The significant differences between Michigan high school rules and NCAA are:

1. There is a 30 second shot clock in use
2. There is no 10 second backcourt violation
3. On free throws, players (except the shooter) may move on the release of the ball
4. On free throws, no players may be lined up below the blocks. Four defensive players may line up on the lane during a free throw
5. There are 4 full time outs and two 30 seconds time outs
6. The clock stops after a made basket in the final minute of play (and in any overtimes).

Game playing times:

1. The 9 and 10 year old age divisions will play 14 minute halves. All other age divisions will play 16 minute halves.
2. 10 minutes will be allotted between games - following a forfeited game, the next game may begin as soon as both teams agree.
3. Halftime will be 5 minutes
4. Overtime period is 5 minutes for all age groups except 9:U and 10 :U which have a 3 minute overtime.

If a team is not present by the time the 10 minute time period between games has expired, the game will be forfeited. If the team shows up prior to expiration, the clock will be reset to allow 10 minutes warm up time.

Coaches may not wear hats while on the bench. Each violation will result in a technical foul and the coach must leave the bench until his/her attire meets the code.

This is a double elimination tournament. Teams will be seeded on April 18 into three and four team pools. All teams will play each other in the same pool. The teams will be placed in predetermined positions in the brackets depending on how the team finished in pool play. The brackets will be double elimination.

Place of finish in pool will be determined first by won/lost record. If two teams are tied, whichever team won the game when they played each other will be awarded the higher position. In the event that three teams have the same won/lost record, place will be determined by highest point differential.

## **SHOT CLOCK RULES**

1. Clock starts when a player inbounds touches the ball.
2. The clock is reset when:
  - a. there is a change of possession
  - b. on a foul
  - c. when the ball hits the rim
  - d. when a violation occurs and causes a change of possession
  - e. on a jump ball only **IF THE DEFENSIVE TEAM GAINS POSSESSION**
3. The shot clock is stopped anytime the referee blows the whistle (and is started again when play resumes) **BUT IT IS NOT RESET** when:
  - a. the ball is deflected out of bounds by a defensive player
  - b. a player is injured or the referee stops the clock for some reason
  - c. a jump ball is called but the offensive team still has possession according to the possession arrow
4. Play **DOES NOT STOP** when the 30 second clock's horn goes off unless the official rules that there was a 30 second violation.