

AZ REC League Rules



TEAM REGISTRATION:

Teams must register 30 minutes before their first game. A roster and tournament fee (or deposit) must be received 2 weeks before the 1st game or your team will not be scheduled.

FORFEITS:

A team failing to arrive at game time will have a 10-minute grace period before being disqualified.

PLAYER ELIGIBILITY:

Coaches must bring copies of all players' birth certificates. Completed grade exception forms must also be completed. A player must participate in one of the pool games to be eligible for tournament play. Teams failing to meet the rules will forfeit all wins. All player eligibility disputes will be decided by tournament director. A player cannot play on multiple teams within the same age division. (AAU Guidelines will be followed with a maximum of 3 grade exceptions allowed.)

PROTESTS:

All protests will be decided between the two participating coaches and mediated by tournament director. Tournament director has final decision on all disputes.

POOL PLAY:

When pool play is in use, each team will play pool games in which tournament seeding will be decided by win/loss record. Tiebreakers will be decided by "Head to Head" game results first. Three-way team ties will be decided by "Total Points" then by "Head to Head" game results, followed by a coin-flip, if necessary.

TOURNAMENT PLAY:

Championship and consolation (third place) games will be played if scheduling allows. Tournament will be single elimination win pool play is used. Pool play win/loss record will effect tournament seeding.

GAME RULES:

1. National High School rules will apply.
2. GAMES ARE (2) TWO RUNNING 20-MINUTE HALVES. CLOCK STOPS THE LAST "2" MINUTES OF THE SECOND HALF ONLY, UNLESS A TEAM IS WINNING BY MORE THAN 15 POINTS. IF A GAME IS AT OR WITHIN 15 POINTS AT ANYTIME IN THE FINAL 2-MINUTES, THE CLOCK WILL STOP.
3. If any game is tied at the end of regulation, a 2-MINUTE OVERTIME WITH STOP CLOCK RULES will be played. Each overtime period will follow the same format until a final winner is decided.
4. Each team will be permitted two time-outs per half at 1-minute each. No time-outs can be carried over into the next period of play. Each team has only (1) one timeout for each over time period.
5. Players will foul-out on their 5th foul. On the 7th team foul in a half, the opposing team will be awarded a one in one free throw opportunity. On the 10th team foul in a half, the opposing team will be awarded two free throw opportunities.
6. Unsportsmanlike conduct will not be tolerated. Game officials and tournament director have the discretion to determine all issues. Technical fouls will also count as personal fouls. Two technical fouls and the player and/or coach will be removed from the gymnasium. The clock will run during technical foul situations.

ADMISSION FEES:

A one-time entry fee per person will be charged prior to entering the gym each day. Players/Coaches are provided an admission pass and should be used to avoid unnecessary charges.

BASKETBALLS:

- A Full-Size ball will be used for all 13U and 14U games.
- An Intermediate ball for 10U, 11U and 12U games.

GYM RULES:

A full concession stand is available. NO OUTSIDE FOOD OR DRINK WILL BE ALLOWED IN THE GYM. Please place trash in its appropriate container and should a spill occur, please notify an ARCH or AZ REC staff member as soon as possible.

THERE WILL BE NO DRIBBLING OR SHOOTING ON THE SIDELINES WHILE A GAME IS IN SESSION.