

## ***GAME RULES***

**AAU SANCTION RULES:** Teams must be in line with AAU Sanction Rules Birthdays.

**TEAM SUPPORT:** Each team will provide a scorekeeper/start keeper for each game.

**CLOCK:** The games are played with the regulation clock set for the following amount of time for each half: 16 minutes and 20 minutes running clock. The clock will only stop in the last 2 minutes of each half, team time-outs, injuries, and official discretion.

### **16 Minute Halves**

3<sup>rd</sup> Grade Boys  
4<sup>th</sup> Grade Boys  
5<sup>th</sup> Grade Boys

### **20 Minutes Halves**

6<sup>th</sup> Grade Boys  
7<sup>th</sup> Grade Boys  
8<sup>th</sup> Grade Boys

**EXCESSIVE SCORING:** When a team leads by 20 or more points anytime during the game, a running clock will be used, with the clock stopping only at team time-outs, injuries, and official discretion. If the lead falls to less than 20 points, the clock will revert to the regulation clock rule.

**HALF TIME:** The half time will be 5 minutes.

**OVERTIME:** All overtime periods will be 3 minutes. One (1) additional time-out will be allowed for each overtime period.

**TIME-OUTS:** Each team will be allowed two (2) full and two (2) thirty-second timeouts per game. One additional time-out will be allowed for each overtime period.

**BALL SIZE:** The intermediate size ball will be used for the Boys Divisions ages 9 & under through 12 & under. All others divisions will use the regulation size ball.



