



TREASURE VALLEY AAU

GAME RULES SPECIFIC TO TVAAU

These rules apply for all Treasure Valley AAU regular season and league tournament games. If not indicated below, Treasure Valley AAU adheres to the NFHS basketball rules used by the Idaho High School Activities Association.

- Home team is listed on the **left** in the game schedule and will wear white jersey if there is a color conflict. Home Team's bench is located, when facing the court from the bench, to the score table's right. When facing the bench, to the left.
- Home team provides volunteer for the official scorebook and tallies the final score.
- Visiting team runs the clock. Visitor's bench is to the left of the scorekeeper when facing the court.
- Prior to the game, teams warm up at the basket opposite their bench.
- The color of any shirt worn under jersey **must** match the jersey color or be white in color; bring a white and colored shirt to each game.
- **NO JEWELRY**
- No press with a 15 point lead; "press" is defined as any man or zone full or half court press or trap extending past the three point line. First offense team receives warning; second offense coach receives technical foul
- 7 minute quarters for 5th-7th grade and 8 minute quarters for 8th and 9th grade.
- 2 Timeouts per half with no carryovers; 1 minute for each timeout.
- 3 minutes between halves.
- Overtime is 3 minutes. Start with a jump ball. 1 time out per each team.
- 2nd overtime is sudden death. First to score after jump ball wins. No timeouts.
- 2 technical fouls within a game by a single coach or player results in ejection from the game and the gym. Failure to do so will result in the team forfeiting the game.
- If the referee or gym monitor considers a coach, parent or spectator verbally abusive the referee will warn the coach to control that person. If the abuse continues a technical foul will be charged to the team and the coach, parent or spectator must leave the facility. The YMCA gym monitor has the authority to remove any individual considered disrespectful and divisive. Failure to do so will result in the team forfeiting the game.
- Any technical, flagrant, or intentional foul is an automatic 2 points and possession of the ball for the opposing team.
- *NOTE: Any person receiving 2 technical fouls in a season may be removed from the program. All situations are reviewed by YMCA Sports Office. No refund provided.*
- Only one coach per team will be allowed to stand in front of the team bench and speak with the official. All coaches on the bench must have an AAU card. Bench coaches must remain seated during play. If not followed a technical foul can be called on bench coaches.
- Each player that is on your roster and is sitting on the bench, must play in the game, unless he/she is sick or injured. **The amount of playing time is up to the coach. The recommended playing time is 1 quarter.**

IT IS THE RESPONSIBILITY OF COACHES TO BE FAMILIAR WITH THE NATIONAL FEDERATION OF HIGH SCHOOL BASKETBALL RULE BOOK. IF YOU ARE NOT FAMILIAR AND HAVE INTEREST IN ATTAINING A BOOK A COPY MAY BE PURCHASED FROM WWW.NFHS.ORG. BOTH PHYSICAL AND DIGITAL VERSIONS ARE AVAILABLE.

Please contact the on-site YMCA gym monitor for any emergencies or issues on game day.
www.treasurevalleyaau.org