

PHOENIX PHENOMS SPRING SHOOTOUT 2009

OFFICIAL RULES

- 1) This tournament is sanctioned by the AAU. All Players and Coaches must be members of AAU. You may obtain membership at www.aausports.org.
- 2) All coaches **MUST** check in prior to their first game at the site of their first game – coach will receive coach’s packet, including tournament and contest information, and coaches’ passes.
- 3) **Coaches must have players’ birth certificates and AAU Grade Exception Forms available;** age protests must be filed with game personnel before the beginning of the second half – ineligible player results in a forfeit – decision of tournament director is final. If there is a protest and you do not have a birth certificate, *you lose*.
- 4) **Your roster is set as of your first game. YOU MUST MARK ALL PLAYERS IN THE OFFICIAL SCOREBOOK FOR YOUR FIRST GAME, WHETHER THEY ARE THERE OR NOT, FOR THE PLAYER TO BE ELIGIBLE FOR THE TOURNAMENT. Maximum roster size is 15 players.** Players may play on multiple teams within the same club by "playing up" (i.e. an 11u could play on a club's 11u and 12u teams). However, a player may not play on more than one team in the same age division. **A player may not play for two or more different clubs.** A “club” will be defined as a group of teams under common management which share the same team name. The Tournament Director has the sole discretion to determine if two teams are part of the same “club” in the event of any ambiguity.
- 5) Admission is \$5 per day for adults, and \$3 per day for children ages 6 to 15. Children 5 and under are admitted free.
- 6) Only current game participants are allowed on the floor. No shooting by others during time outs, pregame, or between games. This includes other teams!
- 7) Teams are responsible for their own warm up balls, the Phenoms will provide game balls only.
- 8) The Phenoms will not provide trainers at any of the tournament sites.
- 9) 3 game guarantee.
- 10) The team listed on the top or left side of the bracket is the “home” team, will wear their light jerseys, and sit to the left of the scorer’s table.
- 11) All teams are strongly encouraged to participate in the free-throw, three-point, and coaches’ bump-out contests mid-day Saturday. Note that the tournament breaks during this period, you will not miss the start of your next game!!
- 12) NFHS / AIA Rules apply, except as outlined in (13) through (18).



- 13) 8-minute running clock, four quarters.
- 14) Clock stops in last 2 minutes of the game if differential is 14 points or less.
- 15) **PHENOMS SPECIAL RULE:** Clock stops on ALL shooting fouls if point differential is 25 points or less.
- 16) 1 minute between quarters, 3 minute halftime, minimum of 6 minutes between games.
- 17) Time outs: 2-full (60 sec) and 2-30 sec per game, no carry over to OT.
- 18) Overtime is 3 minutes for 1st OT, 2 minutes for 2nd OT, and 1 minute for 3rd and any subsequent OT, with stop clock in last minute of OT; 1-full timeout in each overtime.
- 19) 1-and-1 on 7th foul, 2-shots on 10th foul.
- 20) Free throws - can enter lane when the ball hits the rim, defense does not occupy lower block.
- 21) Game time is forfeit time. Site supervisor will make the final determination regarding forfeits.
- 22) Any player or coach who receives 2 technical fouls is ejected. The officials have the discretion to eject a player or coach without assessing two technical fouls. An ejected player or coach must miss the next game as well; if this happens twice, you are gone for the tournament. Violation of this rule will result in immediate forfeit of the game.
- 23) Please clean up your team's trash from the bench area promptly after your game.
- 24) **Gyms open 30 minutes prior to the first game of the day.** *Please direct your teams and families not to arrive prior to that, or they will wait outside.*
- 25) We have not had any serious incidents in the eight-year history of the tournament, thanks to the efforts of participating coaches and officials from all clubs – thank you for your cooperation! That said, our referees are authorized to call technical fouls on unsportsmanlike fans, and may eject them from the premises, with or without a technical foul. Phenoms personnel also are authorized to eject fans for inappropriate or unsportsmanlike behavior. **This would include fans who approach Phenoms game personnel or approach the bench area of either team during a game.** PLEASE INFORM YOUR FANS OF ZERO TOLERANCE. Let's be positive role models for the girls!
- 26) Play hard and have fun!