



SOUTHWEST SALSA SLAM INVITATIONAL 2026 GAME RULES

1. **GAME TIME:** Two twenty (20) minute halves running clock, **stop** the clock the **last minute of first half and two minutes of second half, regardless of score.** Warm-up 5 minutes and halftime 3 minutes (unless daily game schedule is significantly behind). Game time is forfeit time.
2. **MERCY RULE:** If a team is ahead by 25 points or more, they will not be allowed to full-court press. We encourage all teams to use good judgement and practice good sportsmanship during games.
3. **TIME OUTS:** 4 Total: Two (2) regular and two (2) 30 second time outs per game. Timeouts rollover from first half to second half.
4. **OVERTIME:** One (2) minute overtime with one (1) time out for 1st and 2nd overtime. 3rd overtime sudden death.
5. **BONUS:** One and One on the 7th team foul. Two shots on the 10th each half.
6. **INDIVIDUAL FOULS:** Players foul out of the game at 5 fouls.
7. **BALL SIZE (AAU RULE):** 28.5 Women's for 2nd-5th grade boys and all girls grades, 6th grade - Varsity boys use 29.5 Men's Ball. (Home team provides game ball)
8. **SCOREBOOK:** Coaches must enter names and numbers into the official book before game starts. First Game Roster will be Official Tournament Roster.
9. **JERSEYS:** Teams must have legal jerseys with a number on the back.
10. **PROTESTS:** Cannot be made on referee judgment calls. All other disputes settled by Tournament Officials based on Tournament Rules. Both teams will produce documentation verifying grade/age eligibility if a protest is made by either team.
11. **SPORTSMANSHIP:** Coaches are responsible for the conduct of their team, bench personnel, parents, fans, and spectators. Any misconduct from a player during a game may result in disqualification for the next game as judged by the Referees and Tournament officials. Any violation of the code of conduct could result in immediate removal from the gym for Coaches, Players and Fans. This may also result in being removed from the remainder of the tournament. **We have no tolerance for violations of our code of conduct.**
12. **TECHNICAL FOULS:**
 - a. *Player:* Two technical fouls = ejection from the game and from the next game.
 - b. *Coach:* Two technical fouls = ejection from the game – out of the gym and miss next game. Coaches lose the coaching box after their first technical and must sit.
 - c. *Fans:* Warning on 1st Offense, Technical on 2nd Offense, and a **Forfeit of Game** on the 3rd Offense.

13. **ROSTER SIZE LIMIT:** 15 Players

14. **COACHES ON BENCH** - only two coaches are allowed on bench during the game. Only one coach is allowed to stand at a time. Violations of these rules will result in a warning and then technical.

15. **PROOF OF AGE (Birth Certificate)/ GRADE (Report Card):** Coaches will be responsible to prove if a protest is filed. Any team filing a protest must also provide their teams proof of eligibility (rules open for adjustment at Tournament Directors discretion).

16. **2 POOL GAME RESULTS THEN SINGLE ELIMINATION TOURNAMENT:**
 - Head to head competition.
 - If a three way tie exists the common games between the three teams tied.
 - If a tie still exists a point differential of points up to 15 points + or – to break the tie.
 - If a tie still exists, a two way or three way coin flip (odd man wins).

17. **COACHES PASSES:** Each team will be given TWO (2) coaches passes for the weekend. **COACHES WRIST BANDS MUST BE WORN THE ENTIRE WEEKEND!!** Coaches can pick up from Site Director prior to first game.

18. **WRISTBANDS:** Please let your Parents/Supporters know that everyone **MUST** wear a wristband to get in. Must pay to re-enter if wristband is damaged, lost, or removed.

19. **OTHER RULES:** Any rule not listed in the Tournament Rules will default to AAU Rules

**GOOD LUCK AND ENJOY THE TOURNAMENT.
PLEASE PRACTICE GOOD CITIZENSHIP THROUGH SPORTS.**