



POTOMAC VALLEY AAU
GIRLS' BASKETBALL
DQT RULES OF PLAY



Rules of Play – NCAA Rules Apply

The PVAAU DQT operates under NCAA Women's Rules except during POOL play as indicated and outlined on this Rules Sheet.

Pool Play ONLY

Modified AAU Rules when shot clock is not required

No Shot Clock for Pool Play – When no shot clock is used a 10 second back court rule will be in effect – all other rules are the same as below

Select NCAA Women's Rule Differences vs. High School Federation Rules

- No 10 second back court – 30 seconds full shot clock count only (Note: see Pool Play rules above with no shot clock).
- Held Ball closely guarded 5 second rule anywhere on court-w/in 3 feet.
- One & one on the 7th team foul thru the 9th; Double bonus on & after the 10th foul.
- Free throw line configuration
 - Players assemble above the lower block; 4 defenders, 2 offensive and shooter.
 - Players can move on the release of the ball by shooter.
 - Players outside of 3pt arc must wait until ball hits rim before entering the three point arch/line.
- Technical Fouls
 - No "Seat Belt Rule" on First Technical Foul, meaning rules do NOT require coach to sit after receiving a technical foul.
 - Coach is ejected after receiving a second technical or a combination of 3 (1 direct 2 "other").
 - Ball returns to the point of interruption on/after Technical Fouls.
 - Technical Foul shots are shot BEFORE personal fouls when they occur together.

AAU Dress Code is in Effect for All DQTs

For all coaches & bench personnel – Male and Female ONLY AAU carded, roster included personnel may sit on the bench

- Dress Shorts with pockets or Long Pants only – Sweat suit pants with pockets and presentable blue jeans are OK.
- Shirts must have a collar – Mock Turtle Necks, Turtle Necks and all other Collared Shirts are OK.
- No open toed shoes allowed.
- No head wear/attire is allowed.

Penalties for infraction. The disregarding of the above Dress Code rules will result in an administrative technical foul (not a coach technical foul). The recipient of the technical foul for the above mentioned rules violation must exit the bench until they have adjusted their dress code violation.

Timing and Scoring Rules

- Clock Stops in the last minute of the game on ALL made baskets and always on all whistles, timeouts, dead balls & foul shots
- Time outs. Four (4) full 75 seconds and Two (2) 30 seconds per game. One (1) additional full 75 second time out is awarded if the teams go into (per) overtime along with any left over times outs remaining from regulation.
- Halftime. Halftime duration is 8 minutes for all ages/divisions
- Overtime. Overtime periods for 8/u – 10/u are 3 minutes, 11/u – JO are 5 minutes
- Mercy rule. A running clock will be used in the second half when a team is behind by 30 or more points. Regular rules will return if at any time the spread falls below 30 points. The losing coach may opt to ignore this rule at any time.
- Game duration by Age Division is as follows:

Age	Game Length
8U	6-Minute Quarters
9U/10U	7-Minute Quarters
11U-13U	16-Minute Halves
14U-Jr. Eligible	18-Minute Halves
Open Division	20-Minute Halves

NCAA Uniform Rules Followed

- All players on the team must have legal numbers: no 6, 7, 8 or 9 in number.
- Team shirts shall be of the same solid color front and back. An undershirt is considered to be part of the shirt and must be a color similar to the shirt.
- No logos, decorations, trim, commemorative patches, lettering or numbering may be used on an undershirt. An illegal undershirt may not be worn.
- Penalties for Uniform infractions:
 - Illegal number. Player is assessed administrative Technical Foul upon entering game, but is allowed to play.
 - Illegal undershirts. The player shall leave the game and remove the illegal apparel; however, no technical foul shall be assessed. NCAA AR 63.

Special Rules – 9-Under Only

The 9U DQT will use a 27.5 inch ball and a 12 foot free throw line distance. All other ages utilize the standard 28.5 inch ball and 15 foot free throw line.

