



## 3 Cities Hoops AAU Basketball League

<b>CONTACT</b>	Via Text: Robert @ 509-205-9659 or Via Email: <a href="mailto:Bill@3citieshoops.com">Bill@3citieshoops.com</a>
<b>REGISTRATION</b>	ALL teams must register online at <a href="http://www.3citieshoops.com">www.3citieshoops.com</a> by clicking "Enroll" in the center section for 3 Cities Fall League (even if your club is paying for your entry). <b>Coaches are responsible for entering rosters with AAU card #s</b> by the Sunday before first scheduled game...failure to do so will result in forfeiting the next week's game
<b>LEAGUE DATES</b>	October 8 <sup>th</sup> – December 14 <sup>th</sup> (7-Week Season, no league games Thanksgiving weekend) January 11 <sup>th</sup> – March 8 <sup>th</sup> & April 19 <sup>th</sup> – May 24 <sup>th</sup>
<b>DIVISIONS</b>	Boys 2 <sup>nd</sup> – 8 <sup>th</sup> grade & Girls 2 <sup>nd</sup> – 8 <sup>th</sup> grade (1 <sup>st</sup> grade teams can play 2 <sup>nd</sup> grade)
<b>DEADLINE</b>	No deadline but some grade levels will close early if/when optimal scheduling numbers are met.
<b>ENTRY FEES</b>	<b>\$350: 7 Games (8 for traveling – see "LOCATIONS" section below for details)</b>  <b>Local hosting clubs will receive a code for \$50 discount per team.</b> Contact your club president, or 3 Cities Hoops, for a code. Registration opens <b>August 29<sup>th</sup></b>
<b>DIVISION FORMAT</b>	Divisions will consist of six or seven teams, if possible. Teams will play all others in the division, with crossover games to complete the schedule. Crossover games WILL NOT count in division standings <ul style="list-style-type: none"><li>• If teams within a division play twice, only the first SCHEDULED game will count in division standings</li></ul>
<b>SCHEDULING FORMAT</b>	In general, the following scheduling format will be followed: Teams will play six Saturdays, including one or two double headers and four single game days  Teams are allowed <b>ONE</b> bye request. Additional requests, such as additional double header from a second bye week, will be accommodated at a fee of \$25 per request  Bye request needs to be submitted via the link in the menu bar of the 3 Cities Hoops home page. The link will be titled, "Fall League Bye Request". <b>All bye requests must be submitted before October 8<sup>th</sup>.</b> Requests after that are not likely to be granted as we will begin working on the schedule even before registration closes completely
<b>GAME DATES/TIMES</b>	Saturdays (10/26, 11/2, 11/9, 11/16, 11/23, 12/7, 12/14): 8:30 AM - 6:00 PM Game times could vary depending on gym availability at each location
<b>LOCATIONS</b>	Benton City, Burbank, Connell, Kennewick, Mattawa, Richland, Walla Walla...contact us if interested in hosting  Out of town teams (Walla Walla, Hermiston, Wahluke, Connell, Moses Lake, etc.) will play double headers when traveling for games
<b>RULES OF PLAY</b>	2019-2020 High School Rules will be played, with the following exceptions: <ol style="list-style-type: none"><li>1. No shot clocks.</li><li>2. 4<sup>th</sup> Grade &amp; below: 6-minute quarters (running clock with 15-point margin in 4<sup>th</sup> quarter)</li><li>3. 5<sup>th</sup> Grade &amp; above: 7-minute quarters (running clock with 15-point margin in 4<sup>th</sup> quarter)</li><li>4. Ball size:</li></ol>

- Boys Grades 2<sup>nd</sup>-6<sup>th</sup> will use 28.5" ball
  - Boys Grades 7<sup>th</sup>-8<sup>th</sup> will use 29.5" ball (If 6<sup>th</sup> boys' team is playing in a crossover game against 7<sup>th</sup>-8<sup>th</sup> boys, 6<sup>th</sup> Grade team picks ball size)
  - Girls Grades 2<sup>nd</sup>-3<sup>rd</sup> will use 27.5" ball
  - Girls Grades 4<sup>th</sup>-8<sup>th</sup> will use 28.5" ball
5. Overtime 1:00; 2<sup>nd</sup> overtime sudden death.
  6. 2-minute half-time.
  7. 3-minute minimum warm-up between games:
  8. **Schedule Adherence Rule:** If a court gets 15-minutes behind schedule, the following format will be implemented for all games until back on schedule: Running clock 1<sup>st</sup> half (20:00 5<sup>th</sup> & above, 18:00 4<sup>th</sup> and below), regular clock rules in the second half. This rule is in place so that late teams are not "punished" by having running clock from start to finish, while still trying to remain on schedule for teams playing later in the day. Facility hosts are responsible to enforce this rule and to do what they can to maintain schedule integrity. This is very important to everyone, especially those teams playing later in the day.
  9. Three **30-second** timeouts per game.
  10. Press Rule: NO full court press once team is up by more than 15 points. Teams must set up their defense inside the 3-point arc until opponent makes the first pass after mid-court, then the team may proceed to play defense. The offense has the option to cross the center line at any time, however the 10 second backcourt count starts when the defensive team is behind the 3-point arc.
  11. Technical or Intentional fouls – 2 points awarded and ball out of bounds.
    - a. **First technical foul on a coach, "seat belt" rule in effect. Second technical on a coach and he/she is ejected from the gym and out for remainder of the day.** Two coach ejections will result in suspension from all future events until cleared by 3 Cities Administration.
    - b. One technical on a player, the player sits on the bench for the remainder of the game. **Officials and Gym Administrators have the right to eject a fan, player or coach. NO EXCEPTIONS!**
  12. If a fan is removed from a 3 Cities Hoops event, he/she must leave the entire facility is not allowed at any future events until cleared by 3 Cities Administration.
  13. Forfeit time – Game time, unless directed otherwise by league administration
  14. Standings tie-break:
    - a. Head to Head
    - b. Head to Tied Group (more than two teams)
    - c. Point difference in Tied Group (max per game is 10 points)
    - d. Least amount of points against

## LEAGUE RULES

### COACHES...PLEASE INFORM YOUR PARENTS AND ASSISTANTS!

1. Admission – Adults \$5, Seniors (55+) and Students (K-12) \$4.
2. Roster must be entered online under "Manage Rosters" in your Team Sideline account by 10/13/19. All coaches/players must have AAU card before participating at any capacity, including practice.
3. A player may play for only ONE team PER GRADE LEVEL during league play.
4. Players can sign up in divisions above grade level. Girls can play in boys' divisions of same age or up.
5. **3 Cities Hoops has final discretion regarding placement of players/teams to provide optimal competitive balance.**
6. Players cannot wear jewelry of any kind during games.
7. Players cannot switch teams during a season once games have started.
8. We reserve the right to refuse team/coach/player/spectator entry into our events.
9. Each team will be allowed **TWO FREE ENTRIES** per day for the head coach and a scorekeeper, **only at the facility in which they are playing.** This is to support all the hosting groups with their costs. Without them there would be no games in the Tri Cities. An assistant may be admitted free in lieu of a scorekeeper, but coaches will then need a volunteer score keeper, who must pay admission.
10. Please return score sheets to admission gate following the game.
11. ALL persons on the bench must possess current AAU cards.
12. **It is the responsibility of the head coach to not only know and understand these rules, but also to convey them to all associates of his/her team.**

***This event is licensed by the Amateur Athletic Union of the U.S., Inc. All participants must have a current AAU membership. AAU membership may not be included as part of the entry fee to the event. AAU Youth Athlete membership must be obtained before the competition begins. BE PREPARED! Adult and Non-Athlete memberships are no longer instant and cannot be applied for at event. Please allow at least 10 days for membership to be processed. Participants are encouraged to visit the AAU website [www.aausports.org](http://www.aausports.org) to obtain their membership.***