



### Event Packet Information

Team Registration will be held at The Hawaii Convention Center **Friday, 21st 5pm-9pm**.  
**ALL COACHES ARE REQUIRED** to come to registration  
**PLAYERS NOT REQUIRED**

#### **Coaches will be asked to:**

Verify Identity  
Confirm roster via exposure  
Sign rule sheet

**Late Registration** will start **Saturday as early as 6:00am** for teams that missed the day before. Please arrive **two hours prior to game time** if you still need to complete registration.

Shaka 3pt contest and team gathering **will start Friday, 21st from 7pm-9pm inside the Convention Center**

**All Game play will start Sat, 22nd at 8am. The last possible game time Sunday will be 5:20pm.**

**Projected schedule release date is Feb 14th. ALL payments are due by Feb 1<sup>st</sup> and your team will not go on the schedule until its paid.**

**Practice rental time will be available Friday evening 4pm-7pm Please email Sharice Smgreen11@yahoo.com**

#### **AAU BASKETBALL IT ALL STARTS HERE**

All questions related to AAU Shaka Classic to [smgreen11@yahoo.com](mailto:smgreen11@yahoo.com) or call 503-891-4771.

### QUICK GUIDE RULES

#### POOL PLAY TIEBREAKER:

- In any situation where 2 teams are tied, head-to-head competition between the teams will determine the winner.
- If more than 2 teams are tied, a point differential tiebreaker will be applied.
- Only the point differentials of the teams involved in the tie are totaled.
- Teams are then ranked according to the sum of the point differential, with the highest number placing first, the second highest placing second, etc. The maximum that you can beat a team and still gain an advantage is 15 points.
- If more than 2 teams are still tied after the application of the formula, the point differentials of the teams not involved in the tie are added, and the results recalculated.
- **Next tie breaker is points allowed.**
- If teams are still tied a coin flip will determine who will advance out of pool. Odd coin out. The score of all forfeits shall be.

**MISBEHAVIOR/ EJECTIONS:**

- Any coach ejected for fighting will be ineligible for the remainder of the tournament.
- Athletes ejected for fighting are ineligible to participate in the team's next game. Additional penalties, up to exclusion from the tournament, may be imposed by the National Eligibility Committee.
- If a coach or athlete is ejected from a game for unsportsmanlike behavior (not fighting), he/she will be ineligible to participate in the next scheduled game. The head coach may appeal the penalty by submitting a written request for appeal to the Tournament Headquarters within 2 hours of the conclusion of the game. The Tournament Director shall consider the appeal. The ruling is final.
- If a coach or athlete is ejected a second time, he/she will be ineligible for the remainder of the tournament.
- Coaches or athletes who leave the bench area to engage coaches, athletes or officials on the playing floor may be suspended by the National Eligibility Committee for any period up to the duration of the tournament.
- The National Eligibility Committee may impose suspension or other penalties for misbehavior which occurs at any time and at any location during the event.
- Coaches and athletes who engage in misbehavior may be subject to additional disciplinary action from the AAU Girls' Basketball National Infractions Committee. Penalties may include suspension from future AAU events.

**RULES:**

- 2024-2025 National Federation State High School rules for 3rd-12th grade.
- **New rule not in handbook is 5 team fouls per quarter is a two shot foul**

**GAME TIMES:**

- 3rd Grade: 12-minute halves – 5-minute warm-up/halftime – 3-minute overtime
- 4th -6th Grades: 14-minute halves – 5-minute warm-up/halftime – 3-minute overtime
- 7th -12th Grades: 16-minute halves – 5-minute warm-up/halftime – 4-minute overtime
- Time outs during Overtime – Timeouts CAN be carried over in O.T. Each team will additionally receive ONE – 30 second times out per overtime.

**PLAYER FOUL:**

- 3rd -12th Grades: A player will be disqualified on her 5th foul.

**TIMEOUTS:**

- Two full (75 seconds) timeouts and two 30 second timeouts

**UNIFORMS:**

- Teams must have both light jerseys and dark jerseys.
- The home team is on the top in pool play and bracket play.
- The home team wears light jerseys and must be distinguishable from opponents.

**Rules – Running clock and Free throws:**

- 3rd. -12th Grades: If a team is ahead by 30 points or more at any point in the second half a running clock will be used.
- If the lead drops below 25 points, normal rules resume. The losing coach may opt to ignore this rule at any time.
- Bonus Free Throws: After the 7th team foul, teams shoot 1-and-1 free-throws.
- A team is awarded 2 (two) free throws for each foul beginning with the 10th (tenth) team foul of the half. This rule applies to all grade divisions.

**Proof of Grade:**

- Must be available for review at all AAU National competitions.
- Acceptable documents include the following:
- A photocopy of that portion of the athlete's report card for the current school year, which shows name, grade and
- School Confirmation of grade level from a school administrator (guidance counselor, principal, dean) on school letterhead
- Proof of Age - must be available for review at all AAU licensed competitions.
- National Sports ID is accepted.

<i>Age Requirements to Play Down a Grade Division</i>		
<b>Grade as of October 1, 2024</b>	<b>Requested Grade</b>	<b>Birthdate Requirements</b>
12th Grade	11th Grade	Born on or after 8/31/2008
11th Grade	10th Grade	Born on or after 8/31/2009
10th Grade	9th Grade	Born on or after 8/31/2010
9th Grade	8th Grade	Born on or after 8/31/2011
8th Grade	7th Grade	Born on or after 8/31/2012
7th Grade	6th Grade	Born on or after 8/31/2013
6th Grade	5th Grade	Born on or after 8/31/2014
5th Grade	4th Grade	Born on or after 8/31/2015
4th Grade	3rd Grade	Born on or after 8/31/2016
3rd Grade	2nd Grade	Born on or after 8/31/2017