



AATL League Rules & Regulations:

1. Conduct:

- a. Be mindful of the ref over a call. Continued arguing will result in a technical foul. This goes for both players and coaches
- b. A fight is an automatic technical foul – it is up to the refs to decide whether fight is punishable by ejection
- c. Throwing or slamming the basketball will result in a technical foul
- d. Any derogatory language directed at opposing team, coaches, or spectators will result in a technical foul
- e. If a player continues to make dirty plays and puts other players at harm, the refs have the authority to eject the player
- f. Do not intentionally break or destroy any gym property. This includes tables, chairs, bleachers, water fountains. This may lead to a potential ban from all future tournaments

2. Rules and Regulations:

- a. ONLY coaches/captains or players on the court can call timeout. A technical foul will be given to any player on the bench who calls timeout
- b. 5 fouls per player
- c. Possession changes on jump-balls. Team who loses tip off will receive possession at the beginning of the second half
- d. Free throws – players can move on release; shooter must wait till it hits the rim
- e. Do not touch the basketball once it goes through the hoop if it is not your possession. One warning will be given and then a technical foul
- f. Technical fouls – one free throw and possession to other team / 2=ejection
- g. Intentional Fouls – 2 free throws and possession to other team / 2=ejection
- h. Ejection - that player may no longer participate in this tournament
- i. Top of the backboard is in/ over the backboard is out
- j. If a player cramps and stops the game, he or she must get a sub and cannot stay in the game
- k. Players may not stay in the paint for more than 3 seconds
- l. Players may not handle the ball for more than 5 seconds while being closely defended
- m. Players must go to the scorer's table to sub into the game

3. How it's set:

- a. 20 min halves – running clock – clock only stops final 2 minutes of second half
- b. 2 minute halftimes
- c. Two 30 sec timeouts per half (do not stack)
- d. If a team is up by 30 with 3 min, then mercy rule.
 - i. Running clock if a team is winning by 20 points or more with 2 minutes left in the game,
- e. 7 fouls per half till bonus (bonus on 7th)
- f. Overtime
 - i. 2 minutes - clock stops last minute
 - ii. No additional timeouts - timeouts do roll over from regulation if not used
 - iii. Foul penalties carry over from regulation

4. Roster Changes:

- a. If a team has 8 players and 2 players are out for a game, they are allowed to pick up two players to replace but the team can never go over 8 players. Those two players are responsible to bring a jersey that is a different number from their teammates
- b. In order for a player to be eligible to play in playoffs, a player needs to have played in at least one game in the regular season. Team are allowed to add those fill in players for playoffs, but they can't go over their original amount of players to begin with
 - i. For example, if a team of 8 had 5 new guys that subbed in during the regular season, those 5 can only be added to the roster if 5 of the original team players agree to drop out
- c. Exceptions for these rules can be reviewed by the AATL staff *only* if the respective team has reached out in regards to their situation ahead of their schedule game.