

OFFICIAL GUAA GAME RULES

GUAA will play by current NCAA women's basketball rules with the following exceptions and modifications:

Four, 8 Minute Quarters – with 3 minute halftime

- Stop Clock Timing. Clock stops on a made basket with under 1 minute in 4th Quarter and Overtime
- Overtime:
 - 1st Overtime: 2 Minutes
 - 2nd Overtime: 1 Minute
 - 3rd Overtime: Sudden Death*
 - In elimination games/playoffs there would be no sudden death, 1 minute overtime periods would continue until there is a winner

Timeouts

- 2 Full and 1 :30 second timeout per game
 - 1 Timeout awarded per team in overtime, except for sudden death
 - Unused timeouts from regulation do NOT rollover to overtime

Shot Clock – 16U & 17U GUAA ONLY

- There will be a 30 second shot clock for 16U GUAA & 17U GUAA games only
- Shot clock will reset to 30 seconds on offensive rebounds, fouls and kick balls
- If situations arise where there is only one functioning shot clock, the game will proceed using one shot clock for both teams. (if possible that one shot clock will be placed at center court)
- If there is complete shot clock malfunction, the shot clock will be kept on a stopwatch at the scorer's table
- If there is no capability to keep a shot clock, the referees will institute a 5-second closely guarded rule

Running Clock

- In the 4th quarter if there is a 25 point lead the clock will run
- If the losing team cuts the lead to 10 points, the game will return to stop clock timing
- There is no mercy where the game will end before regulation

Fouls

- At 5th team foul of the quarter, opposing team will shoot 1 and 1
- At 7th team foul of the quarter, opposing team will shoot 2 free throws
- Fouls reset at the end of each quarter, except overtime where fouls roll over
- 6 personal fouls for disqualification

Technical Fouls: 2 Free Throws + Possession

- No 'seatbelt' rule
- Second technical for a coach or player results in ejection – disqualified person must leave the building

Free Throw Rebounding – On the shot release

High School 3-Point Line

Ball does advance to midcourt under 1 minute on a timeout (taken before a pass or dribble) in the 4th quarter and OT

No closely guarded rule as long as player maintains dribble

10 second backcourt violation

Tardiness Rule

- Any team not on the court ready to play within 10 minutes of the scheduled start time, will start the game with a technical foul
- If teams are not ready to play within the 10 minute grace period, the game will be forfeited
- Teams must have a minimum of 5 players on court for a game to start

Fighting: Any players or coaches involved in fights will be ejected and suspended. Upon ejection disqualified persons must leave the building. Further punishments may occur at the discretion of the GUAA league office.

The Under Armour 695 28.5 basketball is the official ball of the GUAA and will be used in all games at all events

TIE BREAKER PROCEDURES

When determining the team who is higher in the league standings:

All games will count toward league standings

In a 2 team tie, use head to head results. If there is no head to head, use point differential (all games will be included and maximum point differential for each game is 20 points).

In a 3 team tie and the tied teams all played each other, use head to head.

If there is a 3 team tie, all the tied teams have played each other and head to head does not break the tie, the tied team with the highest **point differential** advances as the highest seed. The tie breaker for the 2 other teams will be head to head.

In the scenario where 2 teams are tied, head to head does not break the tie, and have the same point differential, the next tie breaker is **Total Points Allowed**. The team who allowed less points will advance. Lastly, if the tie is still not broken, the team with the most **Total Points For** will advance.