



OFFICIAL UAA GAME RULES 2026

IMPORTANT CLARIFICATIONS:

- UAA 17U & 16U & 15U: Shot Clock, No 5 Second Closely Guarded.
- UAA 14U No Shot Clock, Closely Guarded rule in effect. No ball advancement.
- There will be a 10-second backcourt count. The count does not reset with any game stoppage.
- UAA 17U & 16U & 15U Ball can be advanced to the 26' Line / Hash on a timeout by offense with under a minute left in the game or OT. Can advance on any change of possession, but must be before a pass or dribble.
- Clock stops on made baskets with under a minute left in the game & OT.
- NO USE of Restricted Charge Circle - charges allowed under basket.

GENERAL FORMAT

- Current NCAA women's basketball rules apply except where modified above.
- Four 8-minute quarters with a 3-minute halftime and a 4 minute warm up.
- Wilson Evolution 28.5 basketball is the official ball for all GUAA games.
- The team listed first is away and wears dark and the team listed second is home and wears light/white.

TIMING & OVERTIME

- Stop clock timing; clock stops on made basket with under 1 minute in 4th quarter and overtime
- 1st Overtime: 2 minutes
- 2nd Overtime: 1 minute
- 3rd Overtime: Sudden Death
- Elimination/playoff games continue with 1-minute overtime periods until a winner is determined.

TIMEOUTS

- 3 full timeouts per game.
- 1 timeout per team in overtime (except sudden death).
- Unused timeouts do not carry over to overtime.
- Ball may advance to 26' line/hash with under 1 minute after timeout before pass/dribble.

SHOT CLOCK

- 30-second shot clock for all games.
- Full reset to 30 on offensive rebounds, fouls, and kicked balls.
- If one shot clock functions, one may be used for both teams.
- UAA 17U & UAA 16U & UAA 15U: Shot Clock, No 5 Second Closely Guarded.
- UAA 14U: No shot clock; 5-second closely guarded rule enforced.
- If no shot clock is available, referees enforce a 5-second closely guarded rule.

FOULS & TECHNICALS

- 5th team foul of quarter: 1-and-1.
- 7th team foul of quarter: 2 free throws.
- Fouls reset each quarter; overtime fouls roll over.
- 6 personal fouls for disqualification.
- Technical Fouls: 2 free throws + possession.
- Second technical = ejection.

TARDINESS / CONDUCT

- A team not ready within 10 minutes starts with a technical foul.
- Game forfeited after a 10-minute grace period.
- Minimum 5 players required to start.
- Fighting results in ejection/suspension; disqualified persons must leave the building.