

# Dawgz of the Desert Gameplay

---

- ◇ Top team listed is away (dark colored jersey), bottom team is home (light colored jersey).
- ◇ Game Balls 29.5 for 8<sup>th</sup> and 7<sup>th</sup> grades and 28.5 for 3<sup>rd</sup> - 6<sup>th</sup> grade games.
- ◇ All 6<sup>th</sup> - 8<sup>th</sup> games will be 14-minute halves, with a stop clock.
- ◇ All 3<sup>rd</sup> - 5<sup>th</sup> grade games will be 18-minute halves, with a running clock.
- ◇ There will be a running clock if any team goes up by more than 20 points, if the score gets back to 20, stop clock resumes.
- ◇ If a team is down 20 or more points at any point under 2 minutes in the 2<sup>nd</sup> half, the game will be called.
- ◇ The 10 second midcourt and 5 second closely guarded rules will be used for ALL games.
- ◇ Each team is allocated three (3) 45 second timeouts per game. Timeouts carry over to overtime. There will be an additional timeout added for overtime.
- ◇ Players foul out on their 6<sup>th</sup> foul.
- ◇ Teams will shoot bonus foul shots after the 10<sup>th</sup> foul of the half. Double Bonus at the 13<sup>th</sup> foul.
- ◇ Team fouls will reset at halftime of each contest. For overtime, the team foul count carries over.
- ◇ Only the designated head coach may stand up during the game.
- ◇ Coaches will be allowed to stand after any assessed technical foul.
- ◇ Coaches & Players will be ejected on their 2<sup>nd</sup> technical
- ◇ Players ejected for fighting will serve a minimum one (1) game suspension. That suspension will be for the next scheduled game. Depending on the severity of the actions, the staff may determine that the suspension will be longer than one game.
- ◇ Teams should be prepared to play no later than after 15 minutes completion of game prior to their scheduled game.
- ◇ There will be a 2 min warmup between games for each team and a 2 min halftime for each game.
- ◇ No Jewelry shall be worn during gameplay

## **Overtime Rules:**

- Timeout(s) carryover
- 1 additional timeout provided
- 2:00 will be the designated time for overtime, should there be double overtime the first team to score 5 points will be declared the winner.
- ◇ **Pool Tie-breaker Rules:**
  - Head to Head

- Point Differential
- Points Allowed for all games played
- ◇ **Bracket Seeding:**
  - Pool Play Record and Point Differential will determine bracket seeds
  - All Teams entered will enter bracket play
  - Bracket Play is single elimination
  
- ◇ **MSCS Qualifier Participation Rules:**
  - Players MUST have been enrolled in the grade for which they will compete for the MSCS Finals, during the 2023 - 2024 School year (verified by SportsID).
  - All players must have been an active member of the participating team throughout the AAU season, playing 2+ more events prior to roster lock date.
  - For MSCS Qualifier Teams: For 6th and 7th grade, team Rosters are locked based on the confirmed athletes who played in the qualifier event, with only 3 athlete changes (including additions) allowed.  
**(Anything above this number may compromised the teams right to the automatic bid)**