



# **2017 AAO SUMMER DEVELOPMENT LEAGUE**

## **DATES:**

**DRAFT: Thursday, June 1, 7pm**

## **GAMES:**

**Friday Nights**

**Every team will have a bye week**

**Game schedule will post 9pm tonight, June 1**

**Game times will be: 5:15PM, 6:15, 7:15 and/or 8:15pm**

**June 2**

**June 9**

**June 16**

**June 23**

**June 30 (All Star Night)**

**July 7**

**July 14**

**July 21**

**July 28 (Playoffs & Championships)**

**ALL STAR NIGHT June 30, will include fun competitions!**

## **WHO:**

**Boys 4th & 5th and Boys 6th & 7th**

## **FEE:**

**\$100 total - \$25 deposit to guarantee spot in draft.**

**We have a great league all set!**

**<http://www.aoteam.org/developmentleague>**

**produced by Kareem Reid & Antonio Cotton**

## NWA BASKETBALL LEAGUE RULES

The DEVELOPMENT League will be conducted under National College Rules, unless otherwise noted.

### Warm-up/Games Balls:

AAO will provide warm-up balls and game balls.

### Volunteer Scorekeeper/Clock Operator:

**Each team will be responsible to provide either a qualified volunteer scorekeeper or a clock operator.** A scorekeeper or clock operator can be removed and replaced at any time by the game officials or the League Director whenever they deem it appropriate to do so. **The Volunteer scorekeeper/clock operator must refrain from cheering for their respective teams while acting as scorekeeper/clock operator.**

### Game Clock Times/Half time/Pre-game/Overtimes:

**Two-20 minute running clock halves. The clock will stop the last 5 minutes of the half and game.** Prior to the last minute of each half the clock will be stopped only for time-outs, injuries or at the officials' discretion. **Halftime** will be 3 minutes. **The first overtime period** will be 3 minutes with the clock stopping only during the last minute. **Double overtime and all other overtimes will be sudden death. In Semifinal Play (4 teams) and Championship Games, ALL OVERTIMES will be 2 minutes with the clock stopping during the last minute of play.**

### Free Throws:

Teams will shoot the **double bonus** beginning with the **7<sup>th</sup> team foul** and **all in the act of shooting** fouls. We will operate under the **"one for two"** rule. That is one free throw is allotted, if the basket is made 2 points are awarded. If the basket is missed play resumes. **For fouls on 3-pointers**, the first shot will be "one for two" and then a bonus shot for the 3<sup>rd</sup>. If the first is missed then the shooter will still get a bonus shot. This rule is adopted to help keep the games on schedule.

### Timeouts:

Each team will be allowed **3 forty-five second timeouts per game. Timeouts roll over to the next half if they are not used. One additional forty-five second timeout will be allowed for each overtime.**

### Basketball Size:

4<sup>th</sup> & 5<sup>th</sup> Grade Boys Division will use the intermediate 28.5 size ball. Boy's 6<sup>th</sup> and 7<sup>th</sup> divisions will use a regulation size ball (29.5).

### Coaches/Players/Parents/Officials will all abide by the League Code of Conduct.

**Inappropriate behavior will not be tolerated. The League Director or any game official may remove a player, coach, or fan from a game or tournament for inappropriate behavior.** Each coach is responsible for the conduct of the team's players, coaches and fans on and off the court and must promote the best sportsmanship, win or lose.

The **League Director** may modify the League Rules when the League Director deems it in the best interest of the league/tournament to do so and all teams will be bound by any such change.