

Firestorm Summer Classic AAU Basketball Tournament

- Dates:** June 6-8, 2025 (Friday, Saturday, Sunday)/ All teams are guaranteed 3 games.
- Location:** West Valley (Yakima), WA
- Contact:** Marissa Durham 509-952-1819/ Email: wvdragons@gmail.com
- Deadlines & Fees:** **REGISTER & PAY ONLINE BEFORE:** Early Bird: \$200/\$250 after May 6
NO ENTRIES WILL BE ACCEPTED AFTER May 23 NO EXCEPTIONS
AAU membership is not included in the price of the entry fee. No entry fees will be refunded after the final deadline date.
- Game Times:**
Friday: 5:00 pm, 6:10 pm, 7:20 pm, 8:30 pm
Saturday: 9:00 am, 10:10 am, 11:20 am, 1:00 pm, 2:10 pm, 3:20 pm, 4:30 pm, 5:40 pm, 6:50 pm
Sunday: 9:00 am, 10:10 am, 11:20 am, 1:00 pm, 2:10 pm, 3:20 pm, 4:30 pm
- Divisions:**
Boys: 3rd, 4th, 5th, 6th, 7th, 8th
Girls: 3rd, 4th, 5th, 6th, 7th, 8th
- AAU Membership:** This event is sanctioned by the Amateur Athletic Union of the U.S., Inc. All participants must have a current AAU membership before the event begins. Participants must visit the AAU website (www.aausports.org) to obtain their membership. BE PREPARED! Adult and Non-Athlete memberships are no longer instant. Please allow 10 days for adult memberships to be processed.

2025 AAU cards: Player \$20.00 Coach \$55.00

Memberships must be purchased online: www.aausports.org. All players and coaches must have an AAU Card. **REMEMBER: Membership cards don't get you into the game for free.**

Teams must be part of a club: Club fee is \$30 this is your practice insurance, and insurance on the facilities you use for practices, unless your school district requires the facility to be named on the certificate then that will be an additional \$50 for up to 100 facilities.

Tournament Rules

Roster: Players may only be on one roster during the tournament

- Girls cannot play on boys' teams and boys cannot play on girls' teams
- Players cannot wear jewelry of any kind during games
- Players cannot switch teams once games have started

Players: All players must have an AAU membership

- Must play entire weekend (cannot show up only on Sunday) unless approved by tournament director

Coaches: Only ONE coach per team is allowed into the game free

- More than one may coach & must have a current AAU card.

Scorekeeper: Each team provides one scorekeeper

- The "official book" is the least traveled
- Each team is to have ONE person to keep the individual score sheet that is provided in your tournament packet
- One scorekeeper per team will be allowed into the game free of charge
- Please leave scoresheets with the gym supervisor after your game

Admission: The gyms are run by the WV Dragons' Basketball Club

- Daily admission price: \$5.00 per adult. Children will not be charged.
- Cash payments are preferred
- Debit cards are accepted at select locations (transaction fees apply)
- Concessions will be available at each gym

Two 20-minute Running Clock Halves:

- Clock stops last 2 minutes of 2nd half/clock continues to run if lead is more than 15 points (10 points for 3rd and 4th grade)
- Clock stops during time outs
- 1st OT period 2 minutes (all fouls are 2 FT), sudden death after that (first team to score wins – all fouls are 2 FT)
- Half time is 3 minutes
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Warmup: Minimum of 5 minutes to warm-up before games

- Gym will be open 30 minutes before the start of the first game
- Officials cannot start games early

Timeouts: Each team has 2 full time outs per half. Overtime = 1 full time out

Defense: No Zone defense for 3rd and 4th graders

Backcourt Press:

- No press for 3rd-4th grade
- 5th – 8th grade: 15 points
- Your team must retreat inside the 3-point arc until opponent crosses the center line with the ball, then you are allowed to play defense. The offense has the option to cross the center line at any time, however the 10 second backcourt count only starts when the defensive team is behind the 3-point arc.

Free Throws: 3rd and 4th grade can jump over the line, but cannot rebound own shot

Foul: Each player is allowed 5 personal fouls

- On the fifth foul and any other foul in the half, for either team in either half, two foul shots will be shot. The fouls in the second half will be carried over into overtime if there is overtime

Technical Fouls: Each count as 1 of 5 personal fouls on a player and 1 team foul

- Automatic 2 points and the ball awarded out of bounds. No free throws
- 2nd technical results in removal and suspension of the next game

Intentional Fouls: Two points and the ball awarded out of bounds

Overtime: One 2-minute overtime

- If no team wins during overtime, teams go into sudden death, first point scored is the winner

Pool Play Tiebreaker:

- If two teams are tied within the pool, head-to-head competition between the teams determines the winner
- If two teams are tied or rule #1 does not determine the winner, a point differential tiebreaker will be applied. The maximum number of points you can win or lose is 15. In the case of a forfeit, the score will be 15-0.
- If the 15-point rule results in a tie, then we go back head-to-head. The final tiebreaker is the least total points allowed

Forfeits: If a team shows up late, the officials will work a short game with running clock to be ready for the next scheduled game

Ball Size:

- 3rd grade will use 27.5" ball
- 4th-6th will use 28.5" ball.
- Boys Grades 7th and above will use 29.5" ball.

Sportsmanship Policy

Coaches:

- 1st technical seatbelt rule remainder of tournament.
- 2nd technical removal from tournament
- If an official calls a technical foul on a parent from team the coach gets the technical and steps above follows
- If a coach/spectator that has been ejected from the game does not leave the gym (including standing in the doorway and watching the game) or continues to question the official after the foul has been called, he/she will receive a second technical foul and will not be allowed to coach or watch the next tournament game. The team will be subject to disqualification from the tournament with no refund of fees paid if the coach or fan returns.

Complaints: Please address any officiating disputes in a professional manner with your game's designated Gym Manager and be a great role model for your players and the community you represent. Please do not interfere with the scores table.

Participant Conduct: The West Valley Dragons' Basketball Club Board of Directors reserves the right to eject any player, coach, official, or spectator from the facility for objectional behavior.

If you have any questions or concerns, please contact the tournament director below:

Marissa Durham

(509) 952-1819

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