

YOUNG WILDCAT BASKETBALL TOURNAMENT
2010 ELEMENTARY/MIDDLE SCHOOL
BOYS & GIRLS BASKETBALL TOURNAMENT
April 9-11, 2010
At Northern Michigan University

- *Tournament is for any 3rd, 4th, 5th, 6th, 7th, and 8th grade basketball teams.
- * Each team is guaranteed 2 games.
- *Games will be played in the PEIF practice gyms (2 courts) or Vandament Arena (2 courts).
- *Pool Play or Double Elimination format will be used with all teams guaranteed 3 games.
- *Teams may consist of players from another grade, however the team will compete against the highest grade that is represented on the team.
- *All games will be 20 minute running time halves. The clock will stop during the last minute of the first half and the last two minutes of the game.
- *No pressing until the last minute of each half for grades 3 – 6.
- *7th and 8th grades can press.
- *No zone defenses allowed. You may use a zone press, but must then get back into a man defense once the press has been broken.
- *Each team will have three 1 minute time outs per game.
- *Overtime periods will be 2 minutes in length with the clock stopping for each whistle. If still tied then there will be a free-throw shootout.
- *There will be 5 minutes for halftime, unless we are behind schedule.
- * There will be a running clock if one team is up by more than 25 Points
- *AWARDS: Medals for all players on teams placing 1st or 2nd.

ENTRY FEE: \$125.00 PER TEAM
(CHECKS PAYABLE TO: NMU Basketball)

SEND REGISTRATION, ROSTER, AND ENTRY FEE TO:

Dan Waterman
NMU Men's Basketball
444 Peninsula St.
Negaunee MI. 49866

*Or Confirm by phone (906)-475-5452 or (906) 362-9204 or email dwaterma@nmu.edu

Entry deadline is April 4th!!!

YOUNG WILDCAT BASKETBALL TOURNAMENT

Rules

1. Team rosters must be submitted and only those on the roster are eligible to play. A player can only be on one roster. Awards will be given to up to 12 players.
2. Players must have numbered jerseys or t-shirts.
3. Destruction of property by a member or members of a team will disqualify that team and reimbursement of costs will be required.
4. Each team will have to provide a score keeper at score table.
5. Please bring YOUR OWN basketballs for warm-ups. Basketball will NOT be provided by the tournament for warm-ups.
6. Teams will be present at least one-half hour prior to their games scheduled start time with their line-ups. Games may start up to 10 minutes early.
7. NO ONE is allowed on the courts during half-time or between games. There will be no shooting by players or anyone not involved in the game in progress.
8. Team expenses and liabilities for any player's injuries cannot be assumed by NMU Men's Basketball or Northern Michigan University.
9. Games will consist of two 20 minute halves with a running clock. The clock will stop under 2 minutes. There will be three one-minute time-outs per game, per team. There will be a 5 minute warm-up period and a 5 minute intermission. Warm-ups and/or intermission may vary to keep the tournament on schedule.
10. One 2 minute overtime period will be played if necessary. Each team will have one time-out. If the game is still tied, each coach will select five players from their team, and there will be a free throw "shoot-out" to determine a winner. Each player will shoot one free throw. The team with the most free throws made will be declared the winner. The "shoot-out" will continue until a winner is determined. Coaches do NOT have to select 5 different players each time. Disqualified players are NOT eligible to participate in a "shoot-out".
11. Pressing will be allowed in the last two minutes of each half for 3-6 grades. Pressing will be allowed for the entire game for 7 and 8 grade. No team will be allowed to press if they are ahead by 10 or more points.
12. There will be no zone defenses. NOTE: Teams may employ a zone press, but must play a man-to-man after the ball crosses half court. A zone defense violation will award the non-offending team 2 points and possession of the ball.
13. Free throws for 3 and 4 grade will be at the 13 foot line.
14. If one team is up by more than 25 points the clock will be a running clock.
15. All other rules not covered above will be the same as those used by the MHSAA.
16. Any decision of the tournament director, referees, or the tournament committee is final and without appeal in case of disputes. Tie-breaking rules to determine the winner of each pool will be as follows:
 - a. Head-to-head record.
 - b. Fewest points allowed
 - c. Highest points scored
 - d. A free throw "shoot-out" if teams are present, otherwise, a coin-toss by the tournament director.

