

**MARINETTE HOOPS CLUB
BOYS' BASKETBALL TOURNAMENT ENTRY FORM**

TEAM NAME: _____ GRADE: _____

COACH: _____

E-MAIL: _____

ADDRESS: _____

CITY/ZIP: _____ PHONE: _____

TEAM ROSTER: Please include name & number.

1. _____ 7. _____

2. _____ 8. _____

3. _____ 9. _____

4. _____ 10. _____

5. _____ 11. _____

6. _____ 12. _____

I understand that injuries can occur while playing basketball. I (we) agree to hold harmless the Marinette Hoops Club, the Marinette School District and their agents for any injuries which may occur due to participation in the above named tournament. I have also read and understand the rules for the tournament.

Coach/Parents signature: _____ Date: ___ / ___ / ___

MARINETTE HOOPS CLUB BOYS' TOURNAMENT RULES

- All players must be from the same school district.
- All players must be listed on the mailed-in roster. Additions must be made prior to the team's first game.
- Players must wear numbered jerseys or shirts.
- Decisions of the officials and tournament committee are final.
- Basketballs used for warm ups will not be furnished. Please bring your own.
- Grades 5 and 6 will use a girls' basketball and grades 7 and 8 will use a boys'.
- Teams need to be present at least ½ hour before their scheduled start of game with completed line up.
- Games will consist of two (2) halves with 18 minutes running clock which stops during the last two (2) minutes of each half. There will be a 6 minute intermission. If tied after regulation play you will go into 3 minute overtimes until a winner is determined.
- Two time-outs per half. No carry overs.
- Three point shot for 6-8th grade only.
- Pressing is allowed for 5th grade only during the last 2 minutes of the game.
- Pressing is allowed for 6th grade only in the last two minutes of each half and overtime.
- Pressing is allowed anytime for 7th and 8th grade.
- No grade can press if they are up by 10 points.
- Defense is man-to-man only.
- Bonus on the 7th team foul. Double bonus after the 10th team foul.
- First technical foul will give the opposing team 2 points plus the ball. Second technical foul will also result in an ejection and removal from gym.
- Destruction of property by member or members of a team shall disqualify that team and reimbursement of costs will be required.
- Tie-breaker for pool winners:
 - a.) Two Way Tie: winner of head to head game.
 - b.) Least points allowed in first half.
 - c.) Fewest total points allowed.
 - d.) Coin flip.
- All other rules not covered will be the same used by WIAA.
- There will be no shooting during half-time or between games by anyone not involved in the game in progress.