

Anoka Tornado Shootout 2009

5th Grade A

All games played at Anoka High School, Fred Moore Middle School & Sandburg Middle School

Pool Tie Breakers

- 1.) Head to Head
- 2.) Point Differential --Max. 15
- 3.) Points Allowed
- 4.) Points Scored
- 5.) Coin Flip

Wins Losses Pt. Differential

Elk River
St. Francis
Mounds View
Andover

<u>Game #</u>				<u>Court #</u>	<u>Time</u>	<u>Date</u>
5A1	Elk River	VS	Mounds View	Sandburg #1	6:50 PM	Sat. 2/14/09
5A2	St. Francis	VS	Andover	Sandburg #1	7:55 PM	Sat. 2/14/09
5A3	Andover	VS	Elk River	Sandburg #1	9:05 AM	Sun. 2/15/09
5A4	Mounds View	VS	St. Francis	FMMS #1	9:05 AM	Sun. 2/15/09
5A5	Elk River	VS	St. Francis	AHS #3	11:15 AM	Sun. 2/15/09
5A6	Andover	VS	Mounds View	AHS #4	11:15 AM	Sun. 2/15/09

2009 Anoka Shootout

Tournament Rules

The games will consist of 2 -14 minute stop time halves. There will be 5 minute warm-up before each game that could be shortened to 3 minutes if we're running behind. 1 minute between quarters. 5 minute half-time.

First overtime will be 2 minute stop time.

Second overtime will be sudden death, first team to score wins.

Intermediate size (28.5") ball will be used for all 4th, 5th & 6th grade boys.

Regulation size ball will be used for 7th, 8th and 9th grade boys.

Team attendance is required at least 15 minutes prior to scheduled time. If possible, games could start early. Lineups should be entered at least 5 minutes before game time.

Forfeit time is 5 minutes after game time. Teams must have at least 5 players to start. If team runs out of players due to fouls, the last player to foul out will remain and each subsequent foul on that player will result in 2 points and the ball.

No full court press is allowed if a team leads by 20 points or more.

Running time will begin when a team is ahead by 20 or more points in the last 7 minutes of the second half. Stop time will resume if the lead falls below 15 points.

No zone defenses are allowed in fourth grade.

3 one minute time-outs per game. 1 time-out per each overtime period. Timeouts will not carry over to overtime.

Technical fouls will not be shot. 2 points plus possession of ball.

No protests will be considered. The referee and tournament officials will settle all disputes.

Shoot 1 and 1 on 7th team foul. Shoot 2 on 10th team foul.

All defenses are allowed at all levels except 4th grade (no zone defense).

3 point shot allowed when the floor is marked.

Tie breakers for Pool Play:

- 1.) Head to Head
- 2.) Point Differential --Max. 15
- 3.) Points Allowed
- 4.) Points Scored
- 5.) Coin Flip

If three teams are tied, find first place then revert to step 1 to find 2nd place.