

# 10<sup>th</sup> Annual St Cloud Winter Shootout

January 10/11, 2009

4<sup>TH</sup> GRADE BOYS

M=MAIN GYM SCSU HALLENBECK HALL  
F=FIELD HOUSE SCSU HALLENBECK HALL

Pool Play.....

	<u>Pool A</u>	<u>Pool B</u>
Team 1.....	ALBANY	Team 4.....BUFFALO WHITE
Team 2.....	BUFFALO	Team 5.....LITTLE FALLS
Team 3.....	MN BALLERS	Team 6.....ELK RIVER

Games.....  
(SUNDAY )

Team 1 vs Team 2.....	Court M-1	8:00AM
Team 4 vs Team 5.....	Court M-2	8:00AM
Team 2 vs Team 3.....	Court M-1	10:00AM
Team 5 vs Team 6.....	Court M-2	10:00AM
Team 1 vs Team 3.....	Court M-1	12:00PM
Team 4 vs Team 6.....	Court M-2	12:00PM

Championship

Pool A #1 seed \_\_\_\_\_ vs. Pool B #1 seed \_\_\_\_\_  
Court M-1, Sun. 2:00PM

Third Place

Pool A #2 seed \_\_\_\_\_ vs. Pool B #2 seed \_\_\_\_\_  
Court M-2, Sun. 2:00PM

Consolation

Pool A #3 seed \_\_\_\_\_ vs. Pool B #3 seed \_\_\_\_\_  
Court M-3, Sun. 2:00PM

Seed determination in pool is based on number of wins and losses.

In case of a tie, the following tie breakers will be used in the following order....

1<sup>st</sup> tie breaker....Point differential. Higher total points when combining both your team's games on Saturday wins the tie breaker.

(How do you figure point differential. If you win your game, the point difference between your winning score and the losing team score is determined and counted as a positive number. If you lose your game, the point difference between your losing score and the winning team score is determined and counted as a negative number. Maximum number of points you can gain or lose per game is 15.)

If needed....

2<sup>nd</sup> tie breaker...Total points allowed in all games played. Lower total is the higher seed.

3<sup>rd</sup> tie breaker...Flip a coin to determine higher seed.

# St Cloud Winter Shootout- Jan 10<sup>th</sup> and 11th

Dear Coach,

Welcome to the 10th Annual St Cloud Winter Shootout which will be held at St Cloud State University, Halenbeck Hall located at 720 4<sup>th</sup> Ave S, St Cloud MN. Enclosed are the tournament rules and a release form. Please use mapquest.com for directions from your city.

A coaches check-in table will be near the main entrance on Saturday.

- Please provide a team roster and a signed release form for each player upon check-in before your team's first game. (Copies of the release form are included for all your players. Please have the appropriate parent/guardian sign for each player. A player will only be eligible for the tournament if the signed release form is submitted before the first game for your team.)
- Upon Check-in, **two** coaches passes will be given per team for free admission to both days of the tournament. (Coaches, please inform the extra coaches that do not receive the free pass that they will be expected to pay the daily entry fee. We want to avoid any unnecessary embarrassment at the entry gate.)

Concessions will be available for your team and fans for your convenience.

Have Fun and Enjoy your time in the St. Cloud area.

If you have any questions, please call me at 320.492-7423

Thank You,

John Korf  
Tournament Coordinator

ALWAYS CHECK THE SITE BRACKET BOARD FOR BRACKET UPDATES!

## St Cloud Winter Shootout Tournament Rules

1. Games will be 14 minute halves.
2. Overtime periods: The first overtime period shall be two minutes stop-time. The second will be sudden death with the following exception: Championship games will be two-minute stop-time periods until a winner has been determined.
3. One and one will be shot on the seventh team foul. On the tenth team foul, two free throws will be shot.
4. Each team is allowed 3 timeouts per game and one for each overtime. Note: Unused timeouts from regulation will not be carried over into the overtime sessions.
5. There will be a 5-minute warm-up before each game, one minute between quarters, and a 5-minute half-time. Note: If games are falling behind schedule, it will be up to the referees' discretion to decrease warm-up/timeout lengths.
6. A 15 minute grace period from the scheduled start time shall be allowed before a forfeit is declared.
7. Technicals will not be shot. Two points and the ball will awarded to the opponent of the team charged with the technical.
8. If a team only has five players and has one foul out, that player may continue to play, but his/her team will be assessed a technical foul with team fouled being awarded 2 points and possession of the ball.
9. Designated home team (top half of bracket or first team listed in pool play) will furnish game ball and provide the official scorer for the game. (Official game scorer will be an adult and will sit at the scoreclock table. We will provide scoreclock time keeper.) 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> grade boys will use the intermediate ball (28.5) size ball. All other boys grade levels shall use the men's size ball. All levels of the girls grade levels shall use the women's size ball.
10. Teams are responsible for any of their own lost or damaged equipment.
11. Full Court Presses and Zone Defenses are allowed at all grades **EXCEPT** 4<sup>th</sup> grade. **However**, full court presses are not allowed at the 5<sup>th</sup> and 6<sup>th</sup> grade levels in the first half of games throughout the tournament. Penalty: 1 warning, subsequent offenses will result in 2 points being awarded to the other team for each violation.
12. Any team holding a 20 point lead or more, may not apply a full court press. Penalty: 1 warning, subsequent offenses will result in 2 points being awarded to the other team for each violation.
13. The last 5 minutes of the game should a team lead by 20 or more points, the game clock will be running time in all situations except for timeouts. Should the lead go below 20 points, stop time will be reinstated.
14. A Team receiving 4 Technical Fouls in one game (e.g. Coach, Bench, Player, Team Fan, etc.) will automatically forfeit the game. Coach, please keep your players and fans respectful of others and under control.
15. All protests will be settled on the court by the referees.