

TOURNAMENT REGISTRATION PACKET



Northern Trophy
and Silk Screening, Inc.

2017 Missouri River Shootout

Division	Max Teams Per Division	Format	Entry Fee Before March 24, 2017	Entry Fee After March 24, 2017
2/3 rd Grade	8	3 Game Guarantee "Back Around Bracket"	\$175	\$190
4 th Grade	8	3 Game Guarantee "Back Around Bracket"	\$175	\$190
5 th Grade	8	3 Game Guarantee "Back Around Bracket"	\$185	\$200
6 th Grade	8	3 Game Guarantee "Back Around Bracket"	\$185	\$200
7 th Grade	8	3 Game Guarantee "Back Around Bracket"	\$200	\$225
8 th Grade	8	3 Game Guarantee "Back Around Bracket"	\$200	\$225
9/10 th Grade	16	4 GG – Pool Play to Single-game Elimination Bracket "Sweet 16"	\$250	\$275

*Entry Fee is based on all cost associated with: Gym Rental, Referee Cost, Award Cost, etc.

Must be POSTMARKED (if Postal Mail) before Deadlines – ABSOLUTE DEADLINE – APRIL 7, 2017

****If entry fee (Registration Package) submitted, the team decides to cancel prior to MARCH 31, 2017, a processing fee of \$35 will be applied. NO REFUNDS after APRIL 1, 2017****

Awards

Champion Jackets (9/10th Grade Division)

Champion Hoodies (7th and 8th Grade Division)

Champion Dry-Fit Long Sleeves (5th and 4th Division)

Champion Shirts (2/3rd Division)

2nd Place Medals

3rd Place Medals

3ft. Champion Team Trophies

Special Awards – MVP, Hustle, All-Tourney's

Beaded Medallions

Other Awards TBD



Coach/Team Conduct Acknowledgment

- We (Coach/Team) understand that this is competition based play and will abide by rules and regulations set forth by Missouri River Shootout Committee.
 - Foul and Abusive language toward referees will not be tolerated.
 - Sportsmanship is of the utmost importance.
- Gym Supervisors/Referees/Tournament Director will have the final decision in situational events.
- Tournament director reserves the right to disqualify team from tournament if necessary in extreme situations. No Refunds
- Referees also have the right to make on-court decisions, these will stand.

I have read this acknowledgement and do hereby demonstrate my understanding and agreement to abide by these guidelines by affixing my signature and the date below.

Printed Name – Coach

Signature - Coach

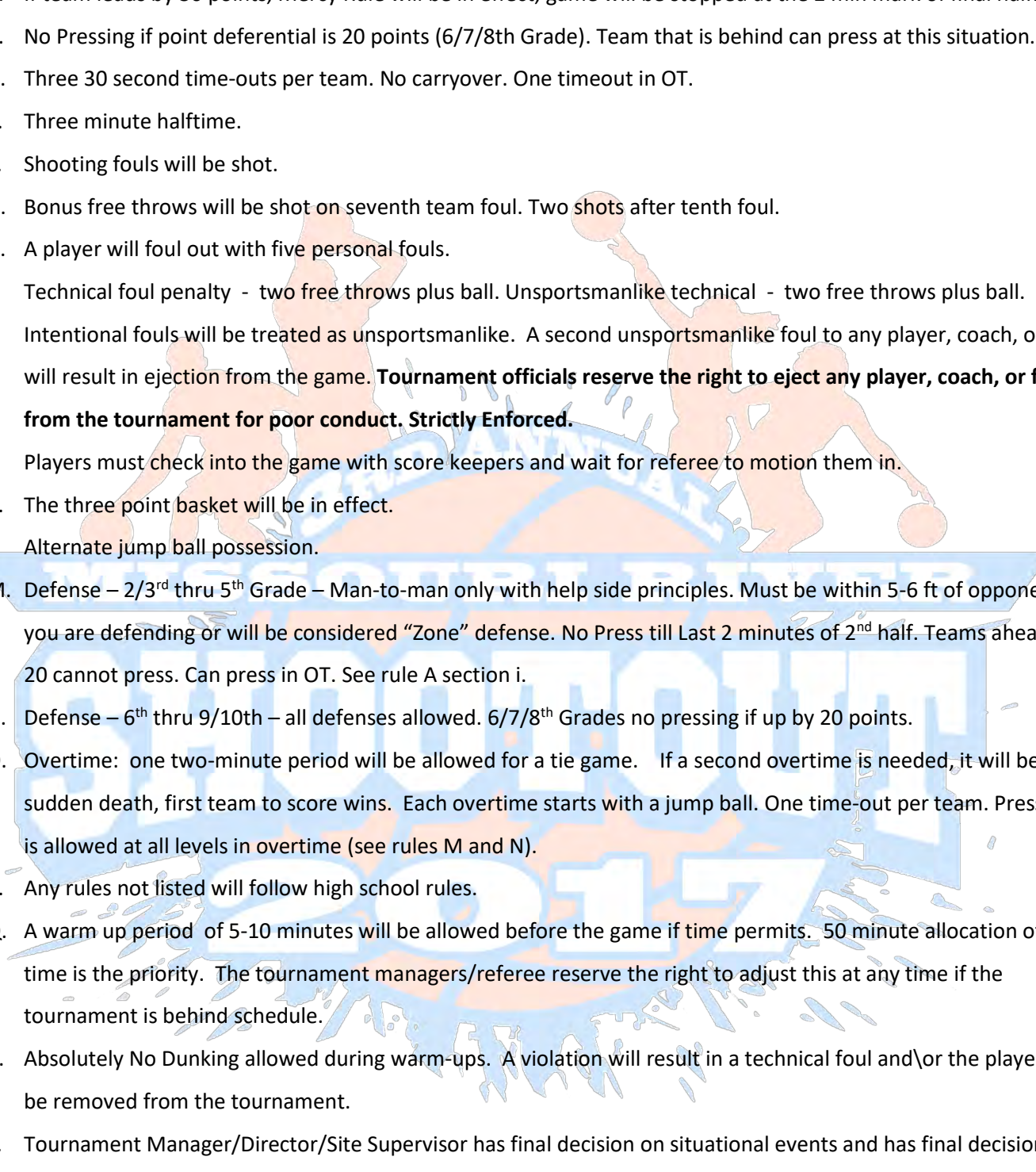
Date

General Rules:

1. All coaches must sign the Coach/Team Conduct form included in Registration Package.
2. Teams must provide a scorekeeper for their game. This can be decided between both teams. This will help in accountability.
3. **INTEGRITY** will be enforced in regards to players participating in their own division ****For example No Junior's playing in 9/10th grade division or 6th Graders playing in 5th grade division, Etc.**** - this can result in forfeit of played games and/or upcoming games.
4. 7th to 9/10th grade division will be required to show documentation of current grade if brought to the Tournament Director/Site Supervisor's attention **with proof**.
5. Players can play on another team, but has to be in different division or play up, cannot play on two teams in same division.
6. Coaches are responsible for their team members at all times. Each team must furnish their own warm-up balls.
7. Teams are guaranteed three games as outlined. Game time is forfeit time. A forfeit is considered a game and will count against your guarantee. A team can have 4 players to start a game but, 5th player must be present by start of second half, or will result in forfeit
8. No-shows are forfeits, and in the case of consecutive no-shows, tournament managers reserve the right to forfeit a no-show team's remaining games. It is coaches responsibility to contact Tournament Director.
9. All teams must have like jerseys with numbers.
10. Some teams may have all games on one day depending on Bracket outcome. This is due to number of games and gym schedule if Maximum number of teams play, 128 teams – 270 games.
11. Entry fee (non-refundable after April 1, 2017)
12. Admission: \$7/day Adults \$5/Students 5 & under free
13. Tournament Tee shirts will be available for sale – High Quality Screen Print

The Game:

- A. Two 16 - minute halves with clock stop on free throws/timeouts/injuries. Last 2 minutes of second half will be stopped time on all dead balls, free throws, etc.
 - I. The clock will run continuous if point differential is 10 points (2/3rd thru 5th Grade) or more. If point difference drops to below 10 then stopped clock is in effect, vice versa. (Game time can be adjusted to 15 minutes if needed depending on scheduled gym time)
 - II. The clock will run continuous if point differential is 15 points (6th thru 9/10th) or more. If point difference drops to below 15 then stopped clock is in effect, vice versa. (Game time can be adjusted to 15 minutes if needed depending on scheduled gym time)

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- B. If team leads by 30 points, Mercy Rule will be in effect, game will be stopped at the 2 min mark of final half.
- C. No Pressing if point differential is 20 points (6/7/8th Grade). Team that is behind can press at this situation.
- D. Three 30 second time-outs per team. No carryover. One timeout in OT.
- E. Three minute halftime.
- F. Shooting fouls will be shot.
- G. Bonus free throws will be shot on seventh team foul. Two shots after tenth foul.
- H. A player will foul out with five personal fouls.
- I. Technical foul penalty - two free throws plus ball. Unsportsmanlike technical - two free throws plus ball. Intentional fouls will be treated as unsportsmanlike. A second unsportsmanlike foul to any player, coach, or fan will result in ejection from the game. **Tournament officials reserve the right to eject any player, coach, or fan from the tournament for poor conduct. Strictly Enforced.**
- J. Players must check into the game with score keepers and wait for referee to motion them in.
- K. The three point basket will be in effect.
- L. Alternate jump ball possession.
- M. Defense – 2/3rd thru 5th Grade – Man-to-man only with help side principles. Must be within 5-6 ft of opponent you are defending or will be considered “Zone” defense. No Press till Last 2 minutes of 2nd half. Teams ahead by 20 cannot press. Can press in OT. See rule A section i.
- N. Defense – 6th thru 9/10th – all defenses allowed. 6/7/8th Grades no pressing if up by 20 points.
- O. Overtime: one two-minute period will be allowed for a tie game. If a second overtime is needed, it will be sudden death, first team to score wins. Each overtime starts with a jump ball. One time-out per team. Pressing is allowed at all levels in overtime (see rules M and N).
- P. Any rules not listed will follow high school rules.
- Q. A warm up period of 5-10 minutes will be allowed before the game if time permits. 50 minute allocation of time is the priority. The tournament managers/referee reserve the right to adjust this at any time if the tournament is behind schedule.
- R. Absolutely No Dunking allowed during warm-ups. A violation will result in a technical foul and/or the player will be removed from the tournament.
- S. Tournament Manager/Director/Site Supervisor has final decision on situational events and has final decision.
- T. Missouri River Shootout Tournament/Missouri River Elite Basketball is not responsible for accidents or theft.

No more than two coaches and/or scorekeeper may be allowed on team bench area. Good luck to all participating teams. Play hard, Play Fair, Play with Pride!