



Dear Coaches,

We would like to thank you for participating in the SPUD Shootout Youth Basketball Tournament. We hope to make this event a memorable and fun tournament for players and fans. Below you will find valuable and important information for the tournament. Please read this information carefully. If you have any questions please feel free to e-mail or call. We look forward to seeing you and hope you have fun at the tournament! If you have any questions, please call Mark Perry at **(701) 367-5189** or by e-mail at [mperry@moorheadschoools.org](mailto:mperry@moorheadschoools.org)

### **Tournament Information:**

- **National Federation of High School Basketball Rules** will be used with the exceptions listed on the corresponding sheets.
- Teams should check-in 30 minutes prior to their first game. Signed tournament waivers will be submitted at this time if not already mailed in (please find the check-in person by the admission table at your location). Coaches or supervisors must accompany their teams to check in.
- Games are every 50 min. Make sure to check game times. Teams should report to their gyms 15 minutes before their scheduled game time.
- Players must compete at their own grade level or higher and compete only on one team in any age division.
- All teams must have uniform shirts with visible numbers on the back.
- Teams will be guaranteed three games. This will be subject to unforeseen weather conditions or forfeiture by a team. A forfeited game is considered a guaranteed game.
- The decisions of the officials and site supervisor will be final. No protests will be accepted. A site supervisor will be provided for each gym (site) along with scorekeepers and timers.
- Teams are responsible for checking the official bracket board at the site and are responsible to be aware of any changes. Teams not ready at the proper time or site due to a posted change in time, court, or site shall forfeit that game. A five-minute grace period shall be allowed before a forfeit is declared.

- Team coaches, representatives, or parents should collect valuables. Moorhead High School/ Horizon Middle School will not be responsible for lost or stolen items.
- Each team must provide warm-up balls. Game balls will be provided.
- If games run behind, a 5-minute maximum warm-up will be provided.
- First Place and Second Place will receive medals.
- There will be a charge for admissions for everyone except players and coaches. The charge will be \$7.00 for adults and \$5.00 for students. Children under 6 are free. One pass will be good at all the game sites. Please have players and coaches get hand stamped at the door in order to avoid confusion when viewing other games in which they are not participating. Phones and locker rooms are not available for use at the schools.
- There will be concessions available during the tournament. Please no outside food.

**IN THE EVENT OF INCLEMENT WEATHER** *(I hope this doesn't happen, but if so, some guidelines must be given...)*

- If the tournament is canceled, a processing fee of \$20.00 will be withheld with the remainder being returned.
- If the tournament has begun (commencing on the first game of the day), a 50% refund will be given.



## Game Rules:

1. No zones for 4<sup>th</sup>, 5<sup>th</sup>, & 6th Grade
2. No full-court press for 4th grade until the last three minutes of the game.
3. 5th, 6th, 7<sup>th</sup>, & 8th grade will play straight up basketball; full-court press (if the score is within 20 points). 7th & 8th grade is the only division that can play zone defense & trap.
4. 15-point lead or more results in a running clock for the last two minutes.
5. No full-court presses are allowed by a team that is ahead by more than 20 points.
6. Shoot bonus and 2 shot fouls with the clock running except for the last 2 min of each half and the game.
  - 4th grade will be allowed to land on the free-throw line (referee's discretion).

## **Time Management**

7. Timeouts will be 1 minute. (clock will stop)
  - Each team is allowed 2 timeouts per game
8. 16 min halves running time-clock stops last 2 minutes of the game and the half.
9. 5-minute pre-game warm-up and 3-minute halftime. However, if games are running behind schedule, referees and/or tournament officials may alter the warm-up time accordingly.
10. Any team not present and ready to play within 10 minutes of the designated start time will forfeit that game.
11. Games may run ahead of schedule. You will be required to start 5 minutes from the end of the previous game but may start up to 30 min early.

## **OVERTIME**

12. Overtime will start with a jump ball.
13. The 1st overtime will be **2** minutes.
14. Each team is allowed 1 timeout in 1st overtime.
15. 2nd overtime is sudden death with no timeouts

## **Team Conduct**

16. Referees and/or tournament officials will resolve all disputes as they occur. Decisions are final and not subject to appeal.
17. Abuse of referees from coaches, players or fans will not be tolerated.
18. Coaches are responsible for the conduct of their players & fans.
19. Coaches, players, or fans exhibiting unsportsmanlike conduct may be asked to leave the entire facility by the referees and/or tournament officials. Refusal to leave will result in a forfeit of the game. If the situation persists, the entire team will be removed from the rest of the tournament with no refund due.
20. Technical fouls will be 2 points and the ball. Poor behavior will not be tolerated from athletes, coaches or fans. 2<sup>nd</sup> Technical will result in ejection from the tournament.

\*Technical foul: 2 POINTS and ball at midcourt

\*Intentional foul: 2 shots and ball at the spot of the foul.

**NOTE: PLEASE HAVE YOUR TEAMS AT THE GYM EARLY SO WE CAN START GAMES UP TO 30 MINUTES AHEAD OF SCHEDULE.**

*Pairings will be sent out a week or so before the date scheduled. Games will be played at Moorhead High School (2300 4<sup>th</sup> Ave. South)—Just south of HWY 10, Horizon Middle School (3601 12th Avenue South) and Dorothy Dodds Elementary (4400 24th Ave South). The Fieldhouse connects the High School and the Moorhead Sports Center.*



