



# Park Rapids Boys Basketball Tournament



Thank you for being a part of this year's Park Rapids Boys Basketball Tournament Below you will find important information related to the tournament. Please read this information carefully and if you have any questions be sure to contact Aaron Morris at [amorris@parkrapids.k12.mn.us](mailto:amorris@parkrapids.k12.mn.us) or 218-366-1278. We look forward to hosting your team!

Date of Tournament: **Saturday, February 3rd, 2024 (Make up day is February 4th if needed)**

Divisions: **Boys Grades 3, 4, 5, and 6**

Registration: **\$175 per team.** Certified basketball officials are being contacted to officiate games (5-6). Paid teams will be entered in the order they are received. Please help us and reserve your spot by registering early.

Please fill out the registration form completely and mail with registration fee to: Aaron Morris, 401 Huntsinger Ave, Park Rapids, MN 56470 *\*\*Payable to Park Rapids Boys Basketball\*\**

Registration Deadline: **Saturday, January 20th:**

Tournament Schedule: Pairings, games, sites, and times will be emailed out **Sunday, January 21st.**

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## Park Rapids Boys Basketball Tournament Registration Form

Team Name: \_\_\_\_\_

Boys Grade Division (circle): 3rd 4th 5th 6th

As a coach/coordinator of a participating team, by my signature, I hereby state that I have permission from all players' parents to compete in traveling basketball tournaments including the Park Rapids Boys Basketball Tournament. We release the Park Rapids Boys Basketball program, Park Rapids Area Schools, and all those associated with this event from any liability for injuries which may occur to the said players while participating in this event.

Coach/Coordinator Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Info. sent to: \_\_\_\_\_ Phone (Home): \_\_\_\_\_

Email: \_\_\_\_\_ Phone (Cell): \_\_\_\_\_

### General Tournament Information

- Teams should check-in 30 minutes prior to their first game at the site of their first game.
- The following gym notations will be used on the brackets:
  - **HS 1, HS 2:** Park Rapids High School (401 Huntsinger Ave Park Rapids, MN 56470)
  - **C1, C2:** Century School K-8 (501 Helten Ave Park Rapids, MN 56470)
- Be sure to check game times. Teams should report to their gyms at least 20 minutes before their scheduled game time. **Games may start up to 20 minutes early.**
- **Each team must provide their own warm-up basketballs.**
- Players must compete at their grade level or above and on only one team per grade.
- Teams must have uniforms with visible numbers on the back (reversible uniforms preferred).
- Teams will be guaranteed three games. This is 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. Tournament personnel are not responsible for lost or stolen items. Locker rooms will NOT be available.
- Teams are responsible for checking the official brackets at each site 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.
- 1st & 2nd place awards will be given in each division
- There will be a daily admission charge for spectators (good for admission at each site).
- Concessions will be available during the tournament. Please no outside food.
- **Please remind your teams to clean up after themselves and treat the facilities and all school property with respect.**

### Inclement Weather Policy

Teams will be notified via email and a phone call at the contact information provided on the team's registration form in the event of any weather cancellations. If the tournament is canceled, a processing fee of \$50.00 will be withheld with the remainder of the registration fee being returned. If the tournament has begun, teams will be refunded a prorated amount based on the number of games they've played (any game that has started will count as a game played).

### Game Rules

- The tournament will be played under the basketball rules of the MSHSL. Grades 3-6 will use 28.5" basketballs.
- Warm-up time, half-time breaks
  - Three (3) minutes will be allowed for warm-up and half time; however, the referees have the discretion to shorten these times to ensure the games move along in a timely fashion.
- Rosters and Game Line-Ups
  - Each team is responsible for entering their line-up on the official score sheet prior to the start of each game. If numbers are not entered correctly a technical foul can be assessed.
- Game playing time
  - All games will be two, 16-minute running clock halves. The clock will stop only during the last minute of the 1st half and the last 2 minutes of the 2nd half for dead balls (only if the score is within 10 points).
- OT:

- The first overtime period will be two (2) minutes, with the clock stopping only during the last minute for dead balls. The second OT period will be sudden death.
- Time Outs
  - Teams will be allowed three (3) thirty (30) second timeouts per game. Each team will be awarded one (1) timeout for the first overtime period, but no timeouts for a sudden death period. Unused timeouts do not carry over to the overtime periods.
- Defenses Allowed
  - No zone defense or pressing is allowed. Only half court man to man defense is allowed. - Pressing will be allowed in the final 2 minutes of the game if the score is within 10 points.
- Foul Shooting
  - One and one will be shot after seven (7) team fouls per half; double bonus at 10 team fouls. NO TECHNICAL FOULS WILL NOT BE SHOT. Two points & the ball will be awarded to the opposing team.
- Technical Fouls
  - Players or coaches that receive 2 technical fouls in a game will be ejected from the game and suspended for the next game as well.
- Tie Breakers
  - Two-team Tie: In any situation where two teams are tied, head-to-head results between the teams shall determine the winner.
  - Three-team Tie: In the event of a 3 team tie, seeds will be determined based on point differential of all games played by each team involved in the tie. (Maximum point differential in a game will be 15 points for the sake of the tie breaker).