

Midwest Invitational Tournament



Tournament Format:

1. Pool play, bracket play or combination
2. 4 game minimum

Tournament Policies & Regulations:

1. All players must have the same jersey color, with their individual numbers on the back.
2. 5 minute warm-ups – Time permitting - Clock starts immediately.
3. Games will be played as scheduled. Game time is forfeit time.
4. A team must have five players to start a game and three players to finish. Once a team is down to two players regardless of the score, the game is over and the team with two players loses.
5. An intermediate sized ball (28.5) will be used for all girls games and in the 4th & 5th grade boys division.
6. A player may only play for one team (per division) during the tournament. Players may “play up” but they may not “play down”. Players in a school grade higher than the tournament bracket will not be tolerated! Automatic disqualification may result. I.D. or proof of grade and age may be requested.
7. Teams will be responsible for supplying a scorekeeper or someone to run the clock. We ask that you use good judgment in having a responsible individual fulfill this assignment.
8. Coaches must present their coaches pass at the registration table. A maximum of 2 coaches will be allowed free admission to the tournament.
9. Teams should arrive at least 20 minutes before game time. Remember, game time is forfeit time.
10. No refunds will be made after January 1, 2011. Regardless of the weather, the tournament will happen.
11. Admission charge will be \$6 for adults and \$4 for children ages 5+ (coaches are free – max 2 per team). A portion of the proceeds are being given to the Leukemia and Lymphoma Society.

Tournament Rules – IHSA rules used with the following exceptions:

1. Length of Game: 4th, 5th & 6th Grades: Two 12-minute halves with stop clock. 7th & 8th Grades: Two 14-minute halves with stop clock. The clock will stop on time-outs and injuries. For 2nd half leads of 20 points or more, the clock will not stop during the last 5 minutes of the half. In the best interest of the event, the length of the halves may be reduced to keep the tournament on schedule (e.g. 14-minutes to 12-minutes).
2. Timeouts: Three 1-minute timeouts per game, to be used in either half of the game. One additional timeout for overtime period. Any calls for a time-out after your limit will result in a technical foul.
3. Overtime: If teams are tied at the end of regulation, a 2-minute overtime will be played with the clock stopping during the final minute. If necessary, a second overtime will be a sudden death, the first point of any kind will end the game.
4. Defense: All defenses are allowed, including zone & full court press. No full court press after a 15 point lead (20 points in 7th & 8th grades).
5. Player fouls and team fouls will be played under the IHSA rules. This includes bonus and super bonus.
6. Technical Fouls: All technical fouls are an automatic 2 points and the ball.
7. Unsportsmanlike Conduct: In the event that a coach has been issued 2 technical fouls he/she will have to leave the building immediately or his/her team will be disqualified. The coach will not be allowed to coach any of the remaining games in the tournament.
8. The referees have full authority on the court. Protests will not be allowed.
9. Two technical fouls on a player or coach will result in immediate ejection and a suspension for the following game.
10. Coaches are responsible for their fans and players. Abuse of officials by fans may result in technical fouls called on the coach or ejection from the premises. Any unbecoming conduct or use of profanity will be grounds for a technical foul, and possible ejection from the tournament facility.
11. The Tournament Director has the final authority on all rules and interpretations.