

**ISHPEMING ARMORY MINI CLASSIC
2010 – 5TH, 6TH, 7TH AND 8TH GRADE
GIRLS BASKETBALL TOURNAMENT**

21-24 January 2010

The Ishpeming Armory is proud to announce its 3rd Annual Girls 5th thru 8th Grade Basketball Tournament. Please pass this invitation on to any interested basketball coaches.

- *Tournament is for any 5th thru 8th Grade Girls basketball teams.
- *“Pool play bracket will be used if right amount of teams enter, if not double elimination will be used.
- *Teams may use players from a lower grade.
- *Games will be played at the Ishpeming Armory.
- *All players on a team must play a minimum of 4 minutes per game.
- *All games will be two 20 minute halves with a running clock until the 2 minute mark of each half.
The clock may stop on free throws if there is a longer delay.
- *No pressing until the last 2 minutes of each half. 8th Grade can press the entire game.
 - **No team will be allowed to press if they are ahead by 10 or more points.**
- *Each team will have two time outs per half.
- *Overtime periods will be 2 minutes in length with the clock stopping for each whistle.
- *There will be a 5 minute intermission for half time.
- * Local Teams can expect to play Thursday or Friday evening if necessary.

ENTRY FEE: \$150.00 PER TEAM

(CHECKS PAYABLE TO: Ishpeming Armory) C/O: Gary Lafreniere

*AWARDS: **T-Shirts First Place and Medals for second place.**

SEND REGISTRATION ROSTER AND ENTRY FEE TO:

Gary LaFreniere

Ishpeming Armory Mini Classic

900 Palms Avenue

Ishpeming, MI 49849

E-Mail: gary.lafreniere@us.army.mil

FAX Number: (906)486-4946

*Also Confirm by phone: Work (906)-485-2521. Home: (906) 485-1484

Ishpeming Armory NCO Club 3rd Annual Mini-Classis Girls Basketball Tournament

RULES

- Team rosters may consist of 12 players; however, a maximum of 10 T-shirts will be given to the 1st place teams. Second place team will receive medals. Team rosters must be submitted and only those on the roster are eligible to play. A player can only be on one roster.
- **.Each Team must provide a volunteer to serve at the scorer's table for each game.**
- Players must have numbered jerseys or t-shirts.
- Destruction of property by a member or members of a team will disqualify that team and reimbursement of costs will be required.
- Please bring YOUR OWN basketballs for warm-ups. Basketballs will NOT be provided by the tournament for warm-ups.
- Teams will be present at least one-half hour prior to their games scheduled start time with their line-ups. Games may start up to 10 minutes early.
- NO ONE is allowed on the court during half-time or between games. There will be no shooting by players or anyone not involved in the game in progress.
- Games will consist of two 20 minute halves with a running clock. The clock will stop under 2 minutes. There will be two time-outs per half per team. There will be a 5 minute warm-up period and a 5 minute intermission. Warm-ups and/or intermission may vary to keep the tournament on schedule.
- One 2 minute overtime period will be played if necessary. Each team will be allowed one additional time-out. If the game is still tied, each coach will select five players from their team, and there will be a free-throw "shoot-out" to determine a winner. Each player will shoot one free throw. The team with the most free-throws made will be declared the winner. The "shoot-out" will continue until a winner is determined. Coaches do NOT have to select 5 different players each time. Disqualified players are NOT eligible to participate in a "shoot-out".
- Pressing will be allowed in the last two minutes of each half for the 5th, 6th, and 7th Grade divisions. Pressing will be allowed in the 8th grade division for the entire game. **No team will be allowed to press if they are ahead by 10 or more points.**
- All other rules not covered above will be the same as those used by the MHSAA.
- Team expenses and liabilities for any player's injuries cannot be assumed by the Ishpeming Armory or State of Michigan.
- Any decision of the tournament director, referees, or the tournament committee is final and without appeal in case of disputes. Tie-breaking rules to determine the winner of each pool will be as follows:
 1. Head-to-head record
 2. Fewest points allowed
 3. Highest points scored
 4. A free throw "shoot-out" if teams are present, otherwise, a coin-toss by the tournament director

