

Thanksgiving Tune-Up Basketball Tournament 2016

Brackets and team assignments: Winners Highlighted November 26-27, 2016

4 th Grade (U10) Boys	Records	5/6 th Grade (U12) Boys A level	
In the Zone	0-3	Phillipsburg State Liners	0-3
Nazareth Jr Cadets	2-1	Nazareth Jr Cadets	1-2
Coplay Sports	3-1	Saucon Valley	2-2
		South Parkland YA	4-0
5/6th Grade (U12) Boys B level		8th Grade (U14) Boys	
Wildcats (<i>Lehigh Valley</i>)	0-3	In the Zone	0-3
Northampton AA	3-1	Phillipsburg State Liners	1-2
Nazareth Jr Cadets	2-2	Parkland Youth Center (PYC)	2-2
Blue Eagle Basketball-Landes (<i>Nazareth</i>)	1-2	Lehigh Township AA	4-0
Palmerton Youth Bball	1-3		
Parkwood (<i>Philadelphia</i>)	4-0		

Tournament Format: There is a 3 game minimum. Teams will play two preliminary games Friday and/or Saturday and are then seeded. The tournament will then continue in a single elimination process (lose and you're out format; similar to NCAA and NFL playoffs). All teams will make this single elimination playoff. Seeding will be based on results of preliminary games, strength of schedule, pre-tournament seeding and personal observations. Scheduling consideration will also be made in order to avoid having teams play each other twice although this may happen. We will also try to avoid having teams from the same organization play each other. The intent is to provide the opportunity for the top teams to move on without matching up high seeds before the finals. Although this will not be a perfect process, every effort will be made to make it fair. For example, one team might go 1-1 in the preliminary games and still have to play in the Play-In game based on strength of schedule while another team that goes 1-1 might get a bye into the semi finals. Also, a team might have to beat a team twice (once in the preliminary round and once in the single elimination round) to move on in the tournament. Please remember that seeding teams is a difficult process; after all, the selection committee for the NCAA tournament has an enormous amount of information and resources available to it and various media experts still complain and critique it for the entire week leading up to the first game. In order to win the tournament, teams need to beat whoever lines up against them.

Play-in games (also called Pig-tail games) are necessary when there isn't a round number for the play-off (i.e. 4, 8 or 16 teams). Lower seeded teams will need to play a pigtail game against another lower seeded team to advance into the round of 8 (or 4). This is similar to the NFL playoff system where the wild card teams play lower seeds for the right to advance while the top 2 teams get byes into the conference semi-finals.

Sunday's playoff schedule will be posted on the website, www.inthezonesports.biz, throughout the day Saturday and finalized by 10:30 pm Saturday. Please check the website regularly.

Games Rules:

- 20 minute halves with running clock; stop clock for the last 2 minutes of each half. Clock stops on technical fouls.
- Four 30 second timeouts per game; one additional 30 sec time out for each OT.

- 4 minute halftime and up to 5 minutes between games for warm-up. These can be modified if games are running behind schedule. Games will start no earlier than 5 minutes before scheduled start time if games are running ahead of schedule.
- 2 minute overtime followed by 1 minute overtimes until winner is determined.
- No pressing by a team that has a 20 point lead.
- If a team is up by 20 points or more in the second half, the clock will continue to run unless the lead slips below 20 points.
- 10 minute grace period from start of game before forfeit is announced (tournament director's discretion based on conversations with coaches).
- Any player or coach receiving two technical fouls in a game will be ejected from that game and will not be allowed to play in their next game.
- Any player ejected for fighting will be expelled from the tournament
- Unless otherwise specified, all other rules follow PIAA standards except those relating to scorebook and uniform requirements.
- Foul shots are live on the release of the ball from the shooters hand.
- Hand checking will be called in line with NFHS guidelines.

Games played at: In the Zone, 6870 Chrisphalt Drive, Bath, PA 18014; 610-837-8605

To read this schedule: Find the number and letter combination corresponding to the **highest GRADE** for age group of the team you are looking for. Boys Brackets are followed by a "B". Where applicable, bracket levels follow a "/" (i.e. the code "6B/A" is for the Boys 6th Grade A Level bracket while a "6B/B" is the Boys 6th Grade B Level bracket).

Winners Bolded and Underlined:

Sat 11/26	In the Zone Red Court	In the Zone Blue Court
9:00	6B/B: <u>Northampton</u> v Blue Eagles 21-5	4B: ITZ vs <u>Nazareth Jr Cadets</u> 33-29
10:00	6B/B: Palmerton v <u>Parkwood</u> 37-25	6B/B: <u>Naz Jr Cadets</u> v Wildcats 36-31
11:00		4B: <u>Nazareth Jr Cadets</u> vs Coplay 24-18
12:00	6B/B: <u>Northampton</u> v Palmerton 36-22	6B/B: <u>Blue Eagles</u> v Wildcats 43-41
1:00	6B/B: <u>Parkwood</u> v Naz Jr Cadets 41-22	4B: ITZ vs <u>Coplay</u> 28-24
2:00	6B/A: Liners v <u>Nazareth</u> 39-8	6B/A: Saucon Valley v <u>S.Parkland</u> 60-41
3:00	8B: Liners vs <u>Parkland YC</u> 48-34	8B: <u>Lehigh Township</u> v In the Zone 47-20
4:00	6B/A: Losers of 2:00 game <u>Saucon Valley</u> vs Liners 42-12	6B/A: Winners of 2:00 game <u>S. Parkland</u> vs Nazareth Jr Cadets 61-32
5:00	8B: Losers of 3:00 game In the Zone vs <u>Liners</u> 44-41	8B: Winners of 3:00 game <u>LTAA</u> vs PYC 55-38

Sunday's Playoff TEMPLATE: Playoffs are single elimination. Win and move on; Lose and you're out

Sun 11/27	In the Zone Red Court	In the Zone Blue Court
10:00	6B/B: Play-in <u>Naz Jr Cadets</u> v Wildcats 26-22	6B/B: Play-in Blue Eagles v <u>Palmerton</u> 34-27
11:00	6B/A: Semi Finals Naz Jr Cadets v <u>Saucon Valley</u> 38-25	6B/A: Semi Finals <u>S. Parkland</u> v Liners 46-25
12:00	6B/B: Semi Finals <u>Northampton</u> vs Palmerton 29-22	6B/B: Semi Finals <u>Parkwood</u> vs Nazareth Jr Cadets 40-25
1:00	4B: Semi Final <u>Coplay</u> v ITZ 45-15	6B/A: Finals <u>S. Parkland</u> vs Saucon Valley 46-37
2:00	8B: Semi Finals <u>Lehigh Township</u> vs In the Zone 78-43	8B: Semi Finals <u>PYC</u> vs Liners 51-34
3:00	4B: Finals <u>Naz Jr Cadets</u> v <u>Coplay</u> 36-28	6B/B: Finals <u>Parkwood</u> v Northampton 40-29
4:00		8B: Finals <u>Lehigh Township</u> vs Parkland Youth Ctr 45-40

******POLICY FOR HALF COURT TRAINING AREAS at In the Zone:**

In the Zone now has 2 half courts located between the batting cages and the Blue Court. **Access to and use of these courts is restricted.** Between the players who just finished playing, those waiting to play and brothers, sisters, friends etc., at any time during a tournament there are 40+ kids hanging out. If access to these courts is not restricted, all 40 of these kids will end up on these half courts shooting around, playing knock-out, scrimmaging, chucking up half court shots.....chaos will ensue: Kids will get hurt or something will get broken. It'll only be a matter of time before someone heaves up a half court shot and hits some unsuspecting kid in the head standing under the basket or someone hits a light fixture and the bulb explodes raining glass down on the kids directly below.

In order to establish control in this area, the following policies will be enforced:

1. No one (including ITZ AAU players) will be allowed in the area UNLESS they pay to use it AND it is available. Rate is \$5/person per hour and is payable at the front desk. NOTE: \$5/person not \$5/player—anyone on the court pays—adult rebounders included. \$5 does not give one exclusive use of the area: up to 8-10 people could be on each half court. *Please note: tournament admission fees do not give one the right to use the area. Having a brother who is playing doesn't give someone the right to use it. Just because no one is using it, doesn't give someone the right to use it for free (its kind of like going to the theater manager during the opening credits of a movie and asking that since no one is sitting in that seat, can I sit just there...for free.)*
2. TEAM EXCEPTION: IF the half courts are available (i.e. no paying customers are training), no earlier than 15 MINUTES before scheduled game time, teams can use the area to warm-up with the direct supervision of their coach. There will likely be 4 teams wanting to warm-up at the same time. Coaches need to work together and share the space equally. If one half court is in use, the 4 teams will have to use the other half court to warm up. Warm-up time does not take priority over someone's paid training and is NOT GUARANTEED. Warm-ups should

be restricted to common organized drills like lay-up lines, Penn State drills, dynamic stretching etc. Shooting around is NOT a valid warm-up activity (again, 40 kids shooting around is chaos). Do not use this court time to go over plays or walk through the offense.

3. The training area can be rented out to teams for practice. *If a coach with a team playing in the tournament wants to have a practice (before games, between games, after games, etc.), he can rent a half court for a discounted rate of \$20/hour (normally \$30/hr). When you rent the area, you have exclusive use of that area. See front desk to schedule. First come-first served.*
4. We have 2 shooting trainers (The Gun and Dr. Dish) that can be rented and used in this area. Players participating in the tournament can rent these trainers at 50% off regular prices (offer expires 2 hours after last game of tournament, cannot combine with ITZ discount). See front desk to schedule—first come, first served. See website www.inthezonesports.biz for more information on shooting trainers.