

May Daze Basketball Tournament 2018

Brackets and team assignments: Winners Highlighted May 18-20, 2018

7th Grade (U13) Boys	Records	5/6th Grade Girls	Records
In the Zone-Danyi (ITZ-D)	4-0	In the Zone-Turpening (ITZ-T)	2-2
In the Zone-Crivellaro (ITZ-C)	0-3	In the Zone-Bennett (ITZ-B)	0-3
Advanced Hoops	1-2	Advanced Hoops (AH)	4-0
Stanco Stampede	2-2	Belle Saints	1-2
8th Grade (U14) Boys		9/10th Grade Girls	
In the Zone-Karp (ITZ-K)	1-2	In the Zone 9gPt Khalil	1-0
In the Zone -Mobley (ITZ-M)	1-3	In the Zone 10gPt Turpening	2-0
Tigers	3-0	In the Zone 8gPt Turpening	1-1
		Perkasie Knights (PK)	0-3

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:

- Grades 4-6 (u10-12), 14 minute halves. Grades 7/13U and up, 16 minute halves. Stop clock.
- Four 30 second timeouts per game; one additional 30 sec time out for each OT.
- Bonus (1 and 1) on 10th team foul and double bonus on 12th team foul.
- 2 minute halftime and up to 2 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 with 6 minutes left or less in the second half, the clock will continue to run unless the lead slips below 20 points.
- Game time is game time. No grace period unless delay is fault of tournament (Tournament director's discretion)
- 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.

USE OF HALF COURTS: 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 could be 40+ kids hanging out. If access to these courts is not restricted, all 40 of these kids will end up on these half courts running around, playing knock-out, scrimmaging, chucking up half court shots.....there will be chaos: someone will get hurt or something will get broken. 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, etc.*
2. 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 for a half court (normally \$30/hr). When you rent the area, you have exclusive use of that area. See front desk to schedule. First come-first served.*

SCHEDULE:

To read this schedule: 1. Find the number and letter combination corresponding to the **highest GRADE** of age group of the team you are looking for. Boys Brackets are followed by a “B”; girls bracket will be followed by a “G” (i.e. the code “6G” for the Girls 6th Grade bracket while a “7B” could represent the Boys 6/7th grade bracket).

2. Find the abbreviation or shortened team name for your team as identified after the team name in the preceding table

In the Zone, 6870 Chrisphalt Drive, Bath, PA 18014; 610-837-8605

Friday, May 18, 2018:

Fri 5/18	In the Zone Red Court	In the Zone Blue Court
6:00	5/6G: <u>Belle Saints</u> v ITZ-Benn 29-11	
7:05	8B: <u>ITZ-Karp</u> v ITZ-Mobley 60-32	9/10G: Knights v <u>ITZ-Turp</u> 58-17
8:10	5/6G: Belle Saints v <u>ITZ-Turp</u> 26-17	9/10G: Knights v <u>ITZ-Khalil</u> 43-23

Saturday, May 19, 2018:

Sat 5/19	In the Zone Red Court	In the Zone Blue Court
1:00	5/6G: ITZ-Benn v <u>Adv Hoops</u> 31-16	8B: <u>Tigers</u> v ITZ-Mobley 62-33
2:05	7B: Stampede v <u>ITZ-Danyi</u> 40-29	7B: ITZ-Criv v <u>Adv Hoops</u> 62-47
3:10	5/6 G: ITZ-Turp v <u>Adv Hoops</u> 37-31	8B: <u>Tigers</u> v ITZ-Karp 65-39
4:15	7B: <u>ITZ-Danyi</u> v Adv Hoops 50-34	7B: <u>Stampede</u> v ITZ-Criv 73-48

Sunday's Playoff TEMPLATE: Playoffs are single elimination:

Sun 5/20	In the Zone Red Court	In the Zone Blue Court
9:15	5/6G Semi Finals <u>ITZ-Turp</u> v Belle Saints 20-18	5/6G Semi Finals ITZ-Benn v <u>Adv Hoops</u> 36-6
10:20	9/10G Semi Finals <u>8G ITZ-Turp</u> v Knights 54-19	8B: Semi Finals ITZ-Karp v <u>ITZ-Mobley</u> 49-38
11:30	7B: Semi Finals <u>ITZ-Danyi</u> v ITZ-Criv 55-49	7B: Semi Finals <u>Stampede</u> v Adv Hoops 61-27
12:35	5/6G: Finals <u>Adv Hoops</u> v ITZ-Turp 33-21	9/10G Finals <u>ITZ 10gPt-Turp</u> v 8gPt Turp 62-52
1:40	7B: Finals <u>ITZ-Danyi</u> vs Stampede 56-41	8B: Finals <u>Tigers</u> v ITZ-Mobley 65-35