



Dear Players, Coaches and Fans:

Welcome to the **2011 Plaza Lights Basketball Tournament**. Look forward to some of the most exciting girls and boys basketball the Midwest has to offer. We wish to thank each of you for coming to our tournament.

This tournament has been designed to allow your team a minimum of four games. While the tournament will yield a champion in each grade level, our primary focus is for each and every player to have an enjoyable weekend of outstanding basketball competition. The tournament will take place primarily at:

Johnson County Community College- 12345 College Blvd, Overland Park, KS 66210

Mid America Nazarene University, Cook Center- 2030 E. College Way, Olathe, KS 66062

Lenexa Family Life Center-17450 W 87th St Pkwy Lenexa, KS 66219

Center High School- 8715 Holmes Rd, KC, MO

Other sites to be added as necessary (see info packet at check-in for final list)

Check-in: Teams should check-in 1 hour before first game at site of first game.

***SCHEDULE TO BE POSTED AT WWW.MV-ECLIPSE.ORG ON APPROXIMATELY
MONDAY, NOVEMBER 21, 2011***

Whether you are from out of town or live in the area, be sure and take in some of Kansas City's Holiday weekend festivities. Our sponsors' advertisements will direct you to some great area restaurants and shopping locations. Please don't forget to see the Lights of the Country Club Plaza. Downtown Kansas City is proud of its new Sprint Center, the College Hall of Fame, NCAA Museum, and the Power and Light District.

We sincerely thank you for your support of the tournament. On behalf of the players and coaches from MoKan Eclipse, have a wonderful tournament and best of luck!

Sincerely,

***Joe Erskine, Tournament Director
(913) 980-7941
jerskine@kc.rr.com***

Rules and Regulations

“2011 Plaza Lights Basketball Tournament”

The MoKan Eclipse Rules committee has established the following rules to ensure a fair and enjoyable tournament. The committee/tournament/site director reserves the right to make changes to ensure that all teams are treated fairly.

1. All teams will play a minimum of four games. The first team listed in pool play and top team in the bracket shall be designated the home team and wear light jerseys. The home team will sit on the left as the teams face the court. **Game time is forfeit time.**
2. Each game will consist of two 16 minute halves, with five minutes between halves. The clock stops on all whistles.
3. Each team will be limited to 12 players unless an exemption is requested and granted by the Rules Committee prior to the first game. There will be no roster changes after the first game.
4. Each team will have a ten-minute warm-up period before each game begins. The Tournament Director may shorten this period to facilitate scheduling. Games may begin earlier with the agreement of both coaches and the referees.
5. Each team has a total of four one-minute time outs per game.
6. Each team will furnish their own balls for warm-ups. Game balls will be provided.
7. Overtime(s) will run 4 minutes with ONE extra time out per period. Third overtime will be sudden death.
8. A 30 point mercy rule shall apply at all times. Should a team be ahead by 30 points, the clock shall run at all times, excluding time outs. The losing coach may agree to continue the stop-clock format. This is at the discretion of the losing coach.
9. **Personal Player Foul Limit is 6 (six).**
10. Free throw box outs will be on the **RELEASE**, and we will use the –one block up- on the lane rule for free throws. If any other rules are in question, the national federation of high school rules will apply.

HONOR The Game. Set a good example for the children no matter what others may do. Show respect for all involved in the game including coaches, players, opponents, opposing fans and the officials. The officials, including the timekeeper and scorekeeper, are in charge of the game.

Penalties: Player or Coach, or Parent

If ejected from the game, the penalty will be to immediately leave the building where the game is being played and those penalized will be suspended from the next game for the team. The penalty for failing to leave the building will result in an immediate forfeiture of the game.

The penalty for fighting is to immediately leave the building and campus where the games are being played and this suspension will remain in effect for the remainder of the tournament. Again the penalty for failing to observe this infraction will result in forfeiture of the game. The Rules committee will eject and penalize any participant for fighting outside of the official's jurisdiction of games.

THANK YOU!

Pool Tie Breaker

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Head-to-head competition determines the teams’ rankings after pool play. When head-to-head scores do not resolve a tie, the MoKan Eclipse tournament Rules Committee will determine a team’s ranking by the following method. For example:

Teams	Game Score	Points Awarded to Each Team	
1 vs 2	47-32	Team 1= 13*	Team 2= -13*
3 vs 4	31-28	Team 3= 3	Team 4= -3
1 vs 3	35-30	Team 1= 5	Team 3= -5
2 vs 4	29-36	Team 2= -7	Team 4= 7
2 vs 3	32-30	Team 2= 2	Team 3= -2
4 vs 1	31-37	Team 4= -6	Team 1= 6

Records after pool play-

Team 1	3 wins	0 losses	1 st place
Team 2	1 win	2 losses	Tied for 2 nd
Team 3	1 win	2 losses	Tied for 2 nd
Team 4	1 win	2 losses	Tied for 2 nd

Because the head-to-head competition does not resolve the tie for second place, we utilize the point method to determine the ranking of the pool.

Team	Score	Ranking
1	$13 + 5 + 6 = 24$	1 st
4	$-3 + 7 + -6 = -2$	2 nd
3	$3 + -5 + -2 = -4$	3 rd
2	$-13 + -7 + 2 = -18$	4 th

If teams are still tied after using the point method, the 13 point maximum will be adjusted one point at a time, but only to the maximum point spread allowed between teams. If still tied, the Tournament Coordinator will toss coin(s) to determine ranking.

- Note- (13) points is the maximum point spread used in the point method. In this particular example, Team 1 won by 15 points, but was only awarded a maximum of 13 points. Likewise, when awarding the negative points, Team 2 was awarded -13 instead of -15.