

2009 Plaza Lights Tournament

Rules and Regulations

The MoKan Eclipse Rules committee has established the following rules to ensure a fair and enjoyable tournament. The committee 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. 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 Site Director may shorten this period to facilitate scheduling. Games may start early only with the agreement of both coaches.
5. Each team has a total of four one-minute time outs per game.
6. Free throw box outs will be on the "RELEASE," and we will use the one block up—six on the lane rule for free throws. If any rules are in question, the K.S.H.S.A.A. rules will apply.
7. Each team will furnish their own balls for warm-ups. Game balls will be provided. All girls divisions will use the smaller ball. Boys 4th thru 6th grade will use the smaller ball; boys 7th & 8th grade will use the larger ball.
8. Overtime(s) will run 4 minutes, with ONE extra Time out per period. Third overtime shall be sudden death.
9. Mercy Rule- The clock shall run continuously in only the second half if one team has a 30 or more point lead. The clock may continue to stop in this event only with the approval of both coaches. Both teams may press the entire game regardless of score, but please remember sportsmanship.
10. Scorekeepers- The tournament will make all efforts to provide scorekeepers; however, in the event the tournament is short on volunteers, each team will be required to provide one scorekeeper for the main scorer's table.

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, 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!

All proceeds from this tournament will go toward the funding of the MoKan Eclipse organization for such items as gym rental, tournament fees, equipment, and miscellaneous expenses throughout the year. We would like to thank all the coaches, individuals and company sponsors for their time, support and contributions to this event.

2009 Plaza Lights Tournament **Pool Tie Breaker**

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).