The 20th Annual
CAN-AM Hoops Classic

Boys’ and Girls’ Team Tournament

Friday, Saturday, & Sunday    June 3-5, 2016

Jerry Welsh Gymnasium Maxcy Hall - SUNY POTSDAM

Play in the North Country Mecca of Hoops

ENTRY DEADLINE:

ENTRY FEE: $450 per team

DIVISIONS:
- 6th GR & under
- 8th GR & under
- 10th GR & under
- 11th GR & under
- 12th GR & under

May 25, 2016

NOTE: Please call after this date to check if spots are still available.

We urge all teams to submit their entries asap.
* 4 Game Guarantee  * Awards to Age Group Champions
* Concessions open throughout tourney

Tourney slots are filling up fast....

SIGN UP NOW at https://clear.potsdam.edu/events

QUESTIONS? Contact Bill Mitchell at (C) 315/212-9749 or (W) 315/267-2307 or email mitchewj@potsdam.edu.
The 20th Annual
BLUE & ORANGE CLASSIC
Boys' and Girls' Team Tournament  Friday- Sunday  June 3-5, 2016
Maxcy Hall - SUNY POTSDAM

TOURNAMENT FORMAT  As of 4/15/2016

POOL PLAY, CHAMPIONSHIP FORMAT, & AWARDS

Each team will play a minimum of four games. Championship pairings format will be determined by the size of each division’s pool. Final format info to be sent with final schedule. Championship shirts will be awarded to division champions.

TIE-BREAKER CRITERIA

A. Pool win-loss record.

B. Ties are broken by who won head-to-head competitions (2 teams tied). If more than two teams tie with same record, the best record of tied teams against each other determines placement.

C. Least points allowed in the first half. If any of your wins are by forfeit, the average points allowed in the first half for the played games will be calculated for the forfeit(s).

D. The Tournament Directors make all final decisions regarding placement of any teams.
GAME RULES
The National High School Federation Rules and Regulations will apply to all CAN-AM Hoops Classic games with the following exceptions.

I. GAME LENGTH: Two (2) sixteen-minute halves (running time).
   Clock stops on FT’s, SUBS, TO’s, and last two (2) minutes of each half.

II. WARM-UPS: 5 minutes (shortened if games are running behind schedule).

III. HALF-TIME: 3 minutes (shortened if games are running behind schedule).

IV. TIMEOUTS: Two (2) full 60-sec. timeouts per half. Unused 1st half timeouts will not carry over to the 2nd half. Unused 2nd half timeouts will carry over to the overtime periods.
   One (1) 30-sec. timeout per team will be awarded for each overtime period.

V. TECHNICAL FOULS: Players and coaches are only allowed only one (1) technical foul in the tournament.
   If a player or coach receives a second technical at any time during the tournament, that participant will be ejected from the tournament and will not be permitted to participate in the remaining tournament games. In addition, any coach or player involved in a verbal or physical altercation on tournament premises will not be permitted to participate for the remainder of the tournament.

VI. CLOCK & SCORE: The tournament provides a clock operator/scorekeeper for each game.

VII. BALLS: A game ball will be provided. Teams must bring their own warm-up balls.

VIII. THREE-POINT SHOTS will count at all levels.

IX. ZONE DEFENSE at the 6th Grade level is allowed in the last 4 minutes of each half and OT.
    ZONE DEFENSE at the 8th GR, 10th GR, 11th GR, and 12th GR levels is allowed throughout entire game.

X. PRESSING at the 6th GR level is allowed in the last 4 minutes of each half and OT (unless up by 10 points or more).
   PRESSING at the 8th, 10th, 11th, and 12th GR levels is allowed throughout the entire game (unless up by 20 points or more).

XI. FREE-THROWS: Bonus 1 and 1 on 7th team foul; double bonus after 10th team foul.

XII. OVERTIME:
   1st overtime is two (2) minutes with 1st minute running time; 2nd minute stop clock.
   2nd overtime is SUDDEN VICTORY- first team to score wins.
GATE FEES, CONCESSIONS, and TOURNEY GEAR
A concession stand will be open throughout the tourney. Tourney t-shirts and other gear will be available for sale. Spectators will be charged at the entry gate ($5 day pass or $8 weekend pass).

FIRST AID
Medical personnel will be on site as first responders during the tourney. Treatment and/or taping will not be provided.

SUPERVISION
Coaches and parents of players are responsible for supervising their players and other minors at all times during the tournament. Players are allowed in Jerry Welsh Gymnasium (2nd Floor), the Field House (1st Floor), the commons area, and the use of the main locker rooms. Players are forbidden from roaming unsupervised in other areas in the Maxcy Hall facility and will be responsible for any damage inflicted on any equipment part and parcel to the facility.

ROSTER RULES
Players participate at their present 2015-16 academic grade level. Players can play “up” in grade level, but not “down”, i.e. a player enrolled in 8th grade can play in the 10th grade division, but not the 6th grade division.

NOTE: If you have a player who is more physically developed for his/her grade; or whose grade may be in question, please have proof of grade available upon request. Proof of grade is a clean copy of any school document verifying student’s grade (ex. report card) for the current 2015-16 academic year.

Players can play for only one program/school during the tournament. A player for the same program/school may play for another team from his/her same program/school. Example: Player A may play for both the Syracuse Generals 6th GR boys’ and Syracuse Generals 8th GR boys’ teams. Player A cannot play for a Syracuse Generals team and a Potsdam team. No roster additions will be permitted after the team has started play for its first tournament game.

FAN CONDUCT
Coaches are responsible for informing their parents and fans that unsportsmanlike conduct will not be tolerated. This includes taunting, arguing, or fighting with referees, fans, players, or coaches. If a referee has a problem with a parent or fan, the applicable coach will be asked to talk with them as a warning. If problems persist, the referee will contact the site manager and that parent or fan will be asked to leave the premises without a refund. University Police will be used if needed.

REMINDERS—What to bring:
UNIFORMS: Bring two sets of different colored jersey's or reversible tops. Each player's uniform must have a number.
WARM-UP BALLS: Please bring your own warm-up balls. The tournament will provide a game ball only.