



Congratulations on your teams' entry into the 2017 King of the Court Classic!!

Please note the following KEY points:

Headquarters/Tournament Site

Headquarters for the tournament will be at the **Mississippi Basketball & Athletics Complex. (Courts 1-5)** (2240 Westbrook Road, Jackson, MS 39211).

All brackets will be kept up at this site for all grade divisions and we will have an information table at this site. Headquarters schedule: **Saturday (7:45am - 9pm), and Sunday (7:30am - 4pm).**

Check-In

Check-in Saturday begins at 7:45a.m. Saturday, June 24, 2017 at MBA Basketball Complex located at Westbrook Road Jackson, MS 39211. Games will begin on Saturday morning and regardless of schedule, ALL TEAMS HEAD COACH ARE REQUIRED TO CHECK-IN AT THE HEADQUARTERS PRIOR TO YOUR FIRST GAME TO RECEIVE COACHES PACKET. (PLEASE PLAN TO ARRIVE EARLY ESPECIALLY IF YOUR TEAM PLAYS AT 8:30 AM SATURDAY).

Score Keepers

THE HOME TEAM MUST KEEP THE OFFICIAL BOOK IN EVERY GAME. This must be a responsible ADULT who will conduct himself/herself in a professional manner.

Proof of Age

For all teams, bring proof of age/grade of all players with you to the tournament and for every scheduled game. This is extremely important. In the event of a protest, absence of such proof will be immediate grounds for disqualification. **The tournament director shall make the final decision in regards to any protest.** Proof of age includes birth certificates and photographs with report cards. Should a protest be argued regarding eligibility of a player and said items not provided, we will have no choice but to remove that player from the team's roster and the team will forfeit all games played up to that point.

Admission

- There will be an admission charge each day for all spectators.
- Saturday - \$10/day (good all day), Sunday - \$8/day (good all day) (under 4 free).
- Coaches and players on the roster will receive tournament passes. Names of coaches and players must be included on team roster form.
- **ALL TEAMS MUST COME DRESSED FOR ALL GAMES AS UNIFORMS WILL SERVE AS ENTRY TO SITES!!** Teams will NOT have access to locker rooms, so come FULLY dressed.
- **ONLY TWO (2) COACHES and all players for each team will get in free (no exception). These coaches will receive a plastic wristband to be worn the entire weekend. The wristband should not be removed until the end of the tournament. Coaches that do not have wristbands on will be required to purchase one at FULL price.**
- Any player, coach, assistant found giving their pass to others will be disqualified from the tournament for the duration of the event.
- No coach, assistant, or player will be allowed inside the venue without presenting their pass for the tournament.
- For convenience of the staff and everyone involved, please maintain possession of these passes and present them at the door without dispute, frustration, or any attitude. It takes a lot of people giving up their time to help with these events. Out of respect for those efforts and to help ensure that the tournament runs as smooth as possible without issue, confrontation, or any other negative situation, please cooperate with these requests. Your cooperation is greatly appreciated.

Tournament Rules

The Official Playing Rules will be the National Federation of State High School rules for the current year with the following modifications:

- Normal high school rules with stop clock on all dead balls.
- **Gyms will open 20 minutes before the start of the first game of the day. (Example: Saturday 8:10am)**
- (4) minutes of warm-up in between games (subject to change if necessary), 3 minute halftimes (subject to change if necessary)
- There will be two 13-minute halves for (Ages 9U-14U) stop clock.
- There will be two 15-minute halves for (Ages 15U-17U) stop clock.
- **Fouls:** Note: A player fouls out on his 5th personal foul
- **Uniforms:** Teams listed first and on top of bracket is home and wear the white/light color.
- **Bonus:** A team reaches the 1 and 1 bonus on the 7th foul of each half. 2-shot bonus on the 10th foul.
- **Technical Fouls:** The opposing team is awarded two free throws plus possession of the ball. Two technical fouls and/or flagrant fouls result in an automatic ejection from the game.
- **Overtime:** Overtime is (1) minute with (1) 30-second timeout in overtime with no carryovers. Second overtime will be SUDDEN DEATH with no timeout.
- **Running Clock:** In games where a team is ahead by 20 points or more in the second half, the clock will continue to run.
- **Coaches Box:** All coaches are required to stay inside the designated coaching box. The first violation shall result in a warning. Subject to the discretion of the referee(s), any additional violations shall result in a technical foul being awarded and in those instances the rules for technical fouls come into play.
- **Bench Rule:** Only coaches and players listed on the tournament roster for a given team are allowed on the bench for that team during the game. If a referee or the tournament director asks that an individual leave the bench and/or area and that individual does not, a technical foul shall be awarded to the opposing team. If the individual still refuses to leave, the game shall be stopped and a forfeit awarded to the opposing team **subject to the discretion of the tournament director.**

Playoff Seeding:

- Seeding from each pool will be determined by win-loss record in pool play. There is a maximum of +15 for a win in pool and -15 for a loss in pool. All games in pool are included in figuring point system. (1) In case of a tie, head to head is the first tie breaker. (2) In case teams are still tied, the team with the highest +/- points differential will determine the higher seed. (3) In case teams are still tied, the least amount of points allowed in pool play will determine the higher seed. (4) In those instances where the teams are still tied, a coin toss will determine the higher seed.
- At the end of pool play, check brackets at the **Headquarters** for seeding. Please make sure to come by and check your time, in case of changes!!

Scheduling:

The game time will also be the forfeit time. Please arrive at least 30 minutes ahead of scheduled game time to avoid any problems. The tournament director has final decision making authority on all matters including, but not limited to, forfeits.

Time-Outs:

All teams will have four (4):30 second time-outs per game.

Playing at MBA Complex:

Additional parking will be available across the street at the Soccer Complex, please use this parking lot for over flow.

Warm-up Balls:

Site will NOT provide balls for warm ups and the game, Therefore please bring your own basketballs for warmups. The Home team must provide the GAME BALL.