

19th ANNUAL



2012

Tournament Rules

- Coaches are responsible for their fans.
- 2011-2012 Idaho High School rules will be played.
- Quarters: 7 minutes for 4th and 5th grade; 8 minutes for 6th, 7th, 8th grade; 8 minutes for 9th grade, JV, and Varsity.
- Ten minute warm-up, five minute halftime; two time-outs per half, no carry-over.
- One minute overtime, and no additional time-outs.
- Clock runs continuously in 4th quarter if there is a 20-point lead or more.
- No pressing allowed when clock is running continuously in the 4th quarter
- Two technical fouls on a player: the player is benched.
- Two technical fouls on a coach; he/she are ejected from the gym.
- All technical fouls are shot.
- Team listed first is Home Team. Both score keepers need to sit @ the score table
- The most you can beat a team by and gain an advantage in play is 15 points.
- Ties are broken by head to head competition or difference in points between the teams involved.
- Boys 4th, 5th, 6th grades play with intermediate size basketball.
- Bad sportsmanship and behavior can be grounds for ejection from the tournament without refund
- Use of proper ball is teams' responsibility.
- NO one is allowed on court during time-outs or between games unless they are the teams involved in the current game

GYM LOCATION KEY:

LCW = LCSC WEST AUXILIARY GYM

LC1 = MAIN GYM LCSC

LC2 = MAIN GYM LCSC, MAIN COURT

FENTON = FENTON GYM – CITY OF LEWISTON

JEN = JENIFER JUNIOR HIGH

SAC = SACAJAWEA JUNIOR HIGH

LMS = LINCOLN MIDDLE SCHOOL

LHS = LEWISTON HIGH SCHOOL

CLK= CLARKSTON HIGH SCHOOL

CLK ANNEX= CLARKSTON HS ANNEX

ASOTIN 1/2-=ASOTIN HIGH SCHOOL

500 8TH AVENUE, LEWISTON

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500 8TH AVENUE, LEWISTON

716 13TH STREET, LEWISTON

1213 16TH STREET, LEWISTON

3610 12TH STREET, LEWISTON

1945 4TH AVENUE, CLARKSTON

1114 9TH AVENUE, LEWISTON

401 CHESTNUT, CLARKSTON

401 CHESTNUT, CLARKSTON

314 1ST STREET, ASOTIN