

Entry Fee: \$75 required upon registering.  
 Entry deadline is 9:00 pm 5 days before  
 tournament. To register, complete  
 application below, and mail with payment  
 to:

*In the Zone*  
 6870 Chrisphalt Drive  
 Bath, PA 18014

Tournament Date \_\_\_\_\_

Team Name \_\_\_\_\_

Age Bracket \_\_\_\_\_ M / F

Manager's Name \_\_\_\_\_

Manager's Address \_\_\_\_\_

Manager's Phone \_\_\_\_\_

Manager's E-mail \_\_\_\_\_

I \_\_\_\_\_ (coach's  
 name) hereby certify that my roster is accurate  
 and that all players listed are eligible to play.

Manager's Signature \_\_\_\_\_ Date \_\_\_\_\_

Player Name \_\_\_\_\_ Grade/Age \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Changes to roster can be made up to start of  
 first game. The term "Manager" above  
 refers to an **adult** manager/coach who will  
 serve as a point of contact for the team.

### Tournaments 2010 (5 v 5)

- ❖ March Madness, Mar 26-28
- ❖ April Thaw, April 9-11
- ❖ Spring Storm, April 23-25
- ❖ Cinco de Mayo, May 1-3
- ❖ May Daze, May 15-17
- ❖ Rumble in the Valley, May 21-22
- ❖ School's Out Jam, Jun 11-13
- ❖ Mid Summer Blast, Jun 25-27
- ❖ End of Summer Run Aug 6-8
- ❖ Thanksgiving Tune-up Nov 26-28
- ❖ Holiday Hoopla, Dec 26-30

### Basketball Camps 2010

**Shooting Camp; June 14-18 and July 26-30**  
 Build or refine your shot from the ground up and then  
 practice, practice, practice. Shoot off dribble, off pass,  
 step backs, 1-2, hops etc. Plus practice guidelines. Goal  
 is 5000 shots in 5 days.

**Perimeter Player Camp; June 21-25, 2010**  
 For guards and small forwards: over 50 offensive  
 moves and more than 60 ball handling drills. Also  
 passing, shooting, reading defenses, scoring off screens  
 and more.

**Big Man Camp; July 5-9, 2010**  
 For Power Forwards and Centers: Over 35 offensive  
 moves and over 20 reads. How to play in the paint,  
 offensive moves, drop steps, Shaq spins, rebounding,  
 passing from post, posting up, sweeps, drop steps.....

**Youth FUN-damentals Camp**  
*July 12-16, 2010*  
 Playing games, learning basketball and having fun!!  
 Dribble tag, shark and minnows, red light/green light,  
 keep away—all while learning the game.

**Court IQ and Scrimmage Camp;**  
*August 2-6*  
 Camp weaves instruction and games. Individual moves  
 then 1 on 1, pick and roll then 2 on 2...  
 building up to 5 on 5 games.

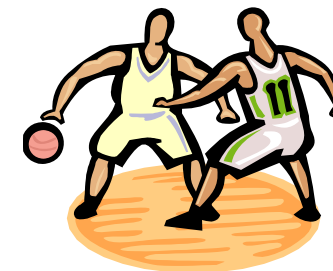
# 3 on 3 Basketball Tournaments 2010

at

## In the Zone



Dates: Jan 18, Feb 15, Apr 2, May 29,  
 Aug 29, Sep 19, Oct 9, and Nov 13  
*(dates subject to change)*



**In the Zone**  
 6870 Chrisphalt Drive  
 Bath, PA 18014  
 610-837-8605

[www.inthezonesports.biz](http://www.inthezonesports.biz)

## Overview

*In the Zone* will be holding ten separate 3 on 3, half court Basketball Tournaments during 2009 under the following terms:

### Age Brackets:

- 3-4 grade
- 5-6 grade
- 7-8 grade
- 9-10 grade
- 11-12 grade
- \*\* ADULT \*\*

Some brackets might be combined or changed slightly

- Max. 5 Players/Team
- Male and Female are separate brackets

**Format:** There are 2 preliminary games used for seeding and then teams enter single elimination bracket play. 3 game guarantee.



**Referee:** There will be one ref each game.

### Games:

- 20 minute, half court games with running clock; stop clock last 2 minutes of game and for technical fouls. Clock also stops last 30 seconds of game after made baskets.
- Three 30 second timeouts per game; one additional 30 second time out for each OT period.
- 2 minute overtime followed by 1 minute overtimes until tie is broken.
- No “make it, take it”
- NO STALLING: Due to the limited number of players on the floor, it is extremely difficult to defend a stalling offense; therefore, stalling is not allowed. Stalling is defined as not making an effort to attack the basket within 5

seconds. An attack is considered taking 2 steps toward the basket. The referee will warn the team after the first offense; subsequent offenses will result in technical fouls assessed to the bench (these T's do not count toward removal of coach or player).

### Checking/Take Backs

- The ball must be taken back (not checked) after each change of possession (steal, defensive rebound, etc). The ball must be taken back by the defensive team even if the offensive team shoots an air ball. Failure to properly take the ball back will result in a stop in play and checking the ball (no turnover). If a basket is made after an improper take back, the basket will not count.
- The take back line is the 3 point arc.
- To properly take the ball back, the player with the ball must at least touch the 3 point arc.
- The ball will be checked after each made basket and stop in play (i.e. violation, out of bounds).
- When checking the ball, the offensive player tosses the ball to the defensive player who then gives the ball back at about waist level and in a manner that the offensive player can easily control the ball. Once the offensive player receives the ball, the game is live. There will be no “street” moves or funny/cute checking procedures. Failure to check properly will result in a warning to the team. 2<sup>nd</sup> team violation will result in a technical foul.

### Fouls/Foul Shots

- Each player is allowed 5 personal fouls each game.

- Fouls shots are performed the same way they are in regular 5 on 5 games.
- Bonus will occur on the 7<sup>th</sup> team foul.
- Double Bonus will occur on the 10<sup>th</sup> team foul.
- Any player or coach receiving two technical fouls will be ejected from that game and will not be allowed to play in their next game.

### Miscellaneous

- Teams need to share the court for warm-ups.
- First possession for game and each overtime period is determined by coin-flip.
- Rules meeting for players and coaches 20 minutes before first game. Coaches responsible for ensuring that players who miss the meeting know the rules.
- Any player ejected for fighting will be expelled from the tournament.
- 5 minute grace period from start of game before forfeit is announced.
- Half court line is out-of bounds.
- Each team should supply one responsible person to assist the scorekeeper and/or clock operator.
- 3<sup>rd</sup> & 4<sup>th</sup> grade brackets will play with a 28.5” ball and a 12 foot foul line. 5-6<sup>th</sup> grade w/ 28.5” ball.
- Games can continue with a minimum of 1 player.
- Other PIAA rules are in effect.



Winning teams in each bracket will receive T-Shirts!