

2009 Basketball Tournaments

In the Zone Tournaments are OPEN tournaments and are NOT AAU Tournaments. These tournaments are open to AAU, school, CYO, Recreation, YBOA, etc. teams. However, we do follow the AAU age bracket determining guidelines.

Tournament Format: There is a 3 game minimum. Teams will play two preliminary/seeding games and are then seeded. The tournament will then continue in a single elimination process (lose and you're out format; similar to NCAA and NFL playoffs). All teams will make this single elimination playoff. Seeding will be based on results of preliminary games, strength of schedule and personal observations. Scheduling consideration will also be made in order to avoid having teams play each other twice although this may happen in later rounds. The intent is to have the top four teams in the semi-finals and the top 2 teams in the finals. Although this will not be a perfect process, every effort will be made to make it fair. For example, one team might go 1-1 in the preliminary games and still have to play in the Play-In game based on strength of schedule while another team that goes 1-1 might get a bye into the semi finals. Also, a team might have to beat a team twice (once in the preliminary round and once in the single elimination round) to move on in the tournament. Please remember that seeding teams is a difficult process; after all, the selection committee for the NCAA tournament has an enormous amount of information and resources available to it and various media experts still complain and critique it for the entire week leading up to the first game. In order to win the tournament, teams need to beat whoever lines up against them.

Play-in games (also called Pig-tail games) are necessary when there isn't a round number for the play-off (i.e. 4, 8 or 16 teams). Lower seeded teams will need to play a pigtail game against another lower seeded team to advance into the round of 8 (or 4). This is similar to the NFL playoff system where the wild card teams play lower seeds for the right to advance while the top 2 teams get byes into the conference semi-finals.

For some tournaments, age brackets may be combined to make viable brackets. If this is needed, coaches will be notified and given options: continue in the new bracket, playing up or not participating (registration fee will be refunded).

Sometimes weaker teams may ask to play down an age group in order to be competitive. If this happens, they will not be eligible to move past the semi-final round and therefore will not be eligible to be Tournament Champions

Games Rules:

- 20 minute halves with running clock; stop clock for the last 2 minutes of each half.
- Four 30 second timeouts per game; one additional 30 sec time out for each OT.
- 4 minute halftime and up to 5 minutes between games for warm-up. This can be modified if games are running behind schedule. Games will start no earlier than 5 minutes before scheduled start time if games are running ahead of schedule.
- 2 minute overtime followed by 1 minute overtimes until winner is determined.

- No pressing by a team that has a 20 point lead.
- If a team is up by 20 points or more in the second half, the clock will continue to run unless the lead slips below 20 points.
- 10 minute grace period from start of game before forfeit is announced (tournament director's discretion based on conversations with coaches).
- Any player or coach receiving two technical fouls in a game will be ejected from that game and will not be allowed to play in their next game.
- Any player ejected for fighting will be expelled from the tournament.
- Other PIAA rules are in effect.
- There will be two referees scheduled for each game.

Stop clock vs Running Clock: We use a running clock instead of a stop clock for several reasons: First it helps keep the games on time. There's nothing worse than showing up for a 5:00 game only to find out the games are running 2 hours behind schedule. This can happen when a stopped clock is used. The more fouls that are called, the more the clock stops and the longer the game takes. Referees understand that the flow of the tournament is important and keeping the games running on schedule is necessary. Sometimes refs will not call that many fouls when the game is running behind schedule and there is a stop clock. When fouls aren't called, there is the potential for games to get out of control. With a running clock, it doesn't matter how many fouls are called, the clock still runs. This is the second reason we use a running clock: it allows the refs to control the game without affecting how long the game takes.

A common criticism of a running clock is that actual playing time is reduced. This simply isn't true. The actual amount of playing time during a 20 minute half with at running clock game is very close to the actual playing time in a 14 minute half stop clock game.

Scorers: *In the Zone* will provide the clock operator/official scorekeeper. The official scorekeeper will keep track of score, personal fouls, team fouls, time outs and possession (individual scores will not be kept). Teams should have their own scorekeeper at the scorer's table to insure accuracy.

Rosters and Player Eligibility: Preliminary rosters are due when registering. Final rosters are due before playing first game. No changes to the roster are allowed after the first game. Player eligibility is determined using the AAU guidelines (see registration form below). Coaches need to sign the registration form verifying that all their players are eligible to play and meet the age requirements. Exceptions can be made on a case by case basis upon approval by the tournament director.

Player Eligibility Challenges: The head coach (as determined by the person who is listed on the team's registration form) may file a formal challenge if he feels a player on the opposing team is ineligible. To officially file the challenge, the Player Challenge Form and \$25 cash must be submitted to the tournament director (or designated representative) before tip-off of the game in question. If a player arrives late to the game and is not present at the tip-off, the challenging coach needs to make the challenge as soon as the player enters the game. The challenging coach needs to call a time-out, tell the referee he wants to challenge a player's eligibility and follow the above procedures. Once the official challenge is accepted by the tournament director, the defending coach then has 2 minutes to present the player's proof of age (birth certificate, passport, or a picture ID with the DOB clearly listed). If the challenge is upheld (i.e. defending coach **cannot** present proof of age), the challenging coach's money will be returned and the player in question cannot play in the tournament until proof of eligibility is established. If the challenge is overturned (i.e. defending coach **can** establish player's eligibility), the tournament director retains the

cash and the game continues with the player. Once a game starts, challenges will not be honored. Parents, assistant coaches, spectators and relatives cannot challenge a player's eligibility; only the head coach has the authority to make the challenge.

Referees: There will be 2 referees assigned for each game. In the Zone uses a Referee Assignor which simply means the director calls the assignor, tells him the times of the games and the assignor calls the referees and assigns refs to the games. The pool of refs he picks from are all PIAA (Pennsylvania Interscholastic Athletic Association—the governing body of high school sports in PA) certified. This does not guarantee that one is going to agree with all their calls but it is an indication that they are going to know the rules of the game. Most of the refs are also reasonably experienced. Again, this does not mean that everyone is going to agree with all their calls but it is an indication that they know what they are doing. Experienced and certified is a good indication of quality—not a guarantee, but a good indication. We also have our own quality control program in place: if we receive a certain number of complaints regarding a particular referee then they are taken out of the pool. Referee feedback forms are available upon request. Anyone can fill out a referee feedback form. Coaches/parents cannot pick their referees. For example, if a coach doesn't like the refs assigned to his game, he can't request to switch courts or switch refs. You play with the refs assigned. Our refs, on average, will only referee 2-3 games in a day. Occasionally, a ref might do a few more if there is a shortage of refs on any given weekend but generally they are limited to insure they are fresh for the games.

Registration: The entry fee for the tournament is \$275 per team and is due in full upon registering. A \$25/team multiple team discount is available for organizations entering 3 or more teams. To register, complete the attached registration form and completed preliminary roster and mail with payment to: In the Zone, 6870 Chrisphalt Dr, Bath PA 18014

*Winning teams in each bracket will receive T-Shirts and a Team Trophy!
Runner-Ups will receive a Team Trophy!*

Tie Breaking Criteria: 1) Head to head competition. 2) Point differential for teams involved in tie (max 15 pts/game). Note: If one team drops out of the tie at this point but the other two teams remain tied, the tie breaking criteria reverts back to head to head competition. 3) Fewest points allowed (all common teams). 4) Most points scored (all common teams). 5) Coin flip

Scheduling: Schedules are typically available on the Wednesday before the tournament weekend. Schedules will be e-mailed to the head coach and/or team/organization representative. Schedules will also be posted on the website at www.inthezonesports.biz. Special scheduling considerations are available but are limited and priority is given to teams in order of registration.

<p>Registration Form for <i>In the Zone</i> Basketball Tournaments</p>	<p>Complete and return with \$275 registration fee to: In the Zone 6870 Chrisphalt Drive Bath PA 18014</p>
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Tournament Name/Date: _____

Team Name _____

Grade _____ (as of March 1, 2009) Age Group (see below) _____ Male / Female

Coach's Name: _____ Coach's E-Mail Address _____

Asst Coach _____ Asst Coach E-Mail _____

Address _____ City _____ State _____ Zip _____

Coach's Phone _____ Cell Phone _____

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

Coach's Signature

Player's Name	Grade	age	DOB
1. _____			
2. _____			
3. _____			
4. _____			
5. _____			
6. _____			
7. _____			
8. _____			
9. _____			
10. _____			
11. _____			
12. _____			

Age Bracket Determination (based on AAU specifications) AAU Grade exemptions apply.

Boys: Age determining date is 9/1/09 Grade determining date is 3/1/09	Girls: Grade exemption: in grade and not more than 1 year older than below
17 & Under/11 th grade: born on or after 9/1/91	16 & Under/11 th grade: born in or after 1992
16 & Under/10 th grade: born on or after 9/1/92	15 & Under/10 th grade: born in or after 1993
15 & Under/9 th grade: born on or after 9/1/93	14 & Under/9 th grade: born in or after 1994
14 & Under/8 th grade: born on or after 9/1/94	13 & Under/8 th grade: born in or after 1995
13 & Under/7 th grade: born on or after 9/1/95	12 & Under/7 th grade: born in or after 1996
12 & Under/6 th grade: born on or after 9/1/96	11 & Under/6 th grade: born in or after 1997
11 & Under/5 th grade: born on or after 9/1/97	10 & Under/5 th grade: born in or after 1998
10 & Under/4 th grade: born on or after 9/1/98	9 & Under/4 th grade: born in or after 1999
9 & Under/3 rd grade: born on or after 9/1/99	

In the Zone, 6870 Chrisphalt Drive, Bath PA 18014 (610) 837-8605 sturpening@aol.com

2009 In the Zone Basketball Tournaments

Open to AAU, School, CYO, Rec, Travel, YBOA, and other teams

<p>March Madness Tournament March 20-22, 2009</p> <p style="text-align: center;">April Thaw April 3-5, 2009</p> <p style="text-align: center;">Spring Storm April 17-19, 2009</p> <p style="text-align: center;">Cinco de Mayo Mania May 1-3, 2009</p> <p style="text-align: center;">May Days Tournament May 15-17, 2009</p> <p style="text-align: center;">End of School Hoopla June 19-21, 2009</p> <p style="text-align: center;">Mid Summer Blast July 17-19, 2009</p> <p style="text-align: center;">End of Summer Run August 7-9, 2009</p> <p style="text-align: center;">Thanksgiving Tune-Up November 27-29, 2009</p> <p style="text-align: center;">Holiday Hoops Tournament December 26-30, 2009</p> <p>5 on 5 Tournaments feature: 3 game guarantee, 2 refs/game. 20 min halves, Boys and Girls divisions U9-U17. Registration fee \$275</p>	<p style="text-align: center;"><u>3 on 3 Tournaments</u></p> <p>Jan 19, Feb 16, Apr 10, May 31, Jun 28, July 26, Aug 30, Sep 20, Oct 10, and Nov 14</p> <p>3 on 3 Tournaments- 3 game guarantee. 20 min games. 5 player max per roster. Youth and Adult divisions, 1 ref/gm. Reg Fee \$60/team</p> <p style="text-align: center;"><u>Basketball Camps 2009</u></p> <p>Perimeter Player Camp; <i>June 22-26</i> For guards and small forwards: ball handling, passing, 50 offensive moves, shooting, reading defenses, scoring off screens...</p> <p>Big Man Camp; <i>July 6-10, 2009</i> For Power Forwards and Centers: How to play in the paint, 35 offensive moves; drop steps, Shaq spins, rebounding, passing from post, posting up, sweeps, drop steps.....</p> <p>Youth FUN-damentals Camp; <i>July 13-17</i> Playing games, learning basketball and having fun!! Dribble tag, shark and minnows, red light/green light—all while learning.</p> <p>Shooting Camp; <i>July 27-31,</i> Building the shot from the ground up. Take 5000 shots and get on your way to becoming a pure shooter.</p> <p>Court IQ and Scrimmage Camp; <i>August 3-7</i> Camp weaves instruction and scrimmages. Individual moves then 1 on 1, pick and roll then 2 on 2, moving without ball and using screens then 3 on 3, etc. builds up to 5 on 5</p>
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Directions to In the Zone:

From the south, take I-476 (PA Turnpike/Northeast Extension) to the Lehigh Valley Exit #33.

After toll, follow signs for Route 22 east. Travel Rte 22 east for about 15 miles. Take the Route 512/Center Street exit in Bethlehem and turn right. Travel north for 4 miles. After passing a car dealer and a landscape products company on your right, you'll see a TRUE2FORM sign. Make a right turn at the sign onto Chrisphalt Drive. In the Zone is ½ mile on the right.

From the east: Follow I-78 to Phillipsburg. Take Route 22 West into PA. Travel Rte 22 for about 10 miles. Take the Route 512/Center Street exit in Bethlehem and turn right. Travel north for 4 miles. After passing a car dealer and a landscape products company on your right, you'll see a TRUE2FORM sign. Make a right turn at the sign onto Chrisphalt Drive. In the Zone is ½ mile on the right.

From the west: Follow I-78 toward Allentown. Follow Route 22 when I-78 and Rte 22 split (near the west end of Allentown/Fogelsville area). Travel Rte 22 for about 15 miles. Take the Route 512/Center Street exit in Bethlehem and turn right. Travel north for 4 miles. After passing a car dealer and a landscape products company on your right, you'll see a TRUE2FORM sign. Make a right turn at the sign onto Chrisphalt Drive. In the Zone is ½ mile on the right.

From the North: Follow I-80 to the Stroudsburg area then take Route 33 south to Wind Gap. Take the Route 512 exit in Wind Gap. Stay on Route 512 through Bath. While leaving Bath, you will pass over a set of RR tracks. About ¼ mile later, make a left turn onto Chrisphalt Drive at the TRUE2FORM sign. In the Zone is ½ mile on the right.

Hotel Information:

Four Points Sheraton 610-530-4633
Best Western 610-954-5000
Courtyard Marriott 610-317-6200
Comfort Inn Bethlehem 610-865-6300
Days Inn 610-395-3731