



## Marquette Magic Shooters Classic Rules

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- Each team provides a scorer or timer
- First team listed is home team
- Each team must provide a score sheet with names & numbers for each game
- Two 18 minute halves – Running Clock
- Clock stops last minute of 1<sup>st</sup> half – last two minutes of 2<sup>nd</sup> half
- Two - 30 second timeouts per half – Clock stops
- 4 minute half-time
- Pre-game warm up will be five minutes, if time permits
- Michigan High School Rules Apply
- Overtime will be sudden victory (first made basket, wins)
- Game time is forfeit time – please check in 15 minutes prior to each game
- Both team coaches must sign score sheet
- Chairs and bleachers will be provided for your spectators. There shall be no standing on chairs or bleachers to watch games. Your spectators may sit on the floor to watch games, but need to sit back three feet from the court.
- Thanks in advance for your assistance.
- Marquette Magic, AAU and Northern Michigan University are not responsible for lost or stolen articles.

### CHECK IN

EACH TEAM MUST CHECK IN AT THE TOURNAMENT DIRECTORS TABLE 30 MINUTES PRIOR TO THEIR FIRST GAME OF POOL PLAY. WAIVER FORMS, SIGNED BY EACH PLAYER AND PARENT MUST BE TURNED IN AT CHECK IN.

### SPORTSMANSHIP

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**POOR SPORTSMANSHIP WILL NOT BE TOLERATED. THIS IS A FRIENDSHIP TOURNAMENT AND WE EXPECT COACHES, PLAYERS, AND FANS TO BE ON THEIR BEST BEHAVIOR. VIOLATORS WILL BE ASKED TO LEAVE THE FACILITIES.**

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### TOURNAMENT PROCEDURE

THE TOURNAMENT WILL CONSIST OF POOL PLAY, or CROSS POOL PLAY AND A SINGLE ELIMINATION TOURNAMENT. POINTS WILL BE AWARDED IN POOL PLAY ON A PLUS (+) AND MINUS (-) SYSTEM WITH A MAXIMUM OF 13 POINTS FOR EACH GAME. **CROSS POOL GAMES DO NOT COUNT IN SEEDING.** IN THE EVENT OF A TIE IN POINTS IN POOL PLAY, PLACE WILL BE DETERMINED BY THE FLIP OF A COIN. TEAMS WILL THEN BE SEEDED IN A SINGLE ELIMINATION TOURNAMENT BASED ON POOL PLAY POINT TOTALS. MEDALS AND T-SHIRTS WILL BE AWARDED TO FIRST PLACE AND MEDALS TO SECOND PLACE.