

The Battle in the Cage

Registration 2019



Tournament Director and Heritage Days Board have a common goal to support Clatskanie Youth and promote the community of Clatskanie. This year's tournament and future tournaments are used as a funding tool for youth sports and activities in the community of Clatskanie.

Tournament Director: Jim Helmen

Location: Basketball Tournament will be held in the Clatskanie Swimming Pool parking Lot on July 4th.

Time: Tournament starting at 1pm.

Champions in each division will receive championship T-Shirts.

Tournament Fee: This fee will serve as a donation to Clatskanie Youth sports, activity fees, and to cover the Championship T-shirt purchase.

Maximum of 4 teams per bracket

Grade Level- 5th 6th 7th 8th

Boys Girls

Team Name _____

Coach: Name: _____ Phone: _____ Email: _____

Player # 1: Name _____ Grade: _____ Parent/Guardian # _____

Player # 2: Name _____ Grade: _____ Parent/Guardian # _____

Player # 3: Name _____ Grade: _____ Parent/Guardian # _____

Player # 4: Name _____ Grade: _____ Parent/Guardian # _____

Assumption of Risk, Waiver, and Release

I am fully aware that there are special dangers and risks inherent in this activity, including, but not limited to, the risk of serious physical injury, death or other harmful consequences that may arise or result directly or indirectly to me from my participation in this activity. Being fully informed as to these risks and in consideration of my being allowed to participate, I hereby assume all risk of injury, damage, liability and harm to myself arising from such activities. I also hereby individually and on behalf of my heirs, executors and assigns, release and hold harmless the sponsor, their officials, employees, and agents and waive any right of recovery that I might have to bring a claim or a lawsuit against them for any personal injury, death or other consequences occurring to me arising out of my voluntary participation in this activity, except for the sole negligence of sponsor.

I HAVE READ THIS RELEASE OF LIABILITY AND ASSUMPTION OF RISK AGREEMENT, FULLY UNDERSTAND IT TERMS, UNDERSTAND THAT I HAVE GIVEN UP SUBSANTIAL RIGHTS BY SIGNING IT, AND SIGN IT FREELY AND VOLUNTARILY WITHOUT ANY INDUCEMENT.

Signature

Print Name

Date

1. Number of Players

Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time. Players on each team. Any number of players (1, 2, or 3) may complete a game. * Each team must have a COACH 18 years old or older.

* Battle in the Cage tournament is a single elimination, 1-Day tournament

2. Authorized Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster, or metal -- even if the equipment is covered with soft padding. Soft braces, sleeves, and wraps will be allowed unless they pose a danger to other players. Takin' it to the Streets

Court Administrator retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.

4. Bracket Types

Teams will be divided into tournament brackets according to its player's school grades 5th-8th (Current grade 18-19 school year)

Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament.

5. Fouls- Refereed by CMHS HS students

All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded.

Fouls that occur during a "2 point" attempt will result in 2 free throw attempts. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the backcourt line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage.

a. Technical Fouls

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. The court monitor/official may also assess a technical foul if he/she determines that the team is stalling in the interest of preserving a winning margin. Stalling is a style of play in which a team does not actively attempt to advance the basketball towards the basket and shoot the ball at the basket. A technical foul results in one free throw shot and the offended team maintains possession of the ball, which is taken out at the backcourt line.

b. Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on observation of the act by the court monitor, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one free throw shot and the offended team maintains possession of the ball, which is taken out at the backcourt line.

c. Flagrant Fouls

A flagrant foul may be of a violent or savage nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or savage contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner, which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, savage, or abusive.

A flagrant foul results in one free throw shot and the offended team maintains possession of the ball, which is taken out at the backcourt line. The player committing the foul will be suspended from play for the remainder of that game or for the rest of the tournament.

A player cannot call technical, intentional, and flagrant fouls. The court official, court monitor or court martial will make this call. Once made, the decision is final.

6. Which Team Receives the Ball First?

A coin toss prior to each game will determine which team gets the ball out-of-bounds first.

7. Keeping Score

All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. Games are played to 20 points; win by one.

8. Length of Game - ALL DIVISIONS

The target score for all games is 20 points, meaning the first team to reach 20 points within 20 minutes of play is declared the winner. The court monitor/official will stop play for a player injury and time-outs, or other unusual circumstance. If neither team has reached a score of 20 points, the court monitor shall stop the game after 25 minutes of play. If after twenty five minutes the game is tied, the game will go into overtime. The first team to achieve a two point lead wins the contest.

In all situations, the court monitor/official can declare a technical foul if the official determines that a team is intentionally stalling to run out the clock.

9. Checked Ball

The ball must be "checked" by an opposing player behind the backcourt line before it is put into play. The ball must be passed to begin play. The first violation will result in a warning from the court monitor or referee. Second and future violations will result in possession changes. In all divisions grades 3-8 players cannot defend beyond the take back line until the ball has been passed in.

10. Change of Possession

The ball will change possession after scored baskets. There will be no "make it, take it" rule.

11. Taking it Back

The ball will be "taken back" on each change of possession, regardless of whether or not a shot was attempted. Failure to "take it back" results in loss of possession and any points just scored. "Taking it back," means bringing your whole body and the ball behind the backcourt line. Failure to take it back will result in loss of possession.

12. Ball Out-of-Bounds

A ball out-of-bounds will be taken out from the take back line.

13. Boundaries

The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom, and sides, shall be considered in-bounds.

14. Jump Ball

In a jump ball situation, the ball will first go to the team that lost the opening coin toss, alternating possessions thereafter.

15. Dunking

Dunking is not allowed at any time, including during warm-ups. Dunking will be construed as an unsportsmanlike act.

16. Substitutions

Substitutions may be made during a time-out or a "dead ball" situation.

17. Time-Out

Each team is allowed a single one-minute time-out per game. The 20-minute clock will not run during time-outs.

18. Sportsmanship

Good sportsmanship and cooperation is both anticipated and expected. Any questions should be addressed to the official at the court. The team captain or designated parent, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the court monitor/official. Poor sportsmanship could result in penalties against the team in either the technical, intentional or flagrant foul categories.

Disqualification of a particular player or an entire team is left to the sole discretion of a court monitor, court martial, or tournament official. There will be no review of video or other types of recordings used in any decisions made by court monitors or officials. The court monitor or tournament official's decision is final.

19. Player Injury

A court monitor or official has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, will require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.

20. Game Times

Printed schedules are effective only through the first game for all teams. Following the tournament's first game, each team is advised to check the Master Scoreboard for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time.

Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays.

Inclement weather and non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances team entry fees will not be refunded.

21. The Fine Print

Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. Officials also reserve the right to disqualify any player and/or team for infractions of tournament policies.