



Chartiers Valley Basketball 2020 Tournament



Dear Coaches:

We are excited to have your team play in the Chartiers Valley Youth Basketball Tournament. Below is the information you will need to know about this tournament. Please reach out to the CV Basketball Boosters with any questions: chartiersvalleyhoops@gmail.com or mgoldy@comcast.net

Tourney Machine, Tournament Dates and Team Qualifications

Tourney Machine:

- To make your experience as easy as possible, we are using Tourney Machine to manage registrations, game scheduling and tournament results.
- We strongly recommend that all coaches, parents and spectators to use either the [Tourney Machine website](#) or the free Tourney Machine app to view tournament details such as game times, directions to tournament locations and tournament standings.
- In the event of a schedule change, we also use this service to communicate these changes to coaches. No more texts or emails.
- This is a free service to all our of tournament guests.



Tournament Dates:

Girls Tournament

Registration: November 1, 2019-December 20, 2019

Roster Deadline: January 1, 2020

Tourney Dates: January 9, 11, 12; 2020

Boys Tournament

Registration: November 1, 2019-December 20, 2019

Roster Deadline: January 8, 2020

Tourney Dates: January 16, 18, 19; 2020

Note: We will use January 14, 15 for Girls and January 21, 22 for Boys - if we need to extend the tournament (ex. inclement weather). Tournament administrators will communicate any scheduling changes via the Tourney Machine software.



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Team Qualifications:

- Only teams sponsored by local townships or schools will be welcome. No AAU and/or All-Star teams where players come from more than one township will be accepted.
- Entry fee for all grade levels is **\$225.00** per team. Your checks should be made payable to the **CV Basketball Boosters**. Payment details available within the online registration form.
- We encourage you to get your registration and payment in as soon as possible. Teams will not be scheduled for games until payment is received. Scheduling of teams will be on a first come-first served basis.

Tournament Setup and Locations

Tournament Setup:

- **Once the tournament begins, there can be no roster changes. See Roster deadline above**
- All teams are guaranteed to play three games.
- Teams will play in a Round Robin or Pool Play format for all age groups. The format will be determined by the number of teams per age group (division).
- A player may play **UP** in grades but cannot play **DOWN** in grade.
- Ten team players and two coaches are admitted free for their games. All other spectators will be charged the entry fee at the gate.
- End of tournament awards for divisions are based on a maximum of 12 players per team.
- A concession stand will be available at each tournament location for purchase of snacks and drinks.
- For any questions, please reach out to:
 - CV Basketball Boosters: chartiersvalleyhoops@gmail.com
 - Mike Goldstrom: (724) 986-7743; mgoldy@comcast.net

Tournament Locations:

- The tournament will use three locations within the Chartiers Valley School District. Our goal is to assign divisions to one location, however, some exceptions may occur.
- Maps and directions for the tournament locations are available within the Tourney Machine software (website and app). The locations are:
 - Chartiers Valley High School
 - Chartiers Valley Middle School
 - Chartiers Valley Primary School



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Tournament Rules

General Rules

- Normal basketball rules apply.
- Teams must have five players to start a game.
 - Each game will have a five-minute grace period before starting. Teams must be on the floor and ready to play no later than five minutes after the scheduled start time or a forfeit may be called. Remember...the players want to play, so try to make every attempt to play the games.
- All players must wear numbered jerseys. Please try to include jersey numbers during registration.
- Players without proof of age (birth certificates) will not be permitted to play. No exceptions.
 - We will not collect the birth certificates but teams must be able to produce proof of age upon request. If proof of age is not available upon request, then that player cannot play.
- Tiebreaker Rules (These tie breakers will be applied when breaking ties within a pool)
 1. Record
 2. Head to Head
 3. Point Differential
 4. Total Points Scored
 5. Coin Toss

Game Duration, Clock Management and Time Outs

- Each game will consist of two, 16-minute halves.
- Each game will have a running clock.
 - Clock will stop during foul shots.
 - Clock will stop during the last two minutes of each half.
 - Clock *will not* stop if there is a 20-point differential.
 - Running clock rules may be adjusted within the game as long as both coaches agree.
- Each game will have a five-minute halftime. This duration can change at the discretion of the referees and/or tournament officials.
- If a tie occurs at the end of regulation, a three-minute overtime period will occur.
 - Each game must end with a winner, so more than one overtime period could occur.
- Time Outs
 - Each team will receive two, one-minute time outs and two, 20-second timeouts per game.
 - Each team will receive an additional one-minute time out for each overtime period.



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Defense and Pressing

- Man-to-Man defense is required for all 3rd grade and 4th grade games. No restrictions for other grades.
 - “Man to Man” defense is defined as a defensive player must be a minimum of six feet from their guarded opponent. The referees will determine violations during games.
- Pressing
 - 3rd grade or 4th grade: pressing is not allowed in any 3rd grade or 4th grade game.
 - 5th grade: pressing is allowed during the last two minutes of each half.
 - 6th grade, 7th grade or 8th grade: pressing is allowed for the entire game.
 - If at any time a team has a 20-point lead, they are not permitted to press.
 - The referees will determine violations during games.



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Tournament Rules Matrix

Grade	Duration & Clock Management					Time Outs				Pressing
3 rd	1 st Half	Halftime	2 nd Half	OT	Running Clock Stops	1-minute	20-second	OT	Man-to-Man	Not allowed at any time
	16 min.	5 min.	16 min.	3 min.	Foul Shots Last 2 minutes of each half None during 20-point differential	2	2	1 min.		
4 th	1 st Half	Halftime	2 nd Half	OT	Running Clock Stops	1 minute	20 second	OT	Man-to-Man	Not allowed at any time
	16 min.	5 min.	16 min.	3 min.	Foul Shots Last 2 minutes of each half None during 20-point differential	2	2	1 min.		
5 th	1 st Half	Halftime	2 nd Half	OT	Running Clock Stops	1 minute	20 second	OT	No Restrictions	Allowed during last 2 minutes of each half
	16 min.	5 min.	16 min.	3 min.	Foul Shots Last 2 minutes of each half None during 20-point differential	2	2	1 min.		
6 th	1 st Half	Halftime	2 nd Half	OT	Running Clock Stops	1 minute	20 second	OT	No Restrictions	No Restrictions
	16 min.	5 min.	16 min.	3 min.	Foul Shots Last 2 minutes of each half None during 20-point differential	2	2	1 min.		
7 th	1 st Half	Halftime	2 nd Half	OT	Running Clock Stops	1 minute	20 second	OT	No Restrictions	No Restrictions
	16 min.	5 min.	16 min.	3 min.	Foul Shots Last 2 minutes of each half None during 20-point differential	2	2	1 min.		
8 th	1 st Half	Halftime	2 nd Half	OT	Running Clock Stops	1 minute	20 second	OT	No Restrictions	No Restrictions
	16 min.	5 min.	16 min.	3 min.	Foul Shots Last 2 minutes of each half None during 20-point differential	2	2	1 min.		

