

COEUR D'ALENE RECREATION DEPARTMENT  
2003 AAU BASKETBALL TOURNAMENT  
MARCH 8 – 9

7<sup>TH</sup> GRADE BOYS DIVISION

POOL A

TEAM NAME	WINS	LOSSES
Chelan, WA		
Code Red, Cd'A		
N.I. Immediate Care Bulls, PF		
X-Team, Spokane		

POOL B

TEAM NAME	WINS	LOSSES
Jaguars, Cd'A		
Post Falls Kings, PF		
Spokane Force, Mead		
Triple Threat Perez, Pasco		

# 7<sup>TH</sup> GRADE TOURNAMENT SCHEDULE

DAY	TIME	PLACE	TEAM	VS.	TEAM
Sat.	9:00	Woodland 1	N.I.I.C. BULLS	VS.	CHELAN
Sat.	9:00	Woodland 2	CODE RED	VS.	X-TEAM
Sat.	10:15	Woodland 1	JAGUARS	VS.	POST FALLS KINGS
Sat.	10:15	Woodland 2	SPOKANE FORCE	VS.	TRIPLE THREAT
Sat.	11:45	Woodland 1	X-TEAM	VS.	CHELAN
Sat.	11:45	Woodland 2	CODE RED	VS.	N.I.I.C. BULLS
Sat.	1:15	Woodland 1	JAGUARS	VS.	SPOKANE FORCE
Sat.	1:15	Woodland 2	POST FALLS KINGS	VS.	TRIPLE THREAT
Sat.	2:30	Woodland 1	CHELAN	VS.	CODE RED
Sat.	2:30	Woodland 2	N.I.I.C. BULLS	VS.	X-TEAM
Sat.	3:45	Woodland 1	TRIPLE THREAT	VS.	JAGUARS
Sat.	3:45	Woodland 2	SPOKANE FORCE	VS.	POST FALLS KINGS
Sun.	8:30	Woodland 1	POOL A #3 SEED	VS.	POOL B #3 SEED
Sun.	9:45	Woodland 1	POOL A #2 SEED	VS.	POOL B #2 SEED
Sun.	11:00	Woodland 1	POOL A #1 SEED	VS.	POOL B #1 SEED
Sun.	12:00	Skyway	POOL A #4 SEED	VS.	POOL B #4 SEED

**DETERMINING POSITION:** The criteria used to determine the final order of finish is as follows:

1. WIN – LOSS RECORD
2. HEAD TO HEAD COMPETITION
3. FEWEST POINTS ALLOWED BETWEEN TIED TEAMS

**AWARDS 1<sup>ST</sup> & 2<sup>ND</sup>**

## 2003 COMPETITIVE LEAGUE RULES

GYMS WILL ONLY BE OPEN 15 MINUTES PRIOR TO FIRST SCHEDULED GAME OF THE DAY. DO NOT HAVE PLAYERS AND SPECTATORS SHOW UP BEFORE OR THEY WILL HAVE TO WAIT OUTSIDE.

Coaches are responsible for their fans.

Quarters: 7 minutes for 5<sup>th</sup> GRADE; 8 minutes for 6<sup>th</sup> AND 7<sup>TH</sup> GRADE.

5 minute pre-game warm-up (minimum)

2 minute half-time

1 minute between 1<sup>st</sup> / 2<sup>nd</sup> quarters and 3<sup>rd</sup> / 4<sup>th</sup> quarters.

Two time-outs per half with no carryover.

“Overtime” - 3 minute overtimes with no additional timeouts.

TECHNICAL FOUL RULE: Any technical foul awards automatic two points to the opposing team and possession of the ball out of bounds.

INTENTIONAL FOUL: Any foul that is deliberate or intentional means 2 foul shots for the opposing team and the opposing team gets the ball out wherever the whistle is blown.

PRESS RULE: Any team with a score advantage of 15 points is required to pull off the full court press. After one warning from the official, if the press is not discontinued, the officials will award a technical foul to the coach's bench.

BALL SIZE: 5<sup>TH</sup> – 6<sup>TH</sup> GRADE INTERMEDIATE SIZE.