



2010 Memorial Day Showcase

May 28-30

University of Central Florida

Registration:

- All teams will be required to register PRIOR to their first game. Please arrive 30 minutes early to allow for the registration.
- Teams Register at the UCF Back Arena.
- If you are running late to registration or any game, please call Director Scott Golden @ 321-663-5207 (Bring phone number with you just in case. Reception in Arena is not good, so texts are sometimes better. If texting, please include team name.)

Registration Requirements:

- A copy of every player's birth certificate
- Membership Cards
- A copy of team roster (Include player name, height, grade, jersey number and school)
- *Players do not need to be present*
- *Please print directions to all facilities prior to arrival*

Awards:

- 1st place award will be presented to the championship winner
- 2nd place award will be presented to the runner-up

Tournament Format:

- Each team will play two pool games already scheduled on Friday and Saturday. All teams will enter the single-elimination championship brackets on Sunday. Updated results will be available at the registration table and on www.hoopmountainflorida.com. Scores and positions will be updated as the results come in. Please reference court assignments. Tie breakers for pool play seeding are as follows in order:

1. Head to Head
2. Point Differential (15 max. per game)
3. Defensive points allowed (No max.)

This order applies to all situations

Game Play:

- All games will be officiated under standard high school rules.
- All games will consist of four – 8 minute quarters.
- Before each game a minimum warm-up time of 5 minutes will be placed on the clock.
- A game ball will be provided, but please supply your own basketballs for warm-ups.
- Game forfeits can occur 5 minutes after the regularly scheduled game time and will result in a 15 point win for the team which showed.
- All forfeits will be at the discretion of the tournament director.
- Each team will be given two full and three :30 second timeouts per game and one extra to be used with any carryovers for each overtime session.
- Running Clock Rule: At the time one team gains a lead of thirty (30) or more points on opposing team, the clock will not be stopped (except for a time out, technical foul, injury, or emergency – clock starts when ball is legally touched after dead ball is in-bounded) until the trailing team brings the point difference to twenty points or less.

Conduct:

- The tournament director reserves the right to dismiss any spectator, coach or player from the tournament. Any coach or player receiving 2 technical fouls in a game will be asked to leave the court. That player or coach will be suspended from play in the following game. The tournament director reserves the right to lift that suspension.

Each team will be given a packet at registration to help guide you through your weekend needs