# OZAUKEE BOYS' BASKETBALL 

$19^{\text {th }}$ ANNUAL OZAUKEE $4^{\text {TH }} \boldsymbol{\&} 3^{\text {RD }}$ GRADE BOYS BASKETBALL SHOOT-OUT<br>January 20 ${ }^{\text {th }}, 2024$

| $4^{\text {rd }}$ Grade |
| :--- |
| will |
| begin the |
| day at |
| 8:00 |
| A.M. and |
| will |
| finish |
| between |
| Noon - |
| 1p.m. |
| $3^{\text {th }}$ Grade |
| will |
| begin at |
| $1: 00$ and |
| will go |
| until |
| around 6 |
| P.M. |
|  |
|  |
|  |
|  |

SCHOOL TEAM NAME: $\qquad$
COLORS: $\qquad$

GRADE: CIRCLE ONE $\qquad$ $3^{\text {rd }}$ $\qquad$ $4^{\text {th }} \quad$ (These are separate tournaments)

COACH : $\qquad$

ADDRESS: $\qquad$
CITY: $\qquad$
ZIP:

PHONE: H\#: $\qquad$ CELL\#: $\qquad$
E-MAIL:
COST:
\$200

PLEASE MAKE CHECKS PAYABLE TO: WARRIOR BOYS BASKETBALL CLUB (WBBC)

MAIL TO:
Steve Kowalkowski
338 Martin Drive
Fredonia WI 53021
262-391-5832
teamkowalkowski@gmail.com

THE FIRST EIGHT (8) TEAMS TO RETURN THE ENTRY FORM AND FEE WILL BE ENSURED A POSITION IN THE TOURNAMENT.
ENTRY FEE REFUNDS WILL ONLY BE GRANTED IF THE TOURNAMENT SPOT CAN BE FILLED BY ANOTHER TEAM.

# CONCESSION STAND WILL BE MADE AVAILABLE DURING THE TOURNAMENTS. ABSOLUTELY NO CARRY-INS. 

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## RULES AND REGULATIONS

1. Team members must be from the same school district. NO ALL-STAR OR A.A.U. TEAMS. Only slight exception would be from parochial schools because there are players that will be going to that H.S. and may live outside of district - WE ASK FOR HONESTY \& INTEGRITY on this issue.
2. You can have as many players as you would like for your team, but there will only be 12 awards given out for $1^{\text {st }}$ and $2^{\text {nd }}$ place including coaches.
3. Teams are required to wear jerseys with numbers.
4. BRING YOUR OWN BASKETBALLS - KEEP THEM IN THE GYMS! NO BASKETBALLS IN HALLWAYS OR COMMONS AREA.
5. All W.I.A.A. rules will govern play except:
a. There will be 5-minute warm-up and a 3-minute half-time to stay on schedule.
b. There will be 2-16-minute halves- running clock except on:
i. The last minute of each half, the clock will stop on ALL WHISTLES unless the lead by one team is 12 or more.
c. We will use 28.5 size basketballs for both grade levels.
d. If a team is ahead by 12 points or more, the clock will run without stop.
e. $3^{\text {rd }}$ GRADE - ONLY Man-to-Man half-court defense is allowed- no zones, double teaming, trapping presses, etc - you can help and recover, but it is referee's discretion if help is too long - will result in 2 pts. for other team REFEREE's DISCRETION - each team will get a warning first. Once ball crosses half-court, man-to-man defense can begin. Free-Throws will be moved up.
f. $4^{\text {th }}$ GRADE - Man-to-Man Defense only (no double teams, zones, half-court traps, etc.) until 1 minute left in each half - play whatever you want until the lead is 12 pts. or more - then only straight man-to-man. Free-Throws will be moved up.
g. OVERTIME - One overtime will be played ( 1 minute, clock stops on everything), if there is a tie after the first overtime we move to sudden death and it's first team to score.
h. Technical fouls will result in two points and possession for the opposing team. Two technical fouls on the same player or coach during the tournament will result in ejection from the tournament.
i. 3 time outs per game

TOURNAMENT FORMAT
*** All games are at Ozaukee High School and Middle School - the schools are connected and the gyms are connected by hallways. HOWEVER, YOU MUST ENTER ONLY AT THE HIGH SCHOOL Only three coaches per team will get free admission.
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## ROSTER INFORMATION

## PLAYERS NAME

JERSEY \#

1. $\qquad$
2. $\qquad$
3. $\qquad$
4. $\qquad$
5. $\qquad$
6. $\qquad$
7. $\qquad$
8. $\qquad$
9. $\qquad$
10. $\qquad$
11. $\qquad$
12. $\qquad$
