

## **BEST OF MARYLAND BASKETBALL TOURNAMENT**

### **FORMAT and RULES**

#### **FORMAT:**

The first two days (4 games) will be bracket play. You will play only teams in your bracket. At the end of day 2 there will be a first and second place finisher from each division. Those top two teams in each division will play their 5<sup>th</sup> game as the tournament quarterfinals on Saturday morning. A 1st place team from one bracket will play another bracket's 2nd place team (see schedule on website). After these games the four remaining teams will play in the semifinals later Saturday to be followed by the finals.

The three (or four) teams in each bracket not to make the quarterfinals will play their fifth game on Saturday against a team that finished in a comparable position in another bracket. NOTE: Colleges are still watching.

Below I have listed tie-breaking procedures. When events come down to a tie-breaker there is often somebody left feeling disappointed or "robbed". Please realize that this is a summer event and winning is great, but the goal here is to get our kids college exposure see great competition, and to prepare for next year. Win or lose, they will get that.

For five team divisions (Bracket A and Bracket B):

Tie-breakers will be as follows:

\*\* In case of a two-way tie, head to head will be used.

In case of a three way tie:

1. head to head
2. If it is still tied, it will be the total point differential (point differential is always a max plus or minus 14) among the three teams involved only in the three games between those tied teams.
3. If somehow still tied three ways (very unlikely) than total point differential in all games will be used. If crazy enough to still be tied than there will be a random draw. If there is a two way tie in the point differential method then the head to head winner of those two will finish ahead.
4. NOTE: if a three way tie exists for first place, once the first place team is decided through the tie breaker procedure, if second and third have the

same point differential, the second spot will go to the head to head winner of the two remaining teams. Same in 4 or 5 team ties

5. In a four way or five way tie, the first tiebreaker is overall record against others tied (head to head). Then, point differential in games between tied teams. Then coin toss.

**For six team divisions (Bracket C and Bracket D):**

Tie Breakers will be as follows:

\*\* In case of a two way tie, head to head will be used. If the two teams did not play, than that means they played the same schedule (against the other four teams). The point differential in all games will be used. Reminder that point differential is a 14 point max (in other words a 14 point win or loss is the same as a 40 point win or loss in terms of differential) If somehow still tied, then the point differential against the best or next best team in the bracket will be used. If still tied, coin toss.

\*\* In case of a three way tie, head to head will be used as long as all three teams played each other. If this is the case, and head to head is still a tie it will be the total point differential among the three teams involved only in the three games between those tied teams. If still tied (unlikely) then refer to rule number 3 for five team divisions and follow from there.

\*\* In case of a three way tie, but the three teams did not all play each other, we will look at the combined win percentage of the four teams you DID play. The team that played the “hardest” schedule (based on win percentages of opponents will be in first then second respectively – Pleases see me if you do not understand. The next tie breaker (if still tied) would then be point differential in all games played. Again the maximum differential in a game is 14 (so a 40 point win is the same as a 14 point win). If still tied three ways, then there will be a random draw. If still tied two ways after the point differential it will be a random draw (unless those two teams happened to play each other, in which case head to head will be used).

**GAME RULES :**

--Individual players foul out on their 6th foul.

-- There is no shot clock. A ten second count will be used in the backcourt.

-- On the 7th team foul, one and one will be shot. On the tenth it will be two shots.

- 4 Time-outs; 2 full and 2 thirty second time-outs will be allowed.
- The game length will be two 18 minute halves, running clock except on free throws and the last two minutes of each half
- You will get 10-15 minutes for warm-ups (depending on how the schedule is going) Teams are expected to loosen up and stretch before hitting the court. Tournament director can generally give a team looking for some privacy a place to stretch and talk.
- Halftime will be 6 – 7 minutes.
- Please clear court and benches after each game to allow an expedient start to the next game. **Remove all trash, please.**
- Overtimes will be 2 minutes.
- MEDICAL WAIVER MUST BE COMPLETED FOR A PLAYER TO PARTICIPATE.

NOTE:

There is a hospitality room for college coaches, officials, and media (we are expecting Blue Star Media and possibly others) to be representing and reporting on what they see. Players and high school coaches, or others not fitting the description in the last sentence, are not to be in there, nor are they to be given anything out of there. Sorry, there is just not enough for an additional 300+ players and coaches.

Admission charge for everyone other than players or coaches will be \$12 daily or \$35 for the 3 day pass (aside from saving the one dollar, weekend pass buyers will also get a program – usually \$2). You are only admitted as a coach with the high school team if officially on the school team staff during the season. All others must pay admission. Please speak to me in advance if there are any admission questions as I will be running crazy from gym to gym that first day.

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