

## **Sioux City Tournament February 1st**

Participating Teams:

**Sioux City Warriors – JVB**

**Trinity Classical Academy – JVB**

**Bellevue Patriots- JVB**

### **Admissions (cash only):**

Admission will be \$5 for adults, \$3 for children or \$15 per family for the day.

### **Concessions:**

Concessions will be available at Gym 1. Prices can be found in the game day program.

### **Locations:**

#### **Gym 1 (Doors on North side)**

Morningside Bible Church

6100 Morningside Ave

Sioux City, IA 51106

#### **Gym 2 (Entrance #6)**

Redeemer Lutheran Church

3204 S. Lakeport St.

Sioux City, IA 51106

**Schedule: Gym 1** (Teams listed first are AWAY, teams listed second are HOME)

**9:15 Jr Warriors Blue vs Jr Warriors White**

**10:30 Bellevue Patriots JVB vs Sioux City JVB**

**11:45 Exhibition game "Dads vs Dads"**

**12:30 Trinity Classical Academy JVB vs Bellevue Patriots JVB**

**1:45 Shooting Competition (More information to follow)**

**2:45 Trinity Classical Academy JVB vs Sioux City Warriors JVB**

*\*\*Gym 1 (Morningside Bible Church) facilities consist of the gym, stage, locker rooms under the stage, and the bathrooms at the main entrance. The hallways, classrooms, lockers and other areas are strictly off-limits during Saturday's games. If you have questions feel free to ask the admissions table for clarification. Your cooperation in this matter is greatly appreciated!*

## **Team Responsibilities:**

### Equipment

Every team is responsible for providing all of the equipment it needs to participate, including jerseys, water, basketballs, and other needed equipment. A game ball will be selected by a referee from one of the involved teams. No jewelry. Shirts must be tucked in. Varsity boys will use a men's ball, but all others will use a women's ball (junior high boys may use a men's ball if both coaches agree).

### **Game Information**

High School: Games will consist of four, 7-minute quarters (JV) or 8-minute quarters (Varsity). If teams are ahead by 35 points at any point in the game, the remainder of the game will be running clock.

Junior High: Games will consist of four, 6-minute quarters. If teams are ahead by 35 points at any point in the game, the remainder of the game will be running clock.

### Overtime

Overtime will consist of 2 minutes. With 1 additional 60 second timeout. Second overtime will be 2 minutes with 1 additional 60 second timeout.

### Timeouts

All teams will have 5 total timeouts. 3 full timeouts and 2, 30-second timeouts.

### Fouls

Every player will be allowed 5 personal fouls before becoming disqualified. Teams will shoot 2 free throws when in the "bonus" (at 5 team fouls per quarter). Team fouls reset after each quarter. This is in line with the NFHS Rule 4-8-1.

Referees reserve the right to distribute technical fouls and disqualify coaches.

### Halftime

All halftimes will be 5 minutes in length.

Elementary: Each half will be a 14-minute running clock. Halftime will be 5 minutes in length

## **Team Assignments/Uniforms**

**Home Team:** Responsible for providing a person to keep the official book, and sweep the floor before the game. Team listed second or on bottom of the bracket matchup will wear white uniforms.

**Away Team:** Responsible for providing a person to run the scoreboard and sweep the floor at halftime. Team listed first or on the top of the bracket matchup will wear dark uniforms.

### **Game Scores**

After completion of the game, the official game scorebook keeper should text Jeremy at 712-203-9579 the team names and final score of the game

\*If teams decide to pray, the prayer must be done before the scheduled start time.

\*\*With such a long day if games can be started early a rolling early start time will take effect throughout the day. Please have your team to the gym early to afford the later games to finish early and get people on the road ASAP. Thank you!