

2009  
Ohio Youth Basketball  
Summer Championships

**5th Grade Division**

Pool A

1. Toledo Ruff Riders
2. Hilliard Wildcats
3. Showtime Basketball
4. SCAA Buckeyes

**6th Grade Division**

Pool B

11. Divine Thunder
12. Hilliard White
13. Dayton Metro - Stanley
14. Triple Threat

Pool C

15. HC Force
16. Liberty Magic
17. College Bound Orange

**7th Grade Division**

Pool D

21. Ohio Varsity
22. Running Rebels - Hearn
23. All State Insurance

Pool E

24. College Bound Cougars
25. Columbus Eagles
26. Lions Basketball Club

Pool F

27. Divine Thunder
28. Ohio Rebels
29. USA Adidas

**8th Grade Division**

Pool G

31. Gus Busters
32. Team Linden
33. Shining Star Sports-Handel

Pool H

- 42. Rams**
35. USA Thunder
36. Showtime Basketball

Pool I

37. St. Stephens
38. Mustang Ballers Thorton
39. N.W. Ohio Basketball

Team J

40. Ohio Varsity
41. USA ADidas
- 43. O P M Elite**

**9th Grade Division**

Pool K

51. Columbus Blues
52. All State Insurance
53. USA Adidas
54. Showtime Basketball
55. Columbus Hawks

# Game Rules

These rules are posted here for the convenience of scorekeepers, coaches and referees.  
Any rules not covered here contact an OYB representative listed below

## 1. Length of Games

- A. All Games in the Boys 3rd - 4th - 5th - 6th grades and the Girls U10 - U11 - U12 will be played in two 12 minute halves.
- B. All Games in the Boys 7th Grade and above and the Girls U13 and above will be played in two 14 minute halves.

## 2. Overtime Periods

- A. First overtime will be 3 minutes long.
- B. Each overtime after the first will be one minute long.

## 3. Clock

- A. The clock will stop on every whistle and stay stopped until the ball is back in play.
- B. If a team is behind by more than 20 points or more in the 2nd half, the clock will continue to run, except on shooting fouls and time outs. If the team behind cuts the lead to under 20 points the clock will go back to being stopped on every whistle.

## 4. Game Balls

- A. All Games in the 3rd - 4th - 5th - 6th Grades will use the womens size basketball.
- B. All Games in the 7th and above will use the mens size basketball.
- C. All Girls Games will use the womens size basketballs.

## 5. Grace Period

- A. Game time is game time. You will be given a 5 minute grace period. If your team is not ready to play by that time, the game will be forfeited by a score of 15 - 0.
- B. A team may start and finish a game with less than 5 players.
- C. If a site is running ahead of schedule, both coaches can agree to start the game early. If both do not agree, game will start at scheduled time.

## 6. Scorekeepers

- A. Each team needs to provide a scorekeeper and sit at the scorers table. The first team listed is the home team and is the official book.

## 7. Time Outs

- A. Each team will receive four 30 second time outs. No timeouts will be added for over time games.

## 8. Any ties, please see the tie breaking procedure hanging by brackets.

If you are involved in a three way tie, make sure you look at the Main Site Brackets or call Ohio Youth Basketball.

**Any rule interpretations please see site director or call OYB at 740-808-0380**

# Ohio Youth Basketball

## Boys

## 2009

## Roster Form

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### Tournament Name

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Please Fill Out and Turn in at Tournament When You Check In At Site Of Your First Game

GRADE LEVEL (Please Circle One) 3rd - 4th - 5th - 6th - 7th - 8th - 9th - 10/11th			
TEAM NAME _____		COACH'S NAME _____	
ADDRESS _____		CITY _____	
STATE _____	ZIP _____	PHONE NUMBER _____	E-MAIL _____
Player's Name	Grade	Birthdate	School

I hereby certify that all information above is correct and in consideration of participating in this or any Ohio Youth Basketball event, that I assume full responsibility for all players listed above and that I have in my possession signed papers from each parent/guardian that states that they agree not to hold responsible Ohio Youth Basketball, its members, coaches, servants or employees on account of any injury or other loss or damage suffered as a result of the player participating in this or any Ohio Youth Basketball event, including but not limited to games, practices or travel to and from these activities.

Signature \_\_\_\_\_ Date \_\_\_\_\_

# Ohio Youth Basketball Summer Championships

	Thomas Worthington Main	Thomas Worthington Aux 1	Thomas Worthington Aux. 2	Thomas Worthington Aux. 3
<b>Sat. 6/20</b>				
9:00 am	31 - 32	<b>21 - 22</b>	<b>24 - 25</b>	15 - 17
10:05 am	<b>42 - 35</b>	40 - 41	X	37 - 38
11:10 am	31 - 33	<b>21 - 23</b>	<b>24 - 26</b>	16 - 17
12:15 pm	<b>42 - 36</b>	<b>35 - 40</b>	41 - 43	37 - 39
1:20 pm	32 - 33	<b>22 - 23</b>	<b>25 - 26</b>	15 - 16
2:25 pm	35 - 36	27 - 28	41 - 42	38 - 39
3:30 pm	51 - 52	40 - 43	11 - 12	13 - 14
4:35 pm	53 - 54	27 - 29	1 - 2	3 - 4
5:40 pm	51 - 55	X	11 - 13	12 - 14
6:45 pm	52 - 53	28 - 29	1 - 3	2 - 4
7:50 pm	54 - 55	X	11 - 14	12 - 13
<b>Sun 6/21</b>				
9:00 am	8th	8th	8th	8th
10:05 am	9th	7th c	1 - 4	2 - 3
11:10 am	7th	7th	6th	6th
12:15 pm	8th Se	8th Se	8th c	8th c
1:20 pm	9th Se	9th Se	4th CH	4th C
2:25 pm	7th Se	7th Se	6th Se	6th Se
3:30 pm	9th CH	8th C	8th CH	7th C
4:35 pm	7th CH	6th CH	X	X

## Ohio Youth Basketball

### Jr. High School State Championship Tournament

**June 27 - 28**  
**Zanesville**  
**High School**

**School Teams Only**

#### Thomas Worthington High School Directions

From Interstate 270 on the North Side of Columbus

Going East on I 270 Take Route 315 South to Route 161 East. School is on the left.

Going West on I 270 Take Route 23 South to Route 161 West. School is on the right.

Official Brackets Will Be Posted At Thomas Worthington High School

Find Your Team Number and Locate Game Time and Sites.

Be at Game Sites at Least 30 Minutes Prior To Start of Game

Failing To Show Up For A Scheduled Game Could Mean Being Denied Into Future Tournaments

# Coach's

Coach of the **Winning Team** of Each Game **Must Make Sure Correct Score** is recorded on the large score sheet that is provided by OYB and that the **Correct Team** is listed as the **Winner** of the game.

Failure to do so could mean **Wrong Team** will be listed as winning or if the **Wrong Score** is turned in, it could affect the tie breaking procedure in case of a **Three Way Tie**.

We need your co-operation.

Thanks, Gary

# Tie Breaking Procedure

The higher seeded team when two teams have the same record after completion of pool play will be determined by the winner of their head to head competition.

To determine the seeding when three teams have the same record after completion of pool play we must use the plus/minus formula. **Only games involving those teams ties will be used.**

Please see below for an example:

Team # 1	Won 2 Lost 1	Beat #2 by 4 pts.	Lost to #3 by 8 pts	Beat #4 by 18 pts
Team # 2	Won 2 Lost 1	Lost to #1 by 4 pts.	Beat #3 by 16 pts	Beat #4 by 20 pts
Team # 3	Won 2 Lost 1	Beat #1 by 8 pts.	Lost to #2 by 16 pts	Beat #4 by 3 pts
Team # 4	Won 0 Lost 3	Lost to #1 by 18 pts.	Lost to #2 by 20 pts	Lost to #3 by 3 pts

**1st - Team # 1 has totals of +4 and -8 = -4**

**2nd - Team # 2 has totals of -4 and +15 = +11**

**3rd - Team # 3 has totals of +8 and -15 = -7**

Team # 3 is 3rd because they have the lowest + - score

We now have two teams tied and go back to head to head results

**Team # 1 is 1st because they beat Team # 2 head to head**

## **ALL THREE WAY TIES**

Lowest + - Is Eliminated and Then Go Back To Head To Head

Look at Example Above

**MAKE SURE YOU LOOK AT**  
**OFFICIAL BRACKETS AT MAIN SITE**

# **Tie Breaking Procedure**

## **5 Team Pools Only**

1. When two teams are tied and they played each other, we determine the higher seed by their head to head result.

2. When two teams are tied and they have not played each other, we use the following to decide the higher seed.

### **A. The best record of the opponents.**

Example

Team 2 and 3 are tied at with a record of 1 - 1

Team 2 opponents have a combined record of 3 - 1

Team 3 opponents have a combined record of 1 - 3

**Team 2 is the higher seed. If teams are still tied then go to B**

### **B. The highest + - score**

Example

Team 2 won by 3 and lost by 6 which = -3

Team 3 won by 12 and lost 10 which = +2

**Team 2 is the higher seed. If teams are still tied then go to C**

### **C. The highest + - score of the opponents**

Example

Team 2's opponents were a combined +8

Team 3's opponents were a combined + 6

**Team 3 is the higher seed. If teams are still tied flip a coin.**

3. When three teams are tied use the same procedure as in No. 2 even if two of the teams have played each other. Any questions call OYB at 740-808-0380