

Top Ten Basketball Classic

4th Grade

(Double Round Robin)
(All Teams Play 4 Games)

Pool A

1. Riverside Bearcats
2. Central Ohio Showtime
3. Dublin Rocks

5th Grade

Pool B

11. Big Walnut Eagles
12. Prime Time Future
13. Dayton Metro-Wabler
14. Central Ohio Showtime
15. Beavercreek Stars

6th Grade

Pool C

21. USA Ohio Lady Hoopsters-Richardson
22. Central Ohio Showtime-Blue
23. Muskingum County Storm
24. OSP-Lonas

Pool D

25. Dayton Lady Hoopsters-Duff
26. Central Ohio Showtime-Gold
27. Dayton Metro
28. Lady Gales

7th Grade

Pool E

31. College Bound Capital City Comets
32. Orange
33. SouthCentral Hoopsters
34. Cincy Warriors

Pool F

35. College Bound Capital City Stars-Kahn
36. OSP-Picklesimon
37. Fields & Innocenti Sharks
38. Dayton Metro-Muterpaw

8th Grade

Pool G

41. Ohio Lady Hoopsters-Nious
42. Columbus Lady Rage
43. Dayton Metro-Palma
44. Central Ohio Showtime
45. Cincy Legend-Danker

9th Grade

Pool H

51. Capital City Stars
52. USA Ohio Lady Hoopsters-Clinger
53. Central Ohio Showtime
54. Columbus Lady Rage

Pool I

55. Southeast Ninjas
56. Ohio Express-Sole
57. USA Ohio Lady Hoopsters-Rettstatts
58. Dayton Metro-Muterpaw

10/11th Grade

Pool J

61. Mid Ohio Mase
62. Columbus Crash
63. Ohio Lady Hoopsters-Nious
64. Synergy

Pool K

65. Team Sport and Shoe
66. Dayton Metro U15
67. OSP-Shaeffer

Ohio Youth Basketball

PO Box 865 * Lancaster, OH 43130 * 740-808-0380 * www.ohioyouthbasketball.com

Game Rules

1. Length of Games

- A. All games in the 3rd - 4th - 5th - 6th grade games will be played in two 12 minute halves
- B. All games in the 7th thru 10/11th grade games 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.
- C. No extra time-outs will be given for overtime.

3. Clock

- A. The clock will stop on every whistle and stay stopped until ball is back in play
- B. If a team is behind by 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 will use the womens size basketball.

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.

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. The visiting team scorekeeper is encouraged to sit at the table.

7. Time Outs

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

8. Teams with the same records

- A. Please see the tie breaking procedure hanging by the brackets and on the web site. If your team is involved in a three way tie, it is the coach's responsibility to contact OYB to make sure of proper seeding. DO NOT take the word of the site director.

9. Reporting Scores

- A. Both coach's need to make sure the final score is on the official score sheet and that the winning team is listed correctly
- B. It is the responsibility of each coach to check the board at the main site to make sure the scores were called in correctly. Mistakes can be made when scores are called in.
- C. If you find an error, contact OYB immediately.

Any Rule Interpretations Please See Site Director or call OYB at 740-808-0380

2010 Top Ten Basketball Classic April 24-25, 2010

	Olentangy Liberty HS Main Court 1	Olentangy Liberty HS Main Court 2	Olentangy Liberty Aux. Court 1	Olentangy Liberty HS Aux Court 2
Sat. 4/24				
9:00 am	21-22	23-24	11-12	1-2
10:05 am	35-36	37-38	13-14	65-66
11:10 am	21-23	22-24	11-15	2-3
12:15 pm	35-37	36-38	12-13	65-67
1:20 pm	31-32	33-34	14-15	1-3
2:25 pm	55-56	57-58	41-45	66-67
3:30 pm	31-33	32-34	25-26	27-28
4:35 pm	55-57	56-58	61-62	63-64
5:40 pm	51-52	53-54	42-43	44-45
6:45 pm	25-27	26-28	61-63	62-64
7:50 pm	51-53	52-54	41-42	43-44
8:55 pm	X	X	61-64	62-63
Sun. 4/25				
9:00 am	21-24	22-23	25-28	26-27
10:05 am	31-34	32-33	35-38	36-37
11:10 am	51-54	52-53	55-58	56-57
12:15 pm	5th	1-2	8th	11th c
1:20 pm	6th Semi	6th Semi	7th Semi	7th Semi
2:25 pm	5th Semi	2-3	8th Semi	8th Semi
3:30 pm	5th Semi	6th CH	9th Semi	9th Semi
4:35 pm	7th CH	1-3	11th Semi	11th Semi
5:40 pm	8th CH	X	9th CH	5th CH
6:45 pm	11th CH	X	X	X

Pool Play Will Finish On Sunday For 6th - 7th & 9th Grades

Sunday Schedule To Be Posted On Thursday Evening

Please Check Web Site Thursday Evening For Any Updates

**Find Your Team Number and Locate Game Time and Sites
Be at Game Sites at Least 30 Minutes Prior Start of Game**

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

OFFICIAL BRACKETS WILL BE POSTED AT TOURNAMENT

Ohio Youth Basketball Tournaments

For April 30, May 1 - 2

Boys Metro Roundball Classic - Dayton

Entries Close Sunday April 25

Boys Tyger Basketball Challenge - Mansfield

Entries Close Monday April 26

Boys Panther/Power Ade Basketball Classic - Zanesville

Entries Close Monday April 26

Boys Elite Basketball Classic - Columbus

Entries Close Sunday April 25

Girls Lady Gales Hoop Classic - Lancaster

Entries Close Monday April 26

National Association of Youth Basketball Coaches

N.A.Y.B.C.

Division II National Championships

July 2 - 3 - 4

Columbus, Ohio

Boys Grades 3rd - 4th - 5th - 6th - 7th - 8th - 9th - 10/11th

Hosted By Ohio Youth Basketball

P.O. Box 865

Lancaster, OH 43130

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