

Junior Cager Grade 6 Girls - Range Lake North  
February 8th - 11th

Teams:

- William McDonald Middle School
- Cambridge Bay Wolverines
- École St. Joseph School
- Weledeh
- Mildred Hall School
- K'alemi Dene School

<b>William Macdonald</b>	<b>Cambridge Bay</b>	<b>St. Joes</b>	<b>Weledeh</b>	<b>Mildred Hall</b>	<b>K'alemi Dene</b>
WMS A WMS B WMS C WMS D WMS E	CB A CB B CB C	ESJS A ESJS B ESJS C	WEL A WEL B	MHS A MHS B MHS C	KDS A

**Thursday February 8th, 2024**

<b>Time</b>	<b>Court 1</b>	<b>Court 2</b>	<b>Court 3</b>
4:10pm	CB A Vs WEL A	WMS E Vs MHS C	MHS B Vs ESJS A
4:30pm	WMS D Vs WEL A	ESJS C Vs WMS C	WMS B Vs CB B
4:50	MHS A Vs ESJS B	KDS A Vs CB C	WMS A Vs WEL B
5:10	MHS C Vs WEL A	ESJS A Vs WEL B	ESJS B Vs WMS A
5:30	WMS E Vs	CB B Vs	WMS B Vs

	MHS B	WMS D	WMS C
5:50	WEL B Vs KDS A	ESJS C Vs CB A	MHS A Vs CB C
6:10	CB B Vs WMS E	WEL B Vs WMS D	ESJS A Vs WMS C
6:30	CB A Vs WMS A	ESJS B Vs WMS B	MHS A Vs WMS D
6:50	WEL A Vs KDS A	MHS C Vs MHS B	CB C Vs ESJS C
7:10	MHS B Vs CB B	WMS D Vs CB A	WMS A Vs MHS A
7:30	WMS A Vs WMS B	WMS E Vs ESJS B	WMS C Vs MHS C

**Friday February 9th, 2024**

<b>Time</b>	<b>Court 1</b>	<b>Court 2</b>	<b>Court 3</b>
4:10pm	WEL A Vs WEL B	CB C Vs ESJS A	KDS A Vs ESJS C
4:30pm	CB C Vs MHS B	WMS B Vs ESJS A	MHS A Vs MHS C
4:50	WEL B Vs ESJS B	CB A Vs CB B	ESJS A Vs WMS E
5:10	ESJS C Vs WMS E	WMS C Vs KDS A	WMS A Vs WMS D
5:30	WEL A	WMS C	MHS B

	Vs WMS A	Vs CB C	Vs ESJS C
5:50	CB B Vs MHS A	ESJS B Vs CB A	MHS C Vs WMS B
6:10	WMS D Vs KDS A	WEL A Vs CB B	ESJS C Vs MHS A
6:30	KDS A Vs MHS B	CB A Vs ESJS A	WEL B Vs MHS C
6:50	WMS D Vs ESJS B	CB C Vs WMS B	WMS C Vs WMS E
7:10	KDS A Vs WMS A	WMS E Vs CB C	WMS B Vs ESJS C
7:30	ESJS B Vs WEL A	ESJS A Vs MHS A	MHS B Vs WMS C
7:50	MHS C Vs CB A	CB B Vs WEL B	

**Saturday February 10th, 2024**

Time	Court 1	Court 2	Court 3
8:10am	Game 1: 17th vs 16th	Game 2: 2nd vs 15th	Game 3: 3rd vs 14th
8:30am	Game 4: 4th vs 13th	Game 5: 5th vs 12th	Game 6: 6th vs 11th
8:50am	Game 7: 7th vs 10th	Game 8: 8th vs 9th	Game 9: 1st vs Winner G1
9:10am	<b>Quarter finals</b>		

9:30am	Game 10: Winner G9 Vs Winner G8	Game 11: Winner G2 Vs Winner G7	
9:50am	Game 12: Winner G3 Vs Winner G6	Game 13: Winner G4 Vs Winner G5	
10:10am	<b>Semi finals</b>		
10:30am	Game 14: Winner G10 Vs Winner G13	Game 15: Winner G11 Vs Winner G12	
10:50	<b>Finals</b>		
11:10	Game 16: Winner G14 Vs Winner G15		

## Standings

<b>Team</b>	<b>Wins</b>	<b>Loses</b>	<b>Ties</b>	<b>Standing #</b>
WMS A				
WMS B				
WMS C				
WMS D				
WMS E				
CB A				
CB B				
CB C				
ESJS A				
ESJS B				
ESJS C				
WEL A				
WEL B				
MHS A				
MHS B				
MHS C				
KDS A				

## **Determination of Placement After Round Robin Play**

- 1) The teams with better win/loss records will get higher standing.
- 2) If two teams are tied in the standings, the winner of their head to head game will be considered the higher placing team.
  - If THREE teams are tied, the following rules will be used to determine the proper placing:
  - Coin toss
  - The final call will be up to the event coordinator.
- 3) Every team will make it into the elimination rounds. The last two teams will play first to determine the rest of the 16 team bracket.

## Grade 6 3v3 Official Rules

**Game Time:** 10 min games (running time to be clocked by the main score table, all games to start at the same time).

**Court:** 3 games to happen on side hoops, regular basketball lines to be used on all courts.

**How The Game Begins:** Rock/paper/scissors will be played for first possession, ball will be checked at the top of the court, one pass must be made from the top prior to commencing attack

**Tied Score:** In the event that the game ends in a draw in the round robin play, teams will end in draw. If game ends in a draw in the playoffs, teams will play 2 minute OT.

**Sideline Passer Rule:** If teams have 4 players on their roster, there will be an active player standing out of bounds who can act as an outlet pass. This player cannot run the sideline or save a ball from going out of bounds. The player is there simply to give an extra player to pass to, they cannot be guarded and cannot be on the court, they do not play defense (block or steal balls from those on the court). When substitutions are made, a new player will be designated this role. Sideline passer will be positioned halfway between the free-throw line and the end line. If a roster only has 3 players on one team, that game simply does not make use of the sideline passer rule (and player sitting off will not be a part of the game). If the sideline passer doesn't catch the ball when it is passed to them, the official will deem it out of bounds.

\* Please see Bob Bigelow video (2:55 mark) in email package if in need of a visual tutorial

**Airballs/Steals:** Teams must still clear ball to foul line extended in order to regain the possession and play offense. If steals are made behind the free throw line, then teams can immediately turn and play offense. Airballs taken behind the free throw line extended must still be cleared past free throw line.

**Jump-balls:** In the event that two players grab the ball at the same time and a jump-ball occurs, the defensive team will be awarded the possession by the official.

**Stalling:** The act of failing to play actively (i.e. not attempting to score) shall be a violation. At the discretion of the official, the team on offence has 10 seconds to attempt a shot.

**Fouls:** If player is fouled on a shot attempt, players line up for one shot (the 1 shot counts as 2 pts). If a player is fouled in a non-shooting attempt, ball gets checked at the top Bonus- After 5 team fouls, opposing team will be awarded 1 free throw (worth 2 pts). 3-ON-3 Cager 2020 Official Rules

**Mercy Rule:** first team to lead by 20 or more will be declared the winner

**Substitutions:** Substitutions will be done by the players. If the officials see that players aren't making substitutions, they will ask that changes are made.

**Out of Bounds Ball Placement:** No matter where the ball goes out of bounds, the ball will come to the top to check. One pass must be made prior to the offensive team starting their attack.

**Defense:** Man to man defense will be played throughout the tournament, help defense is encouraged (this is to discourage against isolation plays, players must switch checks as to not double team). Officials will blow game dead if steals or turnovers come from double teams.

The rules of basketball are still to be played. Traveling, double-dribble, carries and all other basketball rules will be officiated. See Official Basketball Rules for any clarifications.