

Grade 7 Girls JR. Cager Tournament

Ecole St. Joseph School

February 8-11, 2024

All teams will play four games in the round robin. The 1st Place, 2nd Place, 3rd Place and 4th Place will progress to the semi finals.

Ecole St. Joseph School Huskies (Red)
Ecole St. Joseph School Huskies (Gold)
William McDonald School Wildcats (Blue)
William McDonald School Wildcats (Yellow)
Princess Alexandra School Predators

Thursday, February 8, 2024

Game 1: 4PM William MacDonald Wildcats (Yellow) vs Ecole St. Joseph Huskies (Red)
Break: 5PM Break
Game 2: 6PM William McDonald Wildcats (Blue) vs Ecole St. Joseph Huskies (Red)
Game 3: 7PM William McDonald Wildcats (Yellow) vs Ecole St. Joseph Huskies (Gold)

Friday, February 9, 2024

Game 4: 4PM William McDonald Wildcats (Blue) vs Ecole St. Joseph Huskies (Gold)
Game 5: 5PM Ecole St. Joseph Huskies (Red) vs Princess Alexandra School Predators
Game 6: 6PM William McDonald Wildcats (Yellow) vs William McDonald Wildcats (Blue)
Game 7: 7PM Ecole St. Joseph Huskies (Gold) vs Princess Alexandra Predators

Saturday, February 10, 2024

Game 8: 8AM William McDonald School Wildcats (Blue) vs Princess Alexandra Predators
Game 9: 9AM Ecole St. Joseph Huskies (Red) vs Ecole St. Joseph Huskies (Gold)
Game 10: 10AM William McDonald School Wildcats (Yellow) vs Princess Alexandra Predators

Semi Finals

Game 11: 12PM 2nd Place vs 3rd Place
Game 12: 1PM 1st Place vs 4th Place

Championship Game

Game 13: 3PM Winner Game #11 vs Winner Game #12

We are focusing on good sportsmanship and having fun, and we expect ALL players and coaches to adhere to these principles!

Ecole William McDonald Middle School Jr. Cager Dance - Saturday February 10th

7-9:00 pm

\$8:00/ticket

Must be a rostered player & team chaperone must be at the dance

Please submit rosters to Liz.West@yk1.nt.ca by February 7, 2024.

Determination of Placement After Round Robin Play

The teams with better win/loss records will get higher standing.

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:

1. Head to head game between the tied teams
2. Teams will be ranked by point differential using only the games played between the tied teams
3. If still tied for two or more teams, then total points scored in all games played between the tied teams shall be used
4. If still tied for two or more teams, the point differential using all round robin games shall be used for remaining tied teams
5. If still tied for two or more teams, the total points scored in all round robin games shall be used for remaining tied teams
6. Coin toss

GRADE 7-8 RULES

Basic FIBA rules will apply with the modifications listed below. Fairplay and sportsmanship should be a priority for players and coaches at all times.

Game Length: Four 10 minute quarters of running time.

Clock Stoppage: The clock will stop for foul shots and in the last TWO minutes of the fourth quarter IF the score is within ten points.

If Behind Schedule: If we fall too far behind the schedule, whips may decide to allow the clock to run during free throws or change the quarters to 8 minutes in length.

Warm up and Halftime: 5 minutes each

Time Outs: Two 60 second timeouts in the first half and three 60 second timeouts in the second half. 1 time out is allotted per overtime period. A time out must be requested by the coach during a dead ball situation or after a made basket by the opposing team.

Alternating Possession: A jump ball starts the first half and all overtime periods; the second half and all held ball situations will use the "AP" arrow.

Penalty: A team will go into penalty on the 5th foul of each quarter. The opposing team will shoot two free throws on the 5th foul (and subsequent fouls).

Substitutions: Players must report to scorer's table AND WAIT TO BE CALLED IN by the official. Either team may substitute on a dead ball situation but NOT after a made basket, nor between foul shots.

Shot Clock: A 30 second shot clock will be allocated for each offensive possession, which referees will monitor. On any offensive rebounds, the shot clock will reset to 14 seconds as per FIBA rules. Referees will yell "10 to shoot" to best help athletes.

10 Second Rule: The offensive team will have 10 seconds with which to get the ball over half court.

"5 in the Key": Players will have five seconds (instead of three seconds) in the key before a violation is called.

Defence: Teams may play man-to-man only; no zone is allowed. Pressing is allowed in the last TWO minutes of the second half and ONLY if the score is within 15 points. Fair play is to be encouraged.

Doubling of the ball will be allowed within the key of the court, as long as that player has possession of the basketball. Therefore, any attacking player can be doubled as they enter the key with the ball. As the ball is moved out of the key, proper man-to-man defence must be re-established.

Overtime: In the case of a tie, teams will be given a one-minute break followed by a three-minute overtime period. This procedure will be repeated until a winner has been determined. Overtime will begin with a jump ball.

Tie Breaker Formula: At the end of round robin play, 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:

- a) Head to head game between the tied teams
- b) Teams will be ranked by point differential using only the games played between the tied teams
- c) If still tied for two or more teams, then total points scored in all games played between the tied teams shall be used
- d) If still tied for two or more teams, the point differential using all round robin games shall be used for remaining tied teams
- e) If still tied for two or more teams, the total points scored in all round robin games shall be used for remaining tied teams
- f) Coin toss