

Grade 7 Boys JR. Cager Tournament

Ecole William McDonald Middle School

February 27 - March 1, 2025

All teams teams in Pool A will play each other and all teams in Pool B will play each other. 1st in Pool A will have a Bye and all teams will be placed into playoffs.

Pool A	Pool B
PWK Huskies	WMS White
WMS Blue	Weledeh Wolves
ESJS	PA Predators
RLNS	

Thursday February 27:			
Game 1	4:00 PM	WMS Blue	ESJS Huskies
Game 2	5:00 PM	WMS White	Weledeh Wolves
Game 3	6:00 PM	RLN Hoyas	WMS Blue
Friday February 28:			
Game 4	4:00 PM	WMS White	PA Predators
Game 5	5:00 PM	PWK Huskies	WMS Blue
Game 6	6:00 PM	RLN Hoyas	ESJS Huskies
Game 7	7:00 PM	PA Predators	Weledeh Wolves
Game 8	8:00 PM	PWK Huskies	RLN Hoyas
Saturday March 1:			
Game 9	8:00 AM	PWK Huskies	ESJS Huskies
Playoffs:			
Game 10	9:30 AM	2nd in Pool A	3rd in Pool B
Game 11	10:30 AM	1st in Pool B	4th in Pool A
Game 12	11:30 PM	3rd in Pool A	2nd in Pool B
Semi Finals:			
Game 13	1:00 PM	Winner Game 10	1st in Pool A
Game 14	2:00 PM	Winner Game 11	Winner Game 12
Championship Game:			
Game 15	4:00 PM	Winner Game 13	Winner Game 14

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

Jr Cager Dance - Saturday, March 1 - 7:00PM - 9:00PM

- Rosters need to be submitted to our school BEFORE THE DANCE (Friday at 3:00 latest)
 - Send via email to Jodi Lee-Lewis, Principal, jodi.lee-lewis@yk1.nt.ca
- Students must be on a basketball team roster to attend.
- Minimum 1 chaperone (school staff) must stay at the dance with their students and actively supervise.
- Chaperones and teams must arrive together and the chaperone stays until all their students leave.
- WMS students are NOT permitted to invite guests to sport tournament dances.
- WMS students entrance - community access, other schools use front entrance.
- Students/Players must remain in the school - after leaving the building, re-entry will not be permitted.
- Entrance fee \$10.00 per student.
- Canteen will be open (snacks, drinks and pizza).

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 8 minute quarters of running time.

Ball Size: Grade 7 and 8 Female divisions will use size 6 ball. Grade 7 and 8 Male divisions will use size 7 ball.

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