



*Poland All-Sports Boosters*  
P.O. Box 5021 Poland, OH 44514

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## 2025 POLAND ALL-SPORTS BOOSTERS BASKETBALL CLASSIC

<b>FOR WHOM:</b>	4 <sup>TH</sup> , 5 <sup>TH</sup> & 6 <sup>TH</sup> grade boys and girls (separate divisions) youth basketball tournament.
<b>WHERE:</b>	Poland Middle School – 47 College Street, Poland, OH 44514 Poland McKinley Elementary School - 7 Elm Street, Poland, OH 44514 <i>(The above two schools are connected to each other.)</i> Poland Seminary HS (Auxiliary Gym) - 3199 Dobbins Road, Poland, OH 44514
<b>ENTRY FEE:</b>	\$200 per team.
<b>SCHEDULE:</b>	All games will be scheduled via the SportsEngine Tourney app.
<b>GUARANTEE:</b>	Minimum of (3) games: (2) pool play games the first weekend followed by single-elimination tournament bracket play on the second weekend.
<b>WHEN:</b>	Saturday, January 25 & Sunday, January 26, 2025 Saturday, February 1 & Sunday, February 2, 2025
<b>DEADLINE:</b>	Registration will end when we reach the maximum number of teams. Teams have been turned away in past years, so please register early!
<b>PAYMENT:</b>	Please make all checks payable to: “Poland All-Sports Boosters” and send payment to: Poland All-Sports Boosters, PO Box 5021, Poland, OH 44514
<b>CONTACT:</b>	Please e-mail <a href="mailto:polandboosters1@icloud.com">polandboosters1@icloud.com</a> or contact John Allsopp at (330) 720-2380 with any questions, including if you would like to pay by way of Venmo.

### FACILITIES INFORMATION

- There will be a daily admission fee for adults (\$5.00) and school-age children (\$3.00). All players in uniform and three (3) coaches per team will be admitted for free.
- Concessions will be available. Food and beverages are not permitted in the gyms or the bleachers, but players may have water or sports drinks (“capped” containers only) on the bench during their games.
- All lost-and-found items will be placed at the admission desk at each site.



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**ROSTERS, ELIGIBILITY, SCHEDULE CONFLICTS AND INSURANCE**

No.	Rule
1.	Roster size should be limited to a maximum of TWELVE (12) players.
2.	Team roster and coaches, along with contact information, must be submitted along with team entry registration fee.
3.	This tournament is intended for community-based teams, not regional “all-star” teams. Accordingly, all players on a team must attend a school (public or private) within the geographic boundaries of the same public-school district. Players on a team sponsored by a parochial or private school must attend the sponsoring school or regularly attend formal religious instruction classes (i.e., CCD) at the associated church.
4.	ALL TEAMS MUST BE ABLE TO PROVE THE SCHOOL AND GRADE OF THEIR PLAYERS UPON REQUEST OF THE TOURNAMENT DIRECTORS, WHO MAY AT THEIR DISCRETION CHECK TEAMS FOR PROOF OF GRADE / SCHOOL. FAILURE TO PROVIDE SUCH PROOF <u>ON DEMAND</u> MAY RESULT IN IMMEDIATE <u>DISQUALIFICATION</u> FROM THE TOURNAMENT WITH <u>NO REFUND</u> . <u>Please be prepared</u> . Acceptable proof would be a copy of the player’s report card from the current school year or a written statement by a school / church administrator on appropriate letterhead attesting to a player’s school and grade. <b>If you have questions, PLEASE ASK!</b>
5.	Players may participate in their own grade level AND/OR a grade level above. Players may not register or play with more than one team per grade level.
6.	It is understood that there will be scheduling conflicts due to teams participating in more than one tournament or league at a time. The Tournament Directors reserve the right to make adjustments to the scheduling process, in order to keep the Tournament running on time. <i>Please add your known conflicts to your registration form where indicated. We are very flexible with scheduling with the exception of “Championship Sunday”, February 2nd, which is limited and teams making it to play that day will need to adjust their schedules to it.</i>
7.	Participants must be covered by their own family insurance or the insurance of their own league.



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**TOURNAMENT GUIDELINES**

No.	Rule
8.	Coaches must turn in their lineup at the scorer's table prior to the start of each game.
9.	At the conclusion of each game, and prior to the start of the following game, the Head Coach of each team is responsible for checking the official scoresheet to confirm the final score. The scores as stated on the official scoresheet will be final.
10.	Only three (3) coaches per team allowed on the bench. Each violation of this rule will result in a bench technical foul.
11.	Each team must have its own jerseys with numbers. Should two teams have the same jersey color, and the officials deem it necessary for one to change, a coin toss will determine the team to change.
12.	Each team is responsible for its own warm-up balls and any other items brought to the Tournament. The Tournament does not provide warm-up balls for team use.
13.	In an unforeseen circumstance, a team may be required to supply an individual to assist the scorekeeper.
14.	The <b>tie-breakers for seeding purposes</b> are as follows: (1) pool play record, (2) head-to-head outcome if only two teams involved, (3) point differential (max +/- 15 per game), (4) points allowed, and if needed, (5) a coin flip.
15.	Halftime and warm-up lengths may be reduced or eliminated to keep the games on schedule.
16.	There will be two (2) officials assigned to each game.
17.	A high school girl's size basketball (28.5 inch) will be used in all games.
18.	The three-point line, regulation foul line (15 feet), and 10-foot baskets will be used.
19.	Protests are permitted <u>as to player eligibility only</u> . The protesting team must (a) file a protest in writing with the Tournament Directors naming the player whose eligibility is in question and (b) pay a \$50.00 cash protest fee, which will be refunded if the protest is found to be valid. The Tournament Directors will then investigate and make a ruling on the eligibility of the contested player. The ruling of the Tournament Directors is final and not subject to appeal.
20.	In the unfortunate event, that a coach, parent, or player is ejected from a game by a referee and/or tournament director(s), that individual will be ejected from that game and their next scheduled game. Further, the ejected individual must immediately leave the premises. If the next scheduled game is on a different day or weekend, the exclusion from the premises remains in effect.
21.	OHSAA rules apply unless otherwise set forth herein.
22.	The Tournament Directors reserve the right to amend these rules upon the occurrence of any unforeseen event for the good of the Tournament as a whole.



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**TOURNAMENT RULES – 4<sup>th</sup> GRADE DIVISION**

No.	Topic	Rule
23.	Clock – Regulation	<ul style="list-style-type: none"><li>▪ Each game will consist of four (4) eight-minute quarters, with five (5) minutes between halves.</li><li>▪ The clock will run continuously for the first six (6) minutes of each quarter <i>except for shooting fouls, called time-outs and serious injuries.</i></li><li>▪ The clock will stop on each whistle for the last two (2) minutes, <u>with one exception:</u></li><li>▪ If a team is ahead by 20 or more points in the final two (2) minutes, the clock will run continuously <i>except for called time-outs and serious injuries.</i></li></ul>
24.	Clock – Overtime	<ul style="list-style-type: none"><li>▪ If the game is tied at the end of regulation, there will be a 2-minute overtime period, <b>as follows:</b> The clock will run continuously during the 1<sup>st</sup> minute and stop on each whistle during the 2<sup>nd</sup> minute</li><li>▪ If a game is tied after the first overtime, there will be a second “sudden death” overtime in which the first team to score wins.</li></ul>
25.	Free throws	<ul style="list-style-type: none"><li>▪ Players may land across the line, but not run down the lane after their shot.</li></ul>
26.	Zone defense	<ul style="list-style-type: none"><li>▪ Is NOT allowed at any point during the game</li></ul>
27.	Press	<ul style="list-style-type: none"><li>▪ There will be no full court press during the first three quarters; the defense must fall back and permit the offense to cross the mid-court line.</li><li>▪ During the last (4) minutes of the fourth quarter and in overtime periods, defenses may run a full court man-to-man press.</li><li>▪ There shall be no full court press by a team that is ahead by 20 points or more.</li><li>▪ Zone presses are not permitted.</li><li>▪ A team’s first and second violation of any press or zone-related rule in a game will result in a warning; all subsequent violations of this rule will result in a technical foul on the offending player.</li></ul>
28.	Time-Outs	<ul style="list-style-type: none"><li>▪ Each team will have three (3) 30-second time-outs per game.</li><li>▪ Each time will have one (1) 30-second time-out per overtime period.</li></ul>



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**TOURNAMENT RULES – 5<sup>th</sup> GRADE DIVISION**

No.	Topic	Rule
29.	Clock –Regulation	<ul style="list-style-type: none"> <li>▪ Each game will consist of four (4) six-minute quarters with five (5) minutes between halves.</li> <li>▪ If a team is ahead by 20 or more points, the clock will run continuously <i>except for called time-outs and serious injuries</i></li> </ul>
30.	Clock – Overtime	<ul style="list-style-type: none"> <li>▪ If the game is tied at the end of regulation, there will a 2-minute overtime period.</li> <li>▪ If a game is tied after the first overtime, there will be a second “sudden death” overtime in which the first team to score wins</li> </ul>
31.	Zone defense	<ul style="list-style-type: none"> <li>▪ Is NOT allowed at any point during the game</li> </ul>
32.	Press	<ul style="list-style-type: none"> <li>▪ There will be no full court press during the first three quarters; the defense must fall back and permit the offense to cross the mid-court line.</li> <li>▪ During the last (4) minutes of the fourth quarter and in overtime periods, defenses may run a full court man-to-man press.</li> <li>▪ There shall be no full court press by a team that is ahead by 20 points or more</li> <li>▪ Zone presses are not permitted.</li> <li>▪ A team’s first and second violation of any press or zone related rule in a game will result in a warning; all subsequent violations of this rule will result in a technical foul on the offending player.</li> </ul>
33.	Time-Outs	<ul style="list-style-type: none"> <li>▪ Each team will have three (3) 30-second time-outs per game.</li> <li>▪ Each time will have one (1) 30-second time-out per overtime period.</li> </ul>

**TOURNAMENT RULES – 6<sup>th</sup> GRADE DIVISION**

**OHSAA RULES APPLY TO THE 6<sup>TH</sup> GRADE DIVISION UNLESS OTHERWISE SET FORTH BELOW.**

No.	Topic	Rule
34.	Clock –Regulation	<ul style="list-style-type: none"> <li>▪ Each game will consist of four (4) six-minute quarters with five (5) minutes between halves.</li> <li>▪ If a team is ahead by 20 or more points, the clock will run continuously <i>except for called time-outs and serious injuries</i>.</li> </ul>
35.	Time-Outs	<ul style="list-style-type: none"> <li>▪ Each team will have three (3) 30-second time-outs per game.</li> <li>▪ Each time will have one (1) 30-second time-out per overtime period.</li> </ul>

Please note: Clock-Overtime Rules in the 6<sup>th</sup> Grade Division will be the same as the 5<sup>th</sup> Grade Division.