

# 2017 North Dakota Youth Basketball State Championship

## General Information

### Eligibility

All players on a team must either be enrolled in the same school system or live (primary residence) or attend school in the same city, the same school district or the same tribal community. Smaller schools may combine to form one team as long as the total enrollment (grades 9-12) of the schools combined is 400 or fewer. Schools that combine should be from the same area. Younger players may play at a higher grade level, but older players may not play at a younger grade level. If you have a question on eligibility, email Jeff McCarron, Pacesetter director, at [jeff@pacesetternet.com](mailto:jeff@pacesetternet.com). Be sure to explain your situation thoroughly.

### Roster Requirement

**Online roster must be filled out prior to the tournament.** The online roster link is <https://psmbbn.wufoo.com/forms/roster-nd-regional-playoffs/>. A copy of the roster must also be handed in at team check-in at each tournament along with an individual signed waiver for each player. Teams that have players from a city that has more than one school district OR teams that have players from more than one school **MUST submit their team roster two weeks prior to the tournament.** Players on these teams must indicate their school, so enrollment can be verified in advance. This policy will help prevent eligibility questions at the tournament. **REMINDER: Please print off the online roster, bring it to each region tournament and turn it in at team check-in with a signed waiver for each player.** (We suggest making copies of the signed waiver forms so you have them ready for every Pacesetter tournament you enter.)

### Teams playing in more than one region

Teams can play in both region tournaments. If one team qualifies at both regional sites, a fourth “wild card” team would be selected by Pacesetter to advance to the state tournament based on their performance in the region tournament – *see FAQ* (Frequently Asked Questions) for more details.

### Post-season Play

The champion and runner up from the region tournament will advance to the state tournament, and the champion and runner-up at state will advance to the Great Four-State Championship in the Twin Cities, where the top two teams from Iowa, Minnesota, North Dakota, and South Dakota will play each other in a one-day 8-team playoff for the Great Four-State Championship.

### State Tournament Format

The region tournament is “single elimination” from the championship, but all teams will play 3-4 full games in one day. In the state championships, all teams will play two longer games with four 8-minute stopped time quarters. Teams should always double check the main wall schedule for starting times. Any changes will be posted on the main wall bracket. Teams are asked to be at their court 10 minutes prior to game time. Teams should also check the main schedule area frequently for any special announcements or adjustments. Always be certain you have completed your last possible game before leaving the tournament permanently.

**Check-in: Individual Waivers and Team Roster**

All individual players must fill out a registration/waiver form and have it signed by a parent/guardian. These forms must be turned in with the team roster when teams check in at the region tournament. Teams may not play until all registration/waiver forms are signed and turned in. Teams that advance to the post-season tournaments are not required to fill out additional waivers or rosters unless a new player is being added. Just bring a copy of your original submitted roster to each "post-region" tournament.

**Game uniforms**

Teams should bring two colors of numbered uniforms in the event teams match the same color. Reversible jerseys are ideal. Numbers are required. Individual fouls will be kept.

**Dressing prior to the game**

Locker rooms are not always available. Therefore, it is best for players to come dressed for the game with warm up gear available for the time between games.

**Practice basketballs**

Teams should bring their own practice balls, which are the responsibility of each team.

**Valuables and equipment**

Teams are responsible for their own valuables – always be careful. Carrying bags to the bench area and stowing them under the chairs may be the best idea.

**Tape and first aid basics**

Teams should bring some tape and basic first aid supplies: tape, band-aids, bench towels, large baggies for ice, etc. Ice should be available at the tournament.

**Time between games**

An effort will be made to space the time between games, but it is often impossible not to have back-to-back games or a long stretch between some games. Your understanding and cooperation when your team is involved in one of these situations would be appreciated.

**Admission and Concessions**

An ALL-DAY tournament pass is generally \$7.00 or \$8.00 for ADULTS (some sites may be higher due to high rental/custodial fees) and \$5.00 for STUDENTS K-12. Pre-school children are free. Most tournaments will offer a concession stand with food, snacks, and beverages. Please encourage your team to clean up messes. Schools are providing the concession stand as a fundraiser, so no other food or beverages should be brought in.

**Positive attitudes**

Please be positive in your actions and words and encourage parents and players to be positive at all times. Attitudes are very contagious and helping a positive one "catch on" with your group will teach a valuable lesson for life and make it a great day for everyone.

**Sportsmanship**

Please remind players and fans of the importance of their conduct. There will certainly be calls by the referees that seem unfair to your team---THAT'S COMMON IN BASKETBALL--- but everyone is asked to accept that fact of basketball with maturity, as challenging as it is, and set a good example for the kids. If you feel it is necessary, speak politely and privately to the officials during a break.

**Have a Great Tournament!**