



## Coaches, Administrators

The Old Town Recreation Center is pleased to announce the dates for the 2017 Jr. Coyote Classic. This exciting basketball tournament is filled with fun and excitement. Last season we played host to 54 teams. The Jr. Coyote Classic guarantees 3 games. The tournament set up will feature pool play with the top two teams in each pool advancing to the final four.

Entry to the Jr. Coyote Classic is \$200.00. The Jr. Coyote Classic will feature concessions, warm up music, player introductions, foul shot competition, and player of the game awards. We hope that you consider joining us for the 2017 Jr. Coyote Classic.

## Dates

3<sup>rd</sup> – 4<sup>th</sup> Grade Boys/Girls : January 27<sup>th</sup> – January 29<sup>th</sup> (Lewis Libby School, Milford)

5<sup>th</sup> – 6<sup>th</sup> Grade Boys : February 3<sup>rd</sup> – February 5<sup>th</sup> (Lewis Libby School, Milford)

5<sup>th</sup> – 6<sup>th</sup> Grade Girls/7<sup>th</sup> 8<sup>th</sup> Grade Girls : February 17<sup>th</sup> – February 19<sup>th</sup> (Lewis Libby School, Milford)

7<sup>th</sup> – 8<sup>th</sup> Grade Boys : March 3<sup>rd</sup> – March 5<sup>th</sup> (Indian Island School)

Teams will be placed in pools by random draw. Tie Breakers will be decided by Head to Head, Point Differential (the maximum point differential is +/- 10 points. If there is a tie we will go to points allowed, and then points scored as the final tie breaker.

Admission to the games will be as followed

Adults: \$5.00 Daily / \$8.00 Weekend Pass

Children/Senior Citizens: \$3.00 Daily / \$5.00 Weekend Pass

Thank you for your consideration, and we hope to see you at the 2017 Jr. Coyote Classic

Entry Form

Team Name: \_\_\_\_\_

Team Jersey Color: \_\_\_\_\_

Head Coach: \_\_\_\_\_

Head Coach Email: \_\_\_\_\_

Head Coach Phone #: \_\_\_\_\_

What League Did You Play In?: \_\_\_\_\_

Do you consider your team an A or B Team: \_\_\_\_\_

Who did you play this season? What were the results?: \_\_\_\_\_

\_\_\_\_\_

Which Tournament Are You Entering?: 3/4 Boys 5/6 Boys 5/6 Girls 7/8 Girls 7/8 Boys

Team Roster

Player Name	Player Jersey Number	Player Grade	Player Hometown

Please Make Checks Payable To:  
Old Town Recreation Center  
PO BOX 273 Stillwater, ME 04489

## Tournament Rules

- Game Play (Overall)
  - All Games will be played on 10' Baskets, and a 28.5 Ball will be used. (Men's size for 7/8 Boys)
  - All Games will consist of (2) 20 Minute halves of running time.
    - Time will stop on whistles the last 2 minutes of each half.
  - If overtime is needed it will be a 5 minute overtime of running time.
    - Time will stop on whistles the last minute of overtime.
  - Teams will be allowed (2) 60 Second Time Outs, and (2) 30 Second Time Outs for the entire game.
    - If overtime is needed each team will be allotted only (1) 60 second time out
  - Warm ups will be 5 minutes. Half Time will be 5 Minutes (or completion of foul shot competition)
  - Teams can have a maximum of 14 kids per team.
  - Teams can have up to 3 coaches on the bench. Only 1 coach may stand during the game.
  - All teams are guaranteed 4 games.
- Game Play (Specific 3<sup>rd</sup>/4<sup>th</sup> Grade)
  - Man to Man defense is the only form of defense allowed.
  - Pressing will be allowed the final 5 minutes of BOTH the 1<sup>st</sup> and 2<sup>nd</sup> half.
    - Teams pressing may do so unless they are ahead by 10 or more points.
  - Players attempting a foul shot must start behind the foul line, or the 13' marking in front of the foul line. If a player is shooting from the regulation foul line they may cross it while attempting a shot. If a player is shooting from the 13' foul line they may not cross over the line.
  - Clear outs and isolated 1 on 1 situations will not be allowed.
- Game Play (Specific 5<sup>th</sup>/6<sup>th</sup> Grade)
  - Open play with all defensive schemes allowed.
  - Pressing will be allowed the entire 2<sup>nd</sup> half
    - Teams pressing may do so unless they are ahead by 10 or more points.
    - Players attempting foul shots must start behind the foul line. Players may NOT cross the foul line on an attempt.
- Game Play (Specific 7<sup>th</sup>/8<sup>th</sup> Grade)
  - Open Play with all defensive schemes allowed.
  - Pressing will be allowed the entire game, unless you are ahead by 15 or more points.