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

2027 POLAND ALL-SPORTS BOOSTERS BASKETBALL CLASSIC

FOR WHOM:	4TH, 5TH and 6TH grade boys and girls (separate) tournaments
WHERE:	Poland Middle School – 47 College Street, Poland, OH 44514 Poland McKinley Elementary School. 7 Elm Street, Poland OH 44514 ***(The above schools are connected to each other)*** Poland Seminary High School, (Auxiliary Gym), 3199 Dobbins Road, Poland OH 44514
ENTRY FEE:	$200 per team
SCHEDULE:	All games will be scheduled via the SportsEngine Tourney app
GUARANTEE:	Minimum of (3) games: (2) pool play guys, followed by a single-elimination tournament
WHEN:	Saturday, January 30-Sunday, January 31, 2027 Saturday, February 6-Sunday, February 7, 2027
DEADLINE:	Registration will end when we reach the maximum number of teams. Teams have been turned away in past years, so please register early!
PAYMENT:	Please make all checks payable to: "Poland All-Sports Boosters" and send payment to: Poland All-Sports Boosters, PO Box 5021, Poland, OH 44514; OR Venmo Brian Antal at: @Brian-Antal-2
CONTACT:	Please email PolandBoosterTourney@gmail.com or contact Brian Antal at (330) 690-8435 with any questions

The tournament registration form and rules can be found at:

https://hs.polandbulldogs.com/athletics/all-sports-booster-club/basketball-tournament

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, WITHDRAWALS 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 with 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.
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 ON DEMAND MAY RESULT IN IMMEDIATE DISQUALIFICATION FROM THE TOURNAMENT WITH NO REFUND. Please be prepared. 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. **If you have questions, *PLEASE ASK*!**
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. **Note** The schedule will NOT be changed to accommodate conflicts due to a player participating on multiple teams
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 adjust the schedule, to keep the Tournament running on time. *Please add known conflicts to your registration form where indicated. The Championship Sunday schedule is set ahead of time, and teams making it will need to adjust their schedule to it*
7.	Teams should be ready to start no less than 15 minutes prior to their scheduled game time
8.	A team who fails to appear within 15 minutes after the scheduled start time may forfeit the game
9.	If a team withdraws from the tournament, all prior games will be counted as forfeits and recorded as a 0-20 loss (4th and 5th Grade Divisions) or a 0-15 loss (6th Grade Division)
10.	*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 **tie-breakers for seeding purposes** 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 (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 as to player eligibility only. 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

TOURNAMENT RULES – 4th GRADE DIVISION

No.	Topic	Rule
23.	Clock – Regulation	▪ Each game will consist of four (4) eight-minute quarters, with five (5) minutes between halves ▪ The clock will run continuously for the first six (6) minutes of each quarter *except for shooting fouls, called time-outs and serious injuries* ▪ **Note on clock stoppage for shooting fouls within the first (6) minutes:** The clock will be restarted AFTER the first shot is taken ▪ The clock will stop on each whistle for the last two (2) minutes, with one exception: ▪ If a team is ahead by twenty (20) or more points at any point in the game, the clock will run continuously *except for called time-outs and serious injuries*
24.	Clock – Overtime	▪ If the game is tied at the end of regulation, there will be a 2-minute overtime period, **as follows**: The clock will run continuously during the 1st minute and stop on each whistle during the 2nd minute ▪ 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
25.	Free throws	▪ Players may land across the line, but not run down the lane after their shot
26.	Zone defense	▪ Is NOT allowed at any point during the game
27.	Press	▪ 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 ▪ During the fourth quarter and in overtime periods, defenses may run a full court man-to-man press ▪ There shall be no full court press by a team that is ahead by twenty (20) points or more ▪ Zone presses are not permitted ▪ 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
28.	Time-Outs	▪ Each team will have three (3) 30-second time-outs per game ▪ Each time will have one (1) 30-second time-out per overtime period

TOURNAMENT RULES – 5th GRADE DIVISION

No.	Topic	Rule
29.	Clock –Regulation	▪ Each game will consist of four (4) six-minute quarters with five (5) minutes between halves ▪ If a team is ahead by twenty (20) or more points at any point in the game, the clock will run continuously *except for called time-outs and serious injuries*
30.	Clock – Overtime	▪ If the game is tied at the end of regulation, there will a 2-minute overtime period ▪ 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
31.	Zone defense	▪ Is NOT allowed at any point during the game
32.	Press	▪ 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 ▪ During the fourth quarter and in overtime periods, defenses may run a full court man-to-man press ▪ There shall be no full court press by a team that is ahead by twenty (20) points or more ▪ Zone presses are not permitted ▪ 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
33.	Time-Outs	▪ Each team will have three (3) 30-second time-outs per game ▪ Each time will have one (1) 30-second time-out per overtime period

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TOURNAMENT RULES – 6th GRADE DIVISION

OHSAA RULES APPLY TO THE 6TH GRADE DIVISION UNLESS OTHERWISE SET FORTH BELOW

No.	Topic	Rule
34.	Clock –Regulation	▪ Each game will consist of four (4) six-minute quarters with five (5) minutes between halves. ▪ If a team is ahead by twenty (20) or more points at any point in the game, the clock will run continuously *except for called time-outs and serious injuries*.
35.	Press	▪ There shall be no press by a team that is ahead by twenty (20) points or more
36.	Time-Outs	▪ Each team will have three (3) 30-second time-outs per game ▪ Each time will have one (1) 30-second time-out per overtime period