



2010 BBallShootOut PRE SUMMER HOOPS JAM I BASKETBALL CHAMPIONSHIPS

BOYS 13u [Hoosiers Division] - GAME SCHEDULE

A1: Hoop Dreamz - Blue
A2: IYB Blaze - Black
A3: Highland Hoopsters
A4: Starting Five

W	L	+/-

B1: Hoop Dreamz - White
B2: IYB Blaze - White
B3: Purple Cobras
B4: NY Falcons

W	L	+/-

Saturday, June 5

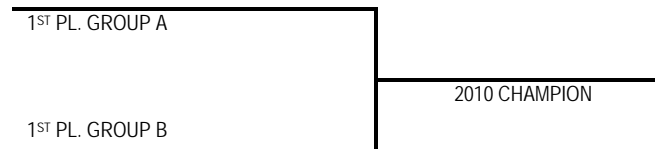
GAME TIME	Ramapo College COURT #1 MAIN Gym	Ramapo College COURT #2 MAIN Gym	Ramapo College COURT #3 AUX Gym	Ramapo College COURT #4 AUX Gym	Joseph Lawrence Sports Center COURT #5	Joseph Lawrence Sports Center COURT #6	Joseph Lawrence Sports Center COURT #7	Rockland College COURT #8	Rockland College COURT #9	City Sports on 4 COURT #10	City Sports on 4 COURT #11
11:30 PM										A1 vs. A2	A3 vs. A4
12:40 PM									B3 vs. B4	A1 vs. A3	
1:40 PM								B1 vs. B2			
2:45 PM								B1 vs. B3			
3:45 PM									B4 vs. B2		A4 vs. A2

Sunday, June 6

GAME TIME	Ramapo College COURT #1 MAIN Gym	Ramapo College COURT #2 MAIN Gym	Ramapo College COURT #3 AUX Gym	Ramapo College COURT #4 AUX Gym	Joseph Lawrence Sports Center COURT #5	Joseph Lawrence Sports Center COURT #6	Joseph Lawrence Sports Center COURT #7	Rockland College COURT #8	Rockland College COURT #9	City Sports on 4 COURT #10	City Sports on 4 COURT #11
12:40 PM							B1 vs. B4				
1:40 PM					A1 vs. A4	A2 vs. A3	B2 vs. B3				
3:45 PM					4th A vs. 4th B	3rd A vs. 3rd B	2nd A vs. 2nd B				
4:50 PM					Championship Game (1st A vs. 1st B)						

8 TEAM DIVISION CHAMPIONSHIP FORMAT: Each team is guaranteed to play four games in the tournament. The division with (8) teams will be placed into groups of four teams each (Groups A & B) for the round robin preliminary round. After playing the three prelim games, the top two teams in each group determined by won-loss record/tie breaker advances to the Championship Game to determine 1st and 2nd place. Second place seeded teams from each group play each other in a "Friendship" game to satisfy the four game requirements. Likewise, third place and Fourth place seeded teams from each group will play each other in a "Friendship" game to satisfy the four game requirement.

Tie breaking procedure: winner of the head-to-head competition between the two teams tied; the total point differential of the teams tied against each other; total point differential of all games played; total points scored; and coin flip further breaks all ties. A maximum point differential of no more than 25 points will be used for the tie-breaker. Blowouts are not encouraged.



Note: Please report to the court you are designated to play at least 30 minutes before the scheduled start time because we will be looking to start games immediately after the previous game is finished. Failure to do so will result in a forfeit for your team.