



2010 BBallShootOut PRE SUMMER HOOPS JAM I BASKETBALL CHAMPIONSHIPS

BOYS 16 - GAME SCHEDULE

A1: Starting Five
A2: Capital District Raptors
A3: Hoop Dreamz

W	L	+/-

A4: B/C Eagles - Blue
A5: NJ Panthers

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
9:00 AM	A3 vs. A5			A4 vs. A1							
12:10 PM	A2 vs. A1										
1:10 PM				A4 vs. A5							
2:15 PM	A3 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
1:10 PM	A3 vs. A4	A1 vs. A5									
3:15 PM	A2 vs. A5	A1 vs. A3									
5:20 PM		A2 vs. A4									

FIVE TEAM DIVISION TOURNAMENT FORMAT: Each team is guaranteed to play four games in the tournament. The division with five teams will play each other once. After four games are played, the team with the best record/tie breaker is 1st place. The team with the second best record/tie breaker is 2nd place.

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. Blow-outs are not encouraged.

1st PLACE CHAMPION:

2nd PLACE:

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.

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