



4th Annual Quad City Championship
5th – 8th grade boys
Saturday March 13th and Sunday March 14th
final schedule revised 3-10-10

This is the final schedule

5th boys (all games played Saturday) top two teams from each pool move on to bracket play

Pool A

Little Rocks
Pleasant Valley
Jr Panthers (Thies)

Pool B

Cedar Rapids Jayhawks
QC Ballers
Future Rocks (Banks)

Pool C

The Beast
Jr Panthers
IAI Stunners

6th boys (all games played Saturday)

Ankeny Storm
Moline
Sterling Elite
Cedar Rapids Jayhawks
Mastiffs

7th boys (pool play Saturday, bracket play Sunday)

Pool A

North Scott Lancers
Future Rocks
Moline

Pool B

Monmouth Roseville
QC Ranglers
Showtime

8th boys (pool play Saturday, bracket play Sunday)

Pool A

Jr Panthers Orange
Future Rocks Gold
Monmouth Roseville

Pool B

Jr Panthers Black
Reebok Heat (St Louis)
Showtime

Pool C

Future Rocks Red
River Saints (Sterling)
NBA Blue

Please do not bring warm-up balls and instruct your kids not to bring a ball. There will be no dribbling throughout the facility and on the courts during halftimes, timeouts and between games other than by those teams that are playing. We will provide warm-up balls and game balls.



4th Annual Quad City Championship
 5th – 8th grade boys
 Saturday March 13th and Sunday March 14th
 final schedule revised 3-10-10

Saturday March 13th, 2010 Schedule

Doors will open at 7:30

This is the final schedule

Time	Beyond The Baseline Court 1	Beyond The Baseline Court 2	Beyond The Baseline Court 3
8am	7 th grade QC Ranglers vs Showtime	5 th grade Jr Panthers vs The Beast	5 th grade Little Rocks vs Pleasant Valley
8:50	5 th grade Future Rocks vs QC Ballers	8 th grade Future Rocks Red vs NBA Blue	7 th grade Future Rocks vs Moline
9:40	5 th grade IAI Stunners vs Jr Panthers	5 th grade Little Rocks vs Jr Panthers (Thies)	8 th grade Jr Panthers Orange vs Future Rocks Gold
10:30	7 th grade North Scott Lancers vs Future Rocks	7 th boys QC Ranglers vs Monmouth Roseville	5 th grade Future Rocks vs Cedar Rapids Jayhawks
11:20	8 th grade Future Rocks Gold vs Monmouth	5 th grade Pleasant Valley vs Jr Panthers(Thies)	5 th grade IAI Stunners vs The Beast
12:10	5 th grade Cedar Rapids Jayhawks vs QC Ballers	7 th grade North Scott Lancers vs Moline	6 th grade Ankeny Storm vs Sterling Elite
1:00	6 th grade Mastiffs vs Cedar Rapids Jayhawks	8 th grade Jr Panthers Black vs Reebok Heat	7 th grade Monmouth vs Showtime
1:50	8 th grade Monmouth Roseville vs Jr Panthers Orange	6 th grade Moline vs Ankeny Storm	5 th grade 3 rd pool A vs 3 rd pool B
2:40	6 th grade Sterling Elite vs Mastiffs	8 th grade Future Rocks Red vs River Saints	5 th grade 3 rd pool B vs 3 rd pool C
3:30	6 th grade Moline vs Cedar Rapids Jayhawks	5 th grade game 2	5 th boys game 1
4:20	8 th grade Reebok Heat vs Showtime	6 th grade game 1	5 th grade 3 rd pool A vs 3 rd pool C
5:10	8 th grade NBA Blue vs River Saints	5 th grade semi final Game 3	5 th grade semi final Game 4
6:00	8 th grade Showtime vs Jr Panthers Black	6 th grade semi final game 3	6 th grade semi final game 2
6:50	5 th grade championship		
7:40	6 th grade championship		
8:30			

Please do not bring warm-up balls and instruct your kids not to bring a ball. There will be no dribbling throughout the facility and on the courts during halftimes, timeouts and between games other than by those teams that are playing. We will provide warm-up balls and game balls

Beyond The Baseline, 1540 W 12th Street, Davenport, Ia 52804
 Contact Gary Thrapp 563-322-8434
www.beyondthebaseline.net



4th Annual Quad City Championship
 5th – 8th grade boys
 Saturday March 13th and Sunday March 14th
final schedule revised 3-10-10

Sunday March 14th, 2010 Schedule
 Doors open at 8:30am

Time	Beyond The Baseline Court 1	Beyond The Baseline Court 2	Beyond The Baseline Court 3
9am	8 th grade Game 1	8 th grade Game 3	8 th grade Game 4
9:55	8 th grade game 5	7 th grade Game 1	7 th grade Game 2
10:50	8 th grade Game 2	8 th grade Loser game 1 vs loser game 3	8 th grade Loser game 4 vs loser game 5
11:45	7 th grade Game 3	7 th grade game 4	7 th grade Loser game 1 vs 2
12:40	8 th grade Game 6	8 th grade Game 7	7 th grade Loser game 3 vs loser game 4
1:35	7 th grade ship		
2:30	8 th grade ship		

Please do not bring warm-up balls and instruct your kids not to bring a ball. There will be no dribbling throughout the facility and on the courts during halftimes, timeouts and between games other than by those teams that are playing. We will provide warm-up balls and game balls



4th Annual Quad City Championship
5th – 8th grade boys
Saturday March 13th and Sunday March 14th
final schedule revised 3-10-10

Game rules:

- A 28.5 ball will be used for all games.
- All Saturday games will play two 16 minute halves. All Sunday games will play two 18 minute halves
- Clock will stop the last minute of each half. 4 minute half time. Each team gets 3 time-outs per regulation game.
- 5th and 6th grade may not play any zone defenses full court or half. Only man to man presses and half court defenses.
- 7th & 8th grade may play any defenses.
- All grades may press except with 20 point lead.
- All technical fouls will result in 2 points awarded, 2 free throws, and ball out of bounds. All intentional fouls will result in 2 free throws and ball.
- Overtime Rules: Pool play - 1 minute for first 2 overtimes. Clock stops for each dead ball. 3rd overtime sudden death – first point wins.
Bracket Play – 1 minute overtimes. Clock stops for each dead ball.
Championship Game – 2 minute overtimes. Clock stops the last minute.
- We will follow all Iowa basketball guidelines if not spelled out here
- 3 point shots are 3 points on courts that have 3 point lines. All Beyond The Baseline courts have 3 point lines.
- All rules are subject to change.

Tournament rules:

- Teams must check in prior to first game at the tournament desk for any rules or game time changes.
- Teams must be ready to play 30 minutes before each scheduled game.
- Check tournament schedule throughout event for any unforeseen changes.
- A team is not officially in the tournament until the entry fee is paid.
- Teams must submit a signed waiver and consent form prior to first game
- Each team is responsible for one clock operator/scorekeeper for each game.
- 3 free entry passes allowed for each staff, 2 for coaches and 1 for clock operator/score keeper. Daily sign-in required.
- Pool Play tie breaker rules: 1. head to head 2. defensive points allowed 3. offensive points scored 4. free throws or coin flip
- A player can play on only one team per age group per program. A player may play on two different aged teams within a program but cannot switch while two program games are being played at the same time.
- **Sportsmanship is a requirement. Beyond The Baseline has a zero tolerance policy.** The officials have full authority to call technical fouls. Coaches must remain off the playing floor during the game unless addressing their team during time-outs. Two technical fouls by a coach, player, or fan within a game will result in the immediate removal from the game and a one game suspension for that tournament. A 3rd technical foul during a tournament will result in a removal from the tournament. No refunds will be given to a team that forfeits any games or has a coach or fan that is kicked out of a game or tournament. Let's teach our kids respect. No player is allowed to talk negatively to an official during or between games. A technical foul will result. If it happens between games it will be played out at the beginning of the following game.
- We want professionalism on all sides. Referees are instructed not to talk negatively to a coach, fan or player.
- We want the best referees available. A complaint can be given to the Tournament Director only for a referee that does not hustle or pay attention to the game. Complaints for particular calls made during the game will not be warranted. Coaches should not address referees with complaints after a game. Go to the Tournament Director.
- If a team does not show up for game time they will forfeit. The winning team will assume a 15 point win. The forfeiting team will receive a 15 point loss. A team may start with 4 players.
- Refunds will only be given to teams that pull out 7 days prior to the beginning of the event. A 50% refund will be given within the 7 day period if a replacement team is found.
- If an entire tournament is cancelled due to weather or any other unforeseen occurrence, entry fees will be returned minus an administration fee. You may apply your entire entry fee to another event at Beyond The Baseline if cancelled.

Facility rules:

- No gum allowed in gym
- Doors to gym will open 30 minutes prior to the first game of the day.
- Teams are not allowed in tumbling area.
- No child should be left at the facility without proper supervision
- No outside food or drink is allowed in facility. Rays Café and Lounge is a full concession area.
- No shooting on courts during time-outs. No shooting on courts during half-time except teams playing.
Please have your kids clean debris/empty bottles from around bench/chairs after each of your games

Rules subject to change

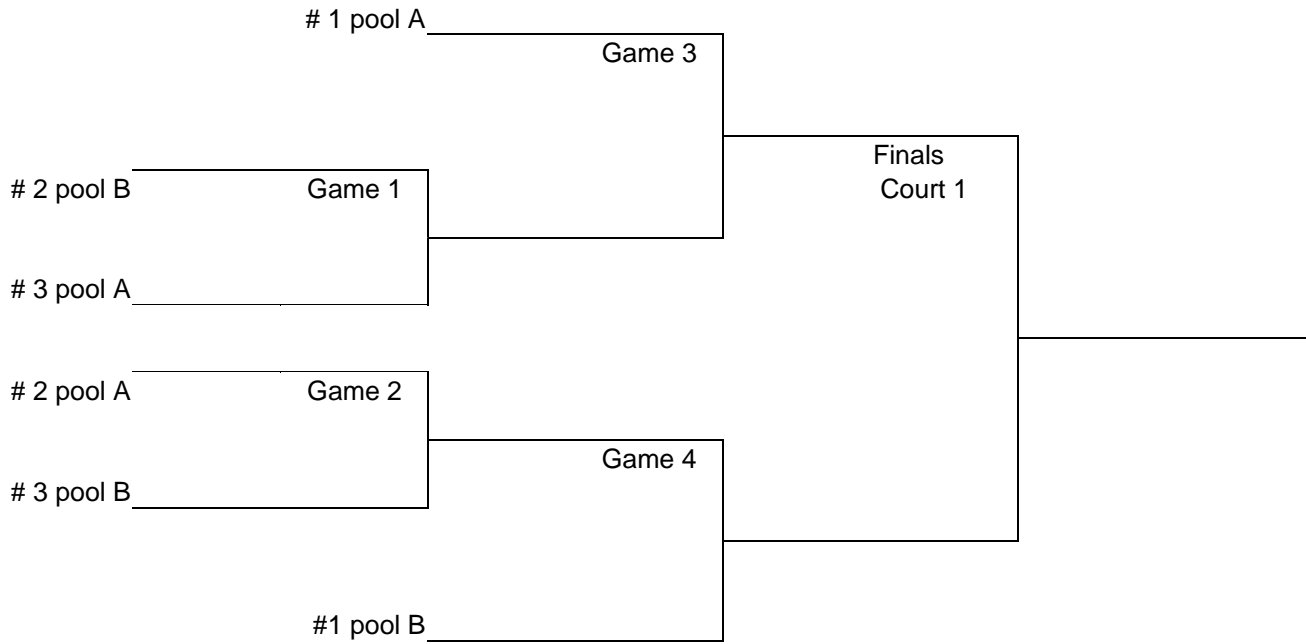
Please do not bring warm-up balls and instruct your kids not to bring a ball. There will be no dribbling throughout the facility and on the courts during halftimes, timeouts and between games other than by those teams that are playing. We will provide warm-up balls and game balls

Beyond The Baseline, 1540 W 12th Street, Davenport, Ia 52804
Contact Gary Thrapp 563-322-8434
www.beyondthebaseline.net



4th Annual Quad City Championship
5th – 8th grade boys
Saturday March 13th and Sunday March 14th
final schedule revised 3-10-10

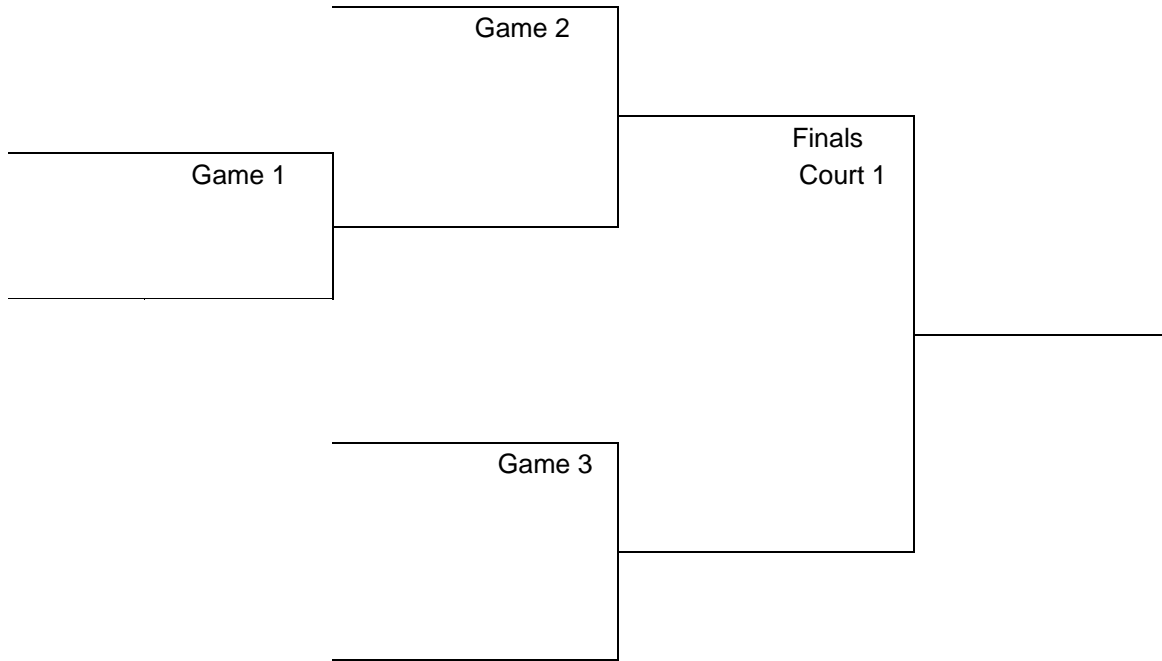
7th grade bracket





4th Annual Quad City Championship
5th – 8th grade boys
Saturday March 13th and Sunday March 14th
final schedule revised 3-10-10

6th grade boys





4th Annual Quad City Championship
5th – 8th grade boys
Saturday March 13th and Sunday March 14th
final schedule revised 3-10-10

8th grade boys bracket play on Sunday





4th Annual Quad City Championship
5th – 8th grade boys
Saturday March 13th and Sunday March 14th
final schedule revised 3-10-10

5th grade boys

