



2018 J-Hawk Jam
Boys Basketball Tournament
Sunday, January 6th & 7th 2018
January 6th - 7th & 8th Grade Boys
January 7th - 3rd, 4th, 5th & 6th Grade Boys



Jefferson High School
1243 20th St. SW / Cedar Rapids, IA 52404

Concessions: Concessions will be available at Jefferson, including a variety of drinks, sandwiches, and snacks. Spectators and participants will NOT be allowed to bring coolers, beverages, or food into the school building. Players may use water bottles. Thank you for your cooperation.

Awards: Awards will be given to the First and Second place teams in each grade division. Maximum of ten awards per team will be given.

Format: Three game guarantee. 8 team divisions will be placed into an 8 team bracket. 6 team divisions will be placed into two pools of 3. Each team will play 2 games within their pool. After pool play is complete, the top seeded teams from each pool will play each other in the championship game, the 2nd seeded teams from each pool will play one another, as will the 3rd place teams from each pool.

Admission: **Adults - \$5.00** **Kids (4-12) - \$3.00**
 3 & Under - Free

Rules: IHSAA rules will apply. All games will consist of two - 18-minute halves with the clock stopping during the last two minutes of the game. If time allows, we will provide a three-to-four minute pre-game warm-up and a three-minute half time. The time to warm-up will start immediately after the end of the previous game.

Exception: if a team is leading by more than 15 points in the second half the clock will run continuously ONLY in the second half.

Teams will only shoot free throws on Shooting Fouls, and when in the Double Bonus. We will NOT shoot the 1 and 1 at fouls 7, 8, and 9.

1. Home Team will be the team listed first on the schedule. Home team will wear white jerseys and the visitor dark jerseys. If this is not feasible, the two head coaches simply work it out and inform the scorekeepers of any changes.
2. No locker rooms available on-site.
3. Bring your own warm-up basketballs.
4. 28.5 size basketball will be used for all games and selected from one of the basketballs the teams use to warm-up.

5. If a team is up by more than 15 points then there is no press and the clock becomes continuous in the second half. If the score goes under 15 point difference then the clock will go back to regular.
6. If you are not allowed to press and you do you will be given one warning and then a technical foul will be assessed each time thereafter. Once a team has gained possession on a rebound the other team must get back on defense and must allow the other team to cross half court.
7. Technical fouls result in 2 point for the other team and the ball.
8. Each team will receive two timeouts per game and one in each overtime. Timeouts do not carry over.
9. If game is tied in regulation, overtime will begin with a jump ball and be played as "sudden death." The first point scored by a team wins the contest. The exception to this is a championship game (one per grade division). In this game we will play two-minute overtime with a stopped clock. Each team will be allowed one additional time out in the first overtime. After the first overtime, sudden death will apply and no ADDITIONAL timeouts granted.
10. Three point shots will count on all courts.
11. The tournament director has the right to change or modify these rules at any time and under any circumstances
12. Any player, coach, or spectator using profanity will be ejected from the tournament and the facility
13. We will start games ahead of schedule if the pace of play allows. Please be ready to start ahead of your scheduled start time.

Jefferson J-Hawk Basketball Program, The Jefferson Booster Club, and the Cedar Rapids School District assume no responsibility for injuries to participants or thefts of personal possessions during the tournament.

*******Cancellations must be made in writing thirty (30) days prior to the tournament to receive an entry fee refund.*******

Officials: We will have certified officials for each game played. Please remember to display good sportsmanship at all times.

Tiebreakers: The following criteria will be used if more than two teams have identical won-loss records after pool play: 1. Won-loss record; 2. Head-to-head; 3. Point differential (15 point maximum) for each pool game played; 4. Coin flip.

Any questions please call or e-mail:

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