

77th ANNUAL 4-H BASKETBALL TOURNAMENT

Saturday, March 15, 2025
Saturday Start Time - 8:00 a.m.

District Gymnasium, Chapman Kansas

TOURNAMENT SPONSOR: KVK, INC., Woodbine

PURPOSE

The purpose of the Dickinson County 4-H Basketball Tournament is to provide 4-Hers who do not participate in interscholastic basketball competition the opportunity to participate in a team sport. Play to the level of your opponent. We want everyone to enjoy the experience of 4-H basketball.

ELIGIBILITY

1. Enrollment must have been completed in 4HOnline by December 1. **(EXCEPTION - First year 4-Hers, 7th grade and under.)**
2. 4-Hers with incomplete records from the previous year are ineligible.
3. **Cloverbud 4-Hers are NOT eligible to play basketball.**
4. Basketball -- 4-Hers in grades 8th – 12th who have been a member of a school basketball squad and played school ball in the current school year will not be eligible to play 4-H Basketball. (Intramural basketball does not count.)
5. Each club may have a maximum of two teams in the tournament in one of these combinations – Girls/Boys, Girls/Co-ed, or Boys/Co-ed. Co-ed teams will play in the boys tournament bracket. It is preferred that clubs make single gender teams if they have five or more of that gender on the roster. If there are a high number of one gender, some may be placed on a co-ed team roster to join the other gender if it is lacking players for a team. Teams must play as rostered. Any adjustments to rosters must be submitted to the 4-H basketball committee before the start of the tournament.
6. Geary County 4-H clubs are invited to participate in the tournament starting in 2019. Marion County 4-H clubs are invited to participate in the tournament starting in 2021.



TOURNAMENT RULES

1. **BE A GOOD SPORT!** This includes players, coaches, parents, and other 4-Hers!
2. **Respect our referees.** Referees are paid a nominal fee. Due to differences in age and skill of players, these games are difficult to officiate.
3. Tournament will be single elimination with all teams guaranteed to play two games.
4. Team rosters are to have at least five names to enter a team and at least 4 players must start the game. Clubs that do not have enough players for a team can submit a roster of individual players for \$1/member. These players will be placed on teams.
5. **DO NOT BRING BASKETBALLS FROM HOME!** Basketballs will be furnished;
NO OTHER BASKETBALLS WILL BE ALLOWED IN THE GYM.
6. Team members should wear the same color of shirt or jersey **labeled with a different number for each player.** Some colors of heavy tape will be available for numbering, supply is limited.
7. **Each time a team plays, the team is to supply two members or adults to keep score, spot players, etc. The coach is responsible for score-keeping if an adult is not available.**
8. Games will be two twelve-minute halves with two one-minute timeouts per half per team, and a 5-minute half. The clock will only stop for time-outs, fouls, and during the last two minutes of the game for dead balls. There will be five minutes between games.
9. Three-point shots are only allowed in the full court Championship game(s).
10. Five fouls per person.
11. Half court press allowed if ahead by less than 10 points. Defense must drop to the 3-point line with lead of 10 points or greater. No full court press allowed.

12. Remove all jewelry, no hair pins.
13. NO FOUL LANGUAGE will be tolerated from anyone associated with the 4-H Basketball Tournament. Failure to abide by this rule will result in ejection.
14. Coaches are asked to sign before the tournament that they understand the rules. High school coaches require an adult assistant.
15. In case of a tie, teams will play three minutes overtime. If still tied, teams will designate five players to shoot free-throws, team with the greatest number of shots made wins. If tied after the first set of free-throws, a second round will be held. If still tied, one member from each team will compete in rock, paper, scissors - team with the best out of three rounds wins.
16. Two sportsmanship awards will be given by the organizational committee: individual and club. These will be judged based on consistent demonstration of respect towards opponents, coaches, officials, and fellow 4-Hers, attention to playing to the level of your opponent, acting with fairness, encouraging good sportsmanship, and exhibiting positive behavior both on and off the court, regardless of the outcome.

ROUND ROBIN RULES

15. If no teams are tied, then the won-loss record is used.
16. If one team is 2-0, the winner of the head-to-head game between the other teams will be in the 3rd place game.
17. If each team wins a game: A defeats B, B defeats C, C defeats A; then the 13-point tie-breaker is used to determine the first place team. (A wins by 12 points, they would get 12 and B would lose 12. B wins by 10, C loses 10. C wins by 14 they would get 13 points and A would lose 13.)
18. If 2 or 3 of the teams with the highest point differential tie then total defensive points will be used to determine the team that would be 1st place.
19. If all the above ends in a tie, then the teams will be drawn from a hat.

Committee requests a coach's meeting prior to the start of each game.

Revised 12/2024

Register teams at: bit.ly/BballRosters

ROSTERS ARE DUE ONLINE BY FEBRUARY 15