

Double Pump Spring Classic/Las Vegas, NV Information

Double Pump High School Boy's Spring Classic Travel Teams Only

Dates:

April 23, 24 and 25, 2010

Three Game Guarantee
Six Games Possible
National High School Rules
Top Nationally Rated Teams

60 Teams

36 17U Division Teams
12 16U Division Teams
12 15U Division Teams

All Teams will have a three-game guarantee (two games in pool play and one game minimum in bracket play).

36 17U Division teams will be in three team pools. The top two teams in each of the 17U pools will advance to the Gold Championship single elimination bracket. The third place team in each of the 17U pools will advance to the Silver Championship single elimination bracket.

12 16U Division teams will be in three team pools. All teams will advance to the Championship single elimination bracket.

12 15U Division teams will be in three team pools. All teams will advance to the Championship single elimination bracket.

2 sites/5 courts

Bishop Gorman High School (Headquarters, 2 courts)
Centennial Hills YMCA (2 courts)

Friday, games will begin at 5:00 p.m. on all 5 courts. Last games on Friday will start at 9:40 p.m. (games every 1 hour and 10 minutes)

Saturday, games will begin at 8:30 a.m. on all 5 courts. Last games on Saturday will start at 9:20 p.m. (games every 1 hour and 10 minutes)

Sunday, games will begin at 8:30 a.m. on all 5 courts. Last games on Sunday will start at 3:30 p.m. (games every 1 hour and 10 minutes)



Cost:

\$500.00 entry fee

Entry Deadline:

March 31, 2010 or until filled. If mailing official entry form, entry fee must be included.

College Coaches Only:

Recruiting packets will be available for \$50.00 for subscribers to the California Cage Report and \$250.00 for non-subscribers to the California Cage Report. Tournament passes will be included with recruiting packet. Recruiting packets will be available at 4:00 p.m. on April 23, 2010 at Bishop Gorman High School, Las Vegas, NV only. Credit card transactions will not be available.

Admission:

FRIDAY \$10.00 ALL DAY

SATURDAY \$10.00 ALL DAY

SUNDAY \$10.00 ALL DAY

Map and Location Information

Bishop Gorman High School (Headquarters – 2 courts)
5959 S Hualapai Way
Las Vegas, NV 89148

Centennial Hills YMCA (2 courts)
6601 N Buffalo Dr
Las Vegas, NV 89131

Questions?

Please contact Double Pump, Inc at 530-256-2862 or email us at admin@doublepump.com.

Air Travel Information

McCarran International Airport
Las Vegas, NV

Hotel Information

None Available

Car Rental Information

None Available

DOUBLE PUMP TOURNAMENTS

Regulations and Game Rules

Game Rules

National Federation High School Rules with the following exceptions:

- 1) Game time is kept in 16 minute stopped time halves with a three (2) minute halftime and no shot clock.
- 2) There are two (2) full and two (2) 30 second timeouts per game. One additional 30 second timeout for overtime.
- 3) Overtime is played in two (2) minute stopped time segments until a winner is determined.
- 4) No game will begin before the scheduled start time.
- 5) There will be a minimum of a five (5) minute warm-up period between games.
- 6) In pool play, the team listed first is the home team and will wear light colored jerseys. In bracket play, the home team is listed first in the game numbers schedule and will wear light colored jerseys.
- 7) Final pool standings are determined by win-loss records within the same pool. Tie breaking procedures are: 1) Head to head competition 2) Defensive points allowed in all pool games. 3) Point differential in all pool games with a maximum of 15. The sequence is repeated one step at a time, in case of a three-way tie, until all places are determined. If all categories do not determine the order of finish, a coin toss will be held as a final step.

Forfeits

All teams are expected to arrive for games prior to the scheduled start times. A five (5) minute grace period is allowed before a forfeit is declared.

IMPORTANT: If any team is knowingly unable to make their next scheduled game, please notify the Tournament Director to allow a fill in team to be located. Teams that forfeit games may not be allowed in future Double Pump events.

It is important to note that games will be declared a forfeit if a player is discovered playing on more than one team. A player's "official" team is the first team he plays for in the tournament.

Ejections

Any player or coach who initiates an intentional aggressive act against another player, coach or game official may be ejected from the game and from further participation in the tournament. There is no appeal process for ejection from a game. Appeals may be made to the Administrative Committee regarding ejection from the tournament.

Player Movement

Players may not play for more than one team during the tournament. Any player who

participates for more than one team will cause the second team to forfeit their game as well as losing their own eligibility to play.

Sportsmanship

All players, coaches and fans are expected to model the ideals of good sportsmanship at all times. The games are designed to demonstrate the positive aspects of athletic competition. Verbal abuse of opponents or officials will not be tolerated at any time by coaches, players or fans.