

MAGIC INVITATIONAL 2019 – 6TH GRADE GOLD DIVISION

9 TEAM SCRAMBLE – TEAM WITH THE BEST RECORD(S) WILL BE THE CHAMPION – THERE IS A CHANCE THERE COULD BE MULTIPLE CHAMPIONS IN THIS FORMAT

*** SATURDAY AND SUNDAY GAMES ARE ALL AT JEFFERSON ACTIVITY CENTER – 4001 WEST 102ND ST. BLOOMINGTON, MN 55437 – PLEASE USE WEST ENTRANCE TO THE BUILDING ***

FRIDAY, MAY 10, KENNEDY HIGH ACTIVITY CENTER

6:15 PM COURT 5 MAGIC STARLING _____ MAGIC BLESSMAN _____

SATURDAY, MAY 11, JEFFERSON HIGH ACTIVITY CENTER

10:20 AM COURT 2 MAGIC BLESSMAN _____ SWISH FELTMANN _____

10:20 AM COURT 3 HEAT WASHINGTON _____ BULLDOGS TOWLE _____

10:20 AM COURT 4 SW SLAM _____ WEST CENTRAL UNITED SOUTH _____

10:20 AM COURT 5 MAGIC STARLING _____ MN FALCONS WILSON _____

12:30 PM COURT 3 MN FALCONS WILSON _____ WEST CENTRAL UNITED NORTH _____

2:40 PM COURT 4 SW SLAM _____ SWISH FELTMANN _____

2:40 PM COURT 5 BULLDOGS TOWLE _____ MAGIC STARLING _____

4:50 PM COURT 1 MAGIC BLESSMAN _____ WEST CENTRAL UNITED SOUTH _____

4:50 PM COURT 2 BULLDOGS TOWLE _____ MN FALCONS WILSON _____

4:50 PM COURT 5 HEAT WASHINGTON _____ WEST CENTRAL UNITED NORTH _____

7 PM COURT 1 MAGIC BLESSMAN _____ SW SLAM _____

7 PM COURT 3 SWISH FELTMANN _____ WEST CENTRAL UNITED NORTH _____

7 PM COURT 5 WEST CENTRAL UNITED SOUTH _____ HEAT WASHINGTON _____

SUNDAY, MAY 12, JEFFERSON HIGH ACTIVITY CENTER

9:15 AM COURT 3 WEST CENTRAL UNITED SOUTH _____ MN FALCONS WILSON _____

10:20 AM COURT 3 WEST CENTRAL UNITED NORTH _____ SW SLAM _____

1:35 PM COURT 2 HEAT WASHINGTON _____ MAGIC STARLING _____

2:40 PM COURT 3 BULLDOGS TOWLE _____ SWISH FELTMANN _____

RULES

1. GOOD SPORTSMANSHIP AT ALL TIMES
2. 14-MINUTE STOP-TIME HALVES, 3 MINUTE HALFTIME
3. 3 TIMEOUTS PER GAME – 1 FULL AND 2 THIRTIES
4. FIRST OVERTIME 2 MINUTES, AFTER THAT 1 MINUTE
5. PLAYERS FOUL OUT ON THE 6TH FOUL
6. RUNNING CLOCK IF THE MARGIN IS MORE THAN 20 POINTS WITH UNDER 5 MINUTES LEFT IN SECOND HALF
7. PLEASE CLEAN UP YOUR BENCH AREA AFTER EACH GAME
8. PLEASE ASSIST OFFICIALS IF YOU ARE ASKED TO PROVIDE A HELPER AT THE SCORE TABLE