

# 2012 TIGERS TOURNAMENT

Friday night 6<sup>th</sup> July – Sunday 8<sup>th</sup> July 2012,  
Dandenong Basketball Stadium

## TOURNAMENT ENTRY FORM

*Note: no entry will be accepted without the entry fee of \$100 per team*

name of club/association: .....

contact name: .....

address: ..... **Post Code** .....

phone: ..... fax: ..... e-mail: .....

mobile phone (for contact during the Tournament) : .....

### BOYS

*age as at 31/12/2012*

GRADE	rep A	club A	club B
UNDER 10			
UNDER 12			
UNDER 14			
UNDER 16			
UNDER 18			
UNDER 23			

### GIRLS

*age as at 31/12/2012*

GRADE	rep A	club A	club B
UNDER 10			
UNDER 12			
UNDER 14			
UNDER 16			
UNDER 18			

#### Certificate of association/club/team official :

I ..... being an official of the  
..... association/club, hereby certify that the above  
mentioned team/teams have been granted permission to participate in the 2012 Melbourne Junior  
Basketball Tournament; and I also certify that all players in these teams are qualified under the rules of the  
tournament for the specified age group and grading.

signed: ..... date: .....

#### Tournament Entry Forms:

ENTRIES CLOSE Monday Evening 25<sup>th</sup> June 2012 ENTRY FEE \$100 (non-refundable)

Please send your entries and money orders or cheques (made out to *Melbourne Junior Basketball Tournament*) to  
*Melbourne Junior Basketball Tournament, 133 Arnold St Princes Hill 3054*

**Enquiries** to the secretary *David Watson: Phone & Fax 9380 4474 or [enquiries@MelbTournament.com.au](mailto:enquiries@MelbTournament.com.au)*

# 2012 Tigers Tournament

133 Arnold St  
PRINCES HILL 3054  
H & F 9380 4474

## Team Declaration Sheet

This form is a preliminary guide to assist the tournament organisers in what grade and competition your team/s has been regularly playing. This form should be sent in ASAP with the Tournament Entry Form.

Tournaments are much more enjoyable if teams are graded accurately. Consequently we seek as much information as possible about each team, while understanding not all team members in each team may be finalised.

The Committee reserves the right to regrade before & during the Tournament, if the information is not supplied or the Information supplied leads to inaccurate grading.

At the start of the Tournament, coaches, when picking up their coaches passes, **MUST** hand in accurate player information on the separate **Team Entry Form** (also attached) with details of each of the player's grades.

Each team playing in this tournament can be a composition of players from one or many teams. The Tournament organisers would like to know where the players, in the team entered into this tournament are playing in their regular weekly competitions or the best grades the players entered have played over the past 2 years.

Players Names (can be named or grouped )	Team Name (that the player entered, regularly plays for	Helpful Grading Information	Grades of Players. (name the grade the team plays in during the regular season) <u>See Table below</u>
Smith, Jones, ...	Crocodiles	(Team Played together in the Shepparton Tournament)	A & B

### Use the information below to indicate what Grades the players have played in.

- VC = Victorian Championship player on Friday night
- M1 = Metro 1 level player on Friday night
- M2 = Metro 2 level player on Friday night
- M3 = Metro 3 level player on Friday night
- B1 = East or North West Div 1 player on Friday night
- B2 = East or North West Div 2 player on Friday night

- D = Saturday Domestic Competition player or represented your town at what VCBC level ?
- C1 = Country Division 1
- C2 = Country Division 2
- C3 = Country Division 3

**Note:-** At the start of your first game players will be requested to produce their tickets. Tickets will be cropped by a Melbourne appointed official. The number of tickets, the number of players listed on the score sheet and your **Team Entry form** shall match up. Hand in your **Team Entry form** to the Melbourne appointed official at this time.

Please be ready to produce your tickets & **Team Entry form** for inspection – This will save on delays to games about to start.

