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Tournament Hoops



TOURNAMENT HOOPS OVERVIEW

Tournament Hoops is a unique and exciting contest based on the Men's NCAA Basketball Tournament. Unlike traditional contests/office pools where participants fill in a grid and try to predict the winners of all 63 games, Tournament Hoops allows it's players to pick a Favorite, Sleeper, and Cinderella team within each of the four regions as selected by the NCAA, plus a Favorite, Sleeper, and Cinderella team within a uniquely designed **Bonus Region**.

Players advance throughout the Tournament based on how well their 15 teams perform. Points are awarded, based on a teams tournament seed, for each Victory, for Overtime Wins, and for Buzzer Beater endings. Players may also earn Bonus Points with correct selections in a variety of additional categories to include....(1) The Fast Break Trio (2) The Sweet 16 (3) The Final Four (4) The Tournament Graveyard , and (5) The Tournament Choice.

ARE YOU READY FOR THE MADNESS?

If so, we invite you to join in. Simply put, **Tournament Hoops** has it all. It is unlike any other contest/office pool offered during March Madness, and provides those who play, a new and exciting way, to participate in America's favorite sporting event.

ENTERING TOURNAMENT HOOPS

Enter Tournament Hoops on-line at www.rbsports.com and follow the contests link. **You must be a registered user of R&B Sports to enter any and all contests offered on this site.** If not currently registered, please do so now. It is a simple, one time process, takes only a few seconds, and costs nothing.

Once registered, there will be "Public" and "Registered" contests that you may enter. Public Contests are open to anyone. Some Public Contests may offer prizes provided by a sponsor or sponsors, while others are just for fun. When entering a Public Contest, you may enter as many times as you like, but each entry must have a unique name.

Registered Contests are private office pools that are controlled by an Administrator who has set up the office pool with R&B Sports. To enter a registered office pool, you need to receive a special Contest Code from it's Administrator. Once you have received the Contest

Code, enter it in the box provide, and click on the Register for new Contest button. There will be two lists provided, one containing the Registered office pools that you have registered for, and one containing the Public contest.

Submitting an entry to either a Public contest or a Registered contest is the same. After logging into R&B Sports, and going to the Contests main page, click on the contest you want to enter from the list provided. You will be taken to that contest's home page where you will find worksheets, stats, and other information to help you make your picks. You will also be able to enter the contest at this time. All options are provided on the left side of the screen. Click on Enter to enter the contest. You will be asked to provide an entry name. For the registered contests, you will also be asked to provide a contact. The contact is important for the administrator of the contest so that he/she may track who is in the contest and how they found out about the contest. If the entry name you choose is already taken, you will receive a message. Fill in your picks and click the submit button. All edit checking will be provided at the time of entry. A copy of your entry will be displayed for you to print out for your records.

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Tournament Hoops



TOURNAMENT HOOPS RULES AND DEFINITIONS

FAVORITES, SLEEPERS, AND CINDERELLAS

Tournament Hoops uses the concept of Favorites, Sleepers, and Cinderellas throughout the contest. Most selection categories will require you to pick a Favorite, Sleeper, and Cinderella. The NCAA Tournament is divided into four geographical regions. Teams are seeded in the NCAA Tournament within each region from 1 to 16. In Tournament Hoops, we break down the teams within each region into three different Seeding Classes: Favorites, Sleepers, and Cinderellas, as defined below.

FAVORITES: Teams seeded from 1 to 3 within their region.

SLEEPERS: Teams seeded from 4 to 8 within their region.

CINDERELLAS: Teams seeded from 9 to 16 within their region.

Click [here](#) to go to Tournament Hoops worksheets to get Seeding Class breakdown and other helpful contest information.

REGIONAL SELECTIONS

Obtain the men's regional brackets from a newspaper or web site of your choice to determine the 64 teams entered in the NCAA Men's Basketball Tournament. Using the brackets as your guide, select a Favorite, a Sleeper, and a Cinderella from each of the four regions.

In addition to the four regions established by the NCAA, Tournament Hoops offers a Bonus Region. Within this category, players may create their own region by selecting an additional Favorite, Sleeper, and Cinderella from among the entire field of 64 teams. Teams selected within the Bonus Region **may not** be repeated if previously selected in any of the four regions as established by the NCAA.

Bonus points will be awarded for **Overtime** victories and **Buzzer Beater** endings.

Overtime victories are games that require the winning team to play a minimum of one overtime to determine the outcome of the game.

Buzzer Beaters are defined as teams who hit the winning shot with less than 3.5 seconds remaining in the game (whether regulation or overtime). The "winning shot" is further defined as a 2 point, 3 point, or foul shot which breaks an existing tie or brings a team from behind in the score to ahead in the score. In an effort to

authenticate their status, Buzzer Beaters will be announced and factored into the scoring only 3 times throughout the Tournament. (1) Once the field of 64 is reduced to the Sweet 16 (2) When the field is further reduced to the Final Four (3) After the Championship Game. The selection of Buzzer Beaters throughout the Tournament is the sole responsibility of R&B Sports, and as such, all decisions will be deemed final.

FAST BREAK TRIO

From all 64 tournament teams, select a Favorite, Sleeper, and Cinderella that you think will win their first round game. In order to win this category, all three teams must win their first game.

SWEET SIXTEEN

From all 64 tournament teams, select a Favorite, Sleeper, and Cinderella that you think will make it to the Sweet Sixteen (win their first two games). You will receive points for each correct team that makes it to the Sweet Sixteen. Bonus Points will be awarded for getting all three correct.

FINAL FOUR

From each region, pick one team to make it to the Final Four (win four games, thus winning their region). You may select from all 16 teams within the region. You receive points for each team that you correctly pick to get to the Final Four. Bonus Points will be awarded for correctly picking all four Final Four teams.

TOURNAMENT GRAVEYARD

Of the four #1 seeded teams, select the first #1 seeded team to be eliminated from the tournament. The number of games played, not the date or time a specific team is eliminated, determines the point of elimination. In this category, it is possible for more than one team to qualify. While not likely, all four #1 seeds could lose in the same round of the tournament, in which case, all entrants will receive points.

TOURNAMENT CHOICE

From the 64 tournament teams, select the team to win the NCAA Tournament.

TIE BREAKER

When completing your entry form, select the total number of points scored in the Championship Game. If needed, the Tie Breaker will be used to break any ties in the standings. The closest to the total number of points scored by the two teams in the Championship Game will win the Tie Breaker, as needed. Should players remain tied, the second Tie Breaker will be total points earned in the Regional Selections (including the Bonus Region) - most points wins. If players are still tied, then the third Tie Breaker will be combined points earned in the Sweet Sixteen and Final Four categories - most points win. Should players still be tied, then the final Tie Breaker will be left up to the sponsor or the Administrator of the contest.

TOURNAMENT HOOPS WINNER

The Tournament Hoops winner is considered to be the entry accumulating the most points from the above scoring categories. Scoring is explained in the Official Scoring section below. Standings and results, along with all entries, will be available on-line

throughout the Tournament.

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Tournament Hoops



OFFICIAL SCORING

REGIONAL SELECTIONS (including Bonus Region)

REGIONALS (Rounds 1 through 4)

FAVORITES	50 POINTS per Victory 50 BONUS POINTS per Overtime Victory 50 BONUS POINTS per Buzzer Beater Victory* 100 BONUS POINTS for making the Final Four
SLEEPERS	75 POINTS per Victory 75 BONUS POINTS per Overtime Victory 100 BONUS POINTS per Buzzer Beater Victory* 200 BONUS POINTS for making the Final Four
CINDERELLAS	100 POINTS per Victory 100 BONUS POINTS per Overtime Victory 200 BONUS POINTS per Buzzer Beater Victory* 300 BONUS POINTS for making the Final Four

SEMI-FINALS (Round 5)

FAVORITES	100 POINTS per Victory 100 BONUS POINTS per Overtime Victory 100 BONUS POINTS per Buzzer Beater Victory*
SLEEPERS	200 POINTS per Victory 200 BONUS POINTS per Overtime Victory 200 BONUS POINTS per Buzzer Beater Victory*
CINDERELLAS	300 POINTS per Victory 300 BONUS POINTS per Overtime Victory 300 BONUS POINTS per Buzzer Beater Victory*

FINALS (Round 6)

FAVORITES	200 POINTS per Victory 200 BONUS POINTS per Overtime Victory 200 BONUS POINTS per Buzzer Beater Victory*
	400 POINTS per Victory 400 BONUS POINTS per Overtime Victory

SLEEPERS	400 BONUS POINTS per Buzzer Beater Victory*
CINDERELLAS	600 POINTS per Victory 600 BONUS POINTS per Overtime Victory 600 BONUS POINTS per Buzzer Beater Victory*

* - Buzzer Beater points will be added after completion of rounds 2, 4, and 6.

FAST BREAK TRIO

ALL three teams selected must win their first round game - 150 POINTS

SWEET SIXTEEN

FAVORITE - 100 POINTS
SLEEPER - 200 POINTS
CINDERELLA - 300 POINTS
Bonus for all three correct - 200 POINTS

FINAL FOUR

Each team that you pick that makes it to the Final Four - 200 POINTS
Correctly pick all four teams in the Final Four - 200 POINTS

TOURNAMENT GRAVEYARD

The first #1 seed to lose - 300 POINTS

TOURNAMENT CHOICE

If team selected wins tournament - 500 POINTS

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Cyber Brackets



CYBER BRACKETS OVERVIEW

Cyber Brackets is a contest based on the NCAA Men's Basketball National Championship Tournament. The NCAA Tournament is made up of four regions. Each region has at least 16 teams in it that are seeded from 1 to 16. There are a total of 6 rounds in the tournament. Seed 1 plays seed 16; 2 plays 15; 3 plays 14; etc. The teams are selected by a committee on "Selection Sunday," the Sunday prior to the start of the tournament. For the 2001 tournament, there will be 65 Division 1 teams. Two teams will play a "play-in" game to become a 16 seed in one of the regions. These two teams will be announced on Selection Sunday with the rest of the field. For Cyber Brackets, these two teams will be considered one team for the 16th seed in the region that they are assigned.

Participants will try to predict the winners of the remaining 63 Tournament games. Participants will enter their picks in a grid that matches the NCAA Tournament grid.

Players advance throughout the Contest based on how well they properly predict the winners of the 63 games. Points are awarded for each correct picks. Point values increase as the rounds the NCAA Tournament advances through the rounds.

ENTERING CYBER BRACKETS

Enter Cyber Brackets on-line at www.rbsports.com and follow the contests link. **You must be a registered user of R&B Sports to enter any and all contests offered on this site.** If not currently registered, please do so now. It is a simple, one time process, takes only a few seconds, and costs nothing.

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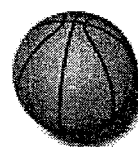
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Cyber Brackets



CYBER BRACKETS RULES AND DEFINITIONS

65 TEAMS, 64 GAMES, 63 PICKS?

Does it make sense? On Selection Sunday, the NCAA Tournament Selection Committee will announce 65 teams to participate in the NCAA Tournament. Two teams will be playing in a play-in game to be a 16 seed. Thus, 64 games. However, Cyber Brackets will treat these two teams as one team in the 16th seed. Participants must select the winners of the other 63 games in the NCAA Tournament. Points are awarded for each correct pick.

CORRECT PICKS

All tournament games are predefined in their location and time of the game by the NCAA. A participating team will have only one path in which to gain their way to the championship (in other words, there is no re-seeding of teams during the tournament). There is a one-to-one correlation between games in the Cyber Brackets grid and the NCAA Tournament grid. A correct pick is, therefore, defined as a pick in which a contest player has properly picked the winner of the game that it matches to in the NCAA tournament grid.

TIE BREAKER

When completing your entry form, select the total number of points scored in the Championship Game. If needed, the Tie Breaker will be used to break any ties in the standings. The closest to the total number of points scored by the two teams in the Championship Game will win the Tie Breaker, as needed. Should players remain tied, the second Tie Breaker will be most correct Final Four teams. If players are still tied, then the third Tie Breaker will be the most correct final eight teams. Should players still be tied, then the final Tie Breaker will be left up to the sponsor or the Administrator of the contest.

CYBER BRACKETS WINNER

The Cyber Brackets winner is considered to be the entry accumulating the most points from the above scoring categories.

Scoring is explained in the Scoring section. Standings and results, along with all entries, will be available on-line throughout the Tournament.

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Cyber Brackets

**OFFICIAL SCORING**

Points are awarded for properly picking the winner of each game of the NCAA Tournament. As the tournament advances through the 6 rounds, the point value increases.

Please note, that these are the suggested point values for Cyber Brackets, and will be used by all R&B Sponsored contests. However, a Private contest may have a different scoring structure. To view a Private contests scoring structure, you must view the rules by first clicking on that contest in your list of contests.

Cyber Brackets Scoring by Round

Round	Points	Games	Potential Pts
1	1	32	32
2	2	16	32
3	4	8	32
4	6	4	24
5	8	2	16
6	10	1	10

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