



MUDSOCK YOUTH ATHLETICS

Mudsock Boys Basketball 2024-25 Season Packet

Contact Info

Name	Phone Number

2024-2025 Mudsock Boys Youth Basketball League Rules

Scoreboard and Gym Setup:

Each gym is equipped with a scoreboard. Gym coordinators (aka League commissioners) will set up the scoreboard controls each game day and put away the scoreboard controls at the end of the day.

- Simple instructions for running the scoreboard are posted at the “scorer’s table” at each site.

Score Sheets & Scorekeeping:

- **K – 1st Grades:** No score will be kept
- Score sheets (which should already be at the scores table) need to be used for each game to list the player’s names and to track individual player scoring and individual fouls.
- Each team must provide one assistant coach or parent to sit at the scorer’s table and either run the clock or keep the score sheet UNLESS a paid individual is assigned to run the scoresheets.
- Leave the score sheet at the scorer’s table to be picked up by league commissioners at the end of each day.
- A running total score will remain on the scoreboard for the game and overtime(s).

Basketball Rules:

All grades will follow standard IHSA basketball rules except as modified by these rules.

Basketball Size:

- **Grades K-6th** use the “intermediate” (28.5”) size basketball.
- **Jr High** uses a 29.5” ball.

Goal Height:

- **K Grade:** Goals will be set to a height of eight (8) feet.
- **1st – 2nd Grades:** Goals will be set to a height of nine (9) feet.
- **3rd – Jr. High Grades:** Goals will be set at the standard height often (10) feet.

Start Times:

All games must start at scheduled times.

- A minimum period of three (3) minutes is allowed between games for teams to warm up.
- Have your team arrive fifteen (15) minutes before game time, but keep them under control and respectful of the players and spectators during the games in progress. Coaches are to make sure that players stay off the court and hold their basketballs.

Number of Players:

- Each team must start the game with five (5) players. If a team does not have five (5) players, it must forfeit the game. However, the league encourages the teams to play four-on-four even though the team starting without five (5) players is required to forfeit.

Length of Game:

- **Grades K-3rd:** Each game consists of four (4) quarters, each lasting eight (8) minutes.
- **4th - 5th Grade:** Each game consists of four (4) quarters, each lasting six (6) minutes.
- **6th Grade:** Each game consists of (4) quarters, each lasting (7) minutes.
- **Jr. High:** Each game consists of (4) quarters, each last (8) minutes.

Game Clock Rules:

- **K, 1st, 2nd, & 3rd Grades:** The game clock starts with the opening tip-off and runs the entire game, stopping only:
 - for time outs
 - during the four (4) minute mark of each quarter for substitutions
 - during the last two (2) minutes of the second and fourth quarters or overtimes for out-of-bounds and player infractions (normal IHSA rules).
 - during the last 60 seconds of the game (including overtime(s), the clock **will not start** until the ball is advanced across the timeline.
 - On free throw attempts, the clock will stop so that the referee can get teams into the proper position. The clock will run as soon as the referee hands the ball to the shooter.
- **4th – Jr. High Grades:** The clock stops for timeouts, out-of-bounds, and player infractions (normal IHSA rules).
- **5th, 6th, and Jr. High:** Clock will run with a lead of twenty (20) points or greater in the 2nd half
 - The clock will continue to run until the lead has been decreased to 15 points (or less).
 - If it is 15 or less, then the clock will return to normal gameplay as specified above.

Overtime:

- Overtime periods will last two (2) minutes. Due to limited gym time and availability, overtime will be limited to one (1) per regular season game. If there is no winner at the end of the first overtime, the game will end in a tie.
- During the playoffs, overtime will be played until a winner is determined. Each team will be given one timeout per overtime period, with no timeouts carrying over from regulation or previous overtime periods.

Time Outs:

- **K – 1st Grades:** No timeouts
- **2nd – 4th Grades:** Each team is entitled to two (2) timeouts per game. Timeouts will last no longer than sixty (60) seconds. Both timeouts can be “saved” and used for the second half. Each team will be given one timeout per overtime period with no timeouts carrying over from regulation or previous overtime periods.
- **5th – Jr. High:** Each team is entitled to three (3) timeouts per game. Two (2) full-time outs (lasting no longer than sixty (60) seconds, and one (1) thirty (30) second time out. Teams are only allowed to use a MAXIMUM of two (2) time-outs in the 2nd half of a game. Each team will be given one timeout per overtime period with no timeouts carrying over from regulation or previous overtime periods.

Officiating:

The league will provide a referee(s) for each game. Their role is to focus on keeping the games fair, instructional, and safe. They will occasionally make a “bad” call or “miss” making a call, just like referees do at the high school, college, and professional levels. They have no interest in helping or hurting a team to the detriment of any other. **DO NOT ARGUE WITH REFEREES OVER CALLS MADE OR NOT MADE IN A GAME.**

The referees must be treated with the utmost respect. Calls made by a referee are FINAL. It is not a coach’s role to argue or debate with a referee.

If you have a concern about actions taken by any referee, you should **ONLY** express those concerns to the league commissioner, the gym coordinator, a Basketball Board Member, or the Mudsock Youth Athletics Office. In the event a referee does not show up for the game, coaches are to mutually agree upon someone to officiate the game. Please begin the game promptly with the agreed-upon referee.

- **K – 1st Grades:** No Referees. One coach from each team is allowed on the court.
- **2nd Grade:** 1 Referee (possibly 2). No coaches are allowed on the court.
- **3rd – 6th Grades:** 2 Referees for every game

Code of Conduct/ Sportsmanship:

Unsportsmanlike conduct, including “trash talking” or any unsportsmanlike physical contact by players, coaches, or parents will not be tolerated. Please report any offensive conduct to the league commissioner, the gym coordinator, a Basketball Board Member, or the Mudsock Youth Athletics Office as soon as possible. Actions by any player, coach, or spectator demonstrating unsportsmanlike conduct before, during, or after a game or practice will be subject to review by the Basketball Board.

The Basketball Board will have the right to take whatever action it deems appropriate to deal with any type of unsportsmanlike conduct; including, but not limited to: issuing warnings, suspensions, and/or removal of a player or coach from the league and/or barring a spectator from any league games. Any player, coach, or spectator who is cited by a referee for unsportsmanlike conduct may be given a warning, removed from the game, or asked to leave the facility. Failure of a coach to comply with a referee’s decision may result in the forfeiture of the game. Failure of a parent to comply with a referee’s decision may result in the removal of that parent’s child from the game. Decisions by a referee on these matters are FINAL.

Any coach or player ejected from a game will automatically be suspended from the next game. The Boys Basketball Board will review the incident and reserves the right to increase the suspension.

Playing Time: All players are expected to have equal playing time as much as possible during the regular season and playoffs.

Important: Every year, we see coaches change playing time during the playoffs. If we see this type of behavior, a warning will be submitted. If the action continues, then a forfeit may occur.

Substitutions:

K – 4th Grades: Substitutions may only be made **between quarters** except:

- if a player is injured,
- if a player fouls out
- at the four (4) minute mark in each quarter (K-3rd grade) OR three (3) minute mark (4th grade)
- If an official time out is called for a player injury, that player must sit out until a substitution can be made (i.e. between quarters, another player injury, a player fouls out, or at the four (4) minute mark in the quarter).
- If the injured player is injured during the last four minutes of the game and is required to come out of the game, the injured player may be allowed to be reinserted back into the game for the player who substituted for the injured player during any dead ball. Make sure substitute players are ready to go so that the game isn’t delayed.

5th - Jr. High Grades: Coaches may substitute as desired while the clock is stopped. As much as possible, playing time should be equal across all players during the regular season and playoffs.

Rules for Offense

Individual Player Scoring:

- **K – 1st Grades:** No score is kept
- **2nd Grade:** No player is permitted to score more than eight (8) points in a quarter or more than twenty (20) points in a game. Players who score these many points do not need to be removed from the game; they simply are not permitted to shoot the ball.
- **3rd - Jr. High Grades:** There are no scoring restrictions.

Lane Violations:

- **K – 2nd Grades:** Players are permitted to remain in the lane for five (5) seconds, instead of the usual three (3) second rule.
- **3rd - Jr. High Grades:** Players must observe the standard three (3) second rule.

Shooting Foul Shots:

- **K – 3rd Grades:** Foul shots will occur like a normal high school game.
 - Players shoot free throws from two (2) feet in front of the standard foul line.
- **4th - Jr. High Grades:** Foul shots will occur like a normal high school game.
 - Players shoot from the standard foul line.
- **5th Grade – Jr. High:** Players: players are not allowed to land/cross over the free throw line until the ball hits the rim. Doing so will be a violation forfeiting the shot attempt.

Rules for Defense

Player Disqualification/ Fouling Out:

A player committing five (5) personal fouls during a game will be disqualified.

The coach is allowed one (1) minute to substitute for the disqualified player. If the team has no eligible players to sub, the coach can elect to play with four (4) or fewer players or substitute a disqualified player. Any foul committed by such player will result in a technical foul; two (2) free throws and possession of the ball.

Type of Defense:

- **K – 3rd Grades:** All teams are required to play a “man-to-man” defense the entire game. *ZONE DEFENSES ARE NOT PERMITTED.* Players may, however, play a “helping” defense, assisting a teammate defensively, if the “helping” defender remains within five (5) feet of his designated opponent. This does not mean, however, that defenders are required to pick up their man at halfcourt or far away from the basket if the offensive player is not providing an offensive threat, thus preventing any type of help defense. Once the ball enters the 3-second area, double teams can occur.
- **4th Grade:** The same as K-3rd, with the added option for teams to play full-court pressure defense during the final two minutes of the 2nd and 4th quarters. If the winning team is ahead by 10 points or fewer, the winning team may NOT play pressure defense.
- **5th grade-Jr. High Grades:** No restriction on what defense teams can play.

Stealing the Ball:

- **K – 2nd Grades:** Players MAY NOT steal the basketball off the dribble EXCEPT when the player dribbling is in the lane.
 - Since players are not permitted to steal the ball off the dribble outside of the lane, players should not be coached to hover at half-court but should let the offensive team advance the ball past the ten (10) second line.
 - Players MAY steal the basketball on a pass.
- **3rd - Jr. High Grades:** Players may steal the ball off either the pass or the dribble.

Pressure Defense:

- **K – 3rd Grades:** Pressing defense is NOT permitted. All defensive players must return behind the ten (10) second line each time the ball changes possession. The ten (10) second rule will be enforced.
- **4th Grade:** Pressing defense is only allowed during the final 2 minutes of the first half and end of the 2nd half. The winning team may not play pressure defense if the team is ahead by greater than 10 points.
- **5th Grade - Jr. High:** Full-court pressing defense is allowed for the entire game unless a team is winning by 20 points or more. Once going up by 20 points, the team may not press again unless the lead has been decreased to 10 points.

Five Second “In the Lane” Rule:

- To avoid having teams play a “slow-down” offense, the officials will enforce the rule that requires a change of possession if the offensive player with the basketball is closely guarded and does not advance the ball toward the basket or pass the ball within five (5) seconds.
- Officials will have discretion on giving a warning for a five (5) second violation and administering the five (5) second count with a slow count lasting more than five (5) seconds so that the flow of the game isn’t interrupted.

Respect The Facilities

Drinks and Snacks:

- Our league has experienced significant problems with food and drinks being brought onto school property. Our host schools have insisted that we prohibit players, coaches, and spectators from bringing any type of food or drinks into the gymnasiums.
- Water fountains are available at each facility. No water bottles or sports drinks should be brought into the gymnasiums.
- No “after-game” snacks or drinks are permitted in the gymnasiums.

Facilities:

- We need to show the utmost care and respect for the school facilities that our leagues utilize.
- Players, coaches, parents, siblings, and other spectators must be careful not to damage anything on school property. Coaches should also tell parents to control their children’s activities before and after games.

- Displays, posters, bulletin boards, chalk and dry erase boards **should not be touched, marked on or tampered with. Players, coaches, parents, and other spectators should not wander around school property.**
- Participants and spectators should get into the gymnasium, stay there until the game or practice is over, and then exit the building leaving it look the same as when they entered.
- Stay away from any nets, pads, or other equipment in the gymnasium.
- Keep away from “stage” areas.
- Parents should manage their children; coaches should coach the players and not have to babysit for siblings.
- Parents CLEAN UP any mess that you or your child make at each game and practice.
- The schools do have cameras, and we will be made aware of any damage that is done.

General: IF WE DON'T TAKE GOOD CARE OF SCHOOL FACILITIES, WE RUN THE RISK OF LOSING OUR ABILITY TO USE THE SCHOOL GYMS FOR OUR PROGRAM. PLEASE HELP US KEEP SCHOOL PROPERTY CLEAN AND IN GOOD ORDER.

Emergency Evacuation Procedures

If any coach/parent discovers a fire or smoke, the coach/parent will report the fire through activation of the fire alarm system, unless there is time and it is safe to do so, the coach/parent will inform the custodial staff who will in turn notify the office. If the fire does not involve the office, the coach/parent will call 911 and report the fire to the fire department.

When the FIRE ALARM IS INITIATED, all coaches/parents (except those designated and trained to use fire extinguishers) are expected to aid players/siblings/students/parents in the evacuation and IMMEDIATELY EXIT THE BUILDING by proceeding to the nearest exit in an orderly fashion. If the nearest exit is blocked by fire or smoke, the coach/parent should proceed to an alternate exit. There should be no running, shouting, pushing, etc. A calm orderly evacuation is the safest for all concerned.

Upon exiting the building, all coaches/parents are to proceed to an area so that they are away from the building, are not hampering access by fire fighters, and can be counted and accounted for. Coaches/parents will account for all their players/students/siblings/parents to ensure that no one is still in the building and unaccounted for.

Hamilton Southeastern Schools AED Information

HSE High School <ol style="list-style-type: none"> 1. Located Outside the Health Clinic 2. Athletic Trainer (Trainer carries with them) 3. Located Outside the Athletic Office 4. Located in the A Hall 5. Located Outside the Leonard Auditorium 6. Located on 2nd Floor “J” Wing 	Fishers High School <ol style="list-style-type: none"> 1. Located Outside the Health Clinic 2. Athletic Trainer (Trainer carries with them) 3. Located on the 2nd floor A/B Hall Rotunda 4. Located in the CCA – Front Entrance 5. Located Outside of the Pool
Fall Creek Jr. High	Riverside Jr. High School

<ol style="list-style-type: none"> 1. Located Outside the Main Office 2. Located Outside the Athletic Office 	<ol style="list-style-type: none"> 1. Located Outside the Gym 2. Located in the Main Office
Fishers Jr. High School <ol style="list-style-type: none"> 1. Located Outside the Gym 2. Located Outside the Health Clinic 	HSE Intermediate/Jr. High <ol style="list-style-type: none"> 1. Located Outside the Athletic Office (used by trainer during home events) 2. Located Outside the Main Office
Sand Creek Intermediate <ol style="list-style-type: none"> 1. Located Outside the Gym 	Riverside Intermediate School <ol style="list-style-type: none"> 1. Located Outside the Gym
Fall Creek Intermediate <ol style="list-style-type: none"> 1. Located Outside the Gym 2. Located in Health Clinic 	
Brooks School Elementary <ol style="list-style-type: none"> 1. Located in the Gym 	Cumberland Road Elementary <ol style="list-style-type: none"> 1. Located in the Gym
Deer Creek Elementary <ol style="list-style-type: none"> 1. Located in the Gym 2. Located in the Clinic 	FOCUS <ol style="list-style-type: none"> 1. Located in the Gym
Fall Creek Elementary <ol style="list-style-type: none"> 1. Located outside the Gym 	Fishers Elementary <ol style="list-style-type: none"> 1. Located in the Gym
Geist Elementary <ol style="list-style-type: none"> 1. Located in the Gym 	Harrison Parkway Elementary <ol style="list-style-type: none"> 1. Located in the Gym
Hoosier Road Elementary <ol style="list-style-type: none"> 1. Located in the Gym 	Lantern Road Elementary <ol style="list-style-type: none"> 1. Located in the Gym
New Britton Elementary <ol style="list-style-type: none"> 1. Located in the Gym 	Sand Creek Elementary <ol style="list-style-type: none"> 1. Located between Gym and Cafeteria
Southeastern Elementary <ol style="list-style-type: none"> 1. Located in the Gym 2. Located in the Clinic 	Thorpe Creek Elementary <ol style="list-style-type: none"> 1. Located Outside the Gym 2. Located in Nurse's Office
Administration Office <ol style="list-style-type: none"> 1. Located in the Main Hallway 	Transportation <ol style="list-style-type: none"> 1. Located in the Garage

Mudsock Youth Athletics Incident Report

(can be torn out and given to commissioners to turn in)

NAME OF LEAGUE: Mudsock Boys Basketball

Date and Time of Incident:

Location of Incident:

Date and Time of Report:

Individual Making Report:

Witnesses (please include name and phone number):

Narrative (please explain what took place):

Board Action:

Please send a copy of this form to the Mudsock Youth Athletics Office

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Location of Incident:

Date and Time of Report:

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Witnesses (please include name and phone number):

Narrative (please explain what took place):

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Location of Incident:

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NAME OF LEAGUE: Mudsock Boys Basketball

Date and Time of Incident:

Location of Incident:

Date and Time of Report:

Individual Making Report:

Witnesses (please include name and phone number):

Narrative (please explain what took place):

Board Action:

Please send a copy of this form to the Mudsock Youth Athletics Office

**MUDSOCK YOUTH ATHLETICS
ACCIDENT REPORT FORM
12690 Promise Road
Fishers, IN 46038
317-845-5582**

ACCIDENT REPORT FORM TO BE COMPLETED BY THE HEAD COACH.

PLEASE COMPLETE THIS FORM IN ITS ENTIRETY AND RETURN A COPY TO THE MUDSOCK YOUTH ATHLETICS OFFICE (FAX # 845-5687) WITHIN 30 DAYS FROM THE DATE OF THE ACCIDENT.

Date Accident Was Reported: _____

Injured Party: _____ Date of Birth: _____

Address: _____

Home Phone Number: _____ City _____ State _____ Zip: _____
Work/Cell Phone Number: _____

Parents/Guardian information if different from injured party

Parent/Guardian: _____

Address: _____

Home Phone Number: _____ City _____ State _____ Zip: _____
Work/Cell Phone Number: _____

Team/League Name: _____

Date of Injury: _____ Date of First Treatment: _____ Part of Body Injured: _____

Location of Injury: _____ Accident Time: _____

Where was injured party taken to for medical treatment: _____

Description/Cause of Injury: _____

Witnesses to Injury:

Name: _____

Address: _____

Home Phone Number: _____ City _____ State _____ Zip: _____
Work/Cell Phone Number: _____

Name of Person Taking Report: _____

At the time of the accident, was the claimant involved in a sponsored and supervised activity and were they a current member of the Organization? ☐ Yes ☐ No

Under whose supervision? _____ Was he/she a witness? ☐ Yes ☐ No

Authorized Signature _____ Title _____ Date _____

(MUST BE SIGNED BY AN ORGANIZATION OFFICIAL UNLESS INJURY DID NOT OCCUR DURING AN ORGANIZATION ACTIVITY. SIGNATURE IS REQUIRED)

**MUDSOCK YOUTH ATHLETICS
ACCIDENT REPORT FORM
12690 Promise Road
Fishers, IN 46038
317-845-5582**

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Location of Injury: _____ Accident Time: _____

Where was injured party taken to for medical treatment: _____

Description/Cause of Injury: _____

Witnesses to Injury:

Name: _____

Address: _____

Home Phone Number: _____ City _____ State _____ Zip: _____
Work/Cell Phone Number: _____

Name of Person Taking Report: _____

At the time of the accident, was the claimant involved in a sponsored and supervised activity and were they a current member of the Organization? ☐ Yes ☐ No

Under whose supervision? _____ Was he/she a witness? ☐ Yes ☐ No

Authorized Signature _____ Title _____ Date _____

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Home Phone Number: _____ City _____ State _____ Zip: _____
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Parents/Guardian information if different from injured party

Parent/Guardian: _____

Address: _____

Home Phone Number: _____ City _____ State _____ Zip: _____
Work/Cell Phone Number: _____

Team/League Name: _____

Date of Injury: _____ Date of First Treatment: _____ Part of Body Injured: _____

Location of Injury: _____ Accident Time: _____

Where was injured party taken to for medical treatment: _____

Description/Cause of Injury: _____

Witnesses to Injury:

Name: _____

Address: _____

Home Phone Number: _____ City _____ State _____ Zip: _____
Work/Cell Phone Number: _____

Name of Person Taking Report: _____

At the time of the accident, was the claimant involved in a sponsored and supervised activity and were they a current member of the Organization? ☐ Yes ☐ No

Under whose supervision? _____ Was he/she a witness? ☐ Yes ☐ No

Authorized Signature _____ Title _____ Date _____

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Work/Cell Phone Number: _____

Team/League Name: _____

Date of Injury: _____ Date of First Treatment: _____ Part of Body Injured: _____

Location of Injury: _____ Accident Time: _____

Where was injured party taken to for medical treatment: _____

Description/Cause of Injury: _____

Witnesses to Injury:

Name: _____

Address: _____

Home Phone Number: _____ City _____ State _____ Zip: _____
Work/Cell Phone Number: _____

Name of Person Taking Report: _____

At the time of the accident, was the claimant involved in a sponsored and supervised activity and were they a current member of the Organization? ☐ Yes ☐ No

Under whose supervision? _____ Was he/she a witness? ☐ Yes ☐ No

Authorized Signature _____ Title _____ Date _____

(MUST BE SIGNED BY AN ORGANIZATION OFFICIAL UNLESS INJURY DID NOT OCCUR DURING AN ORGANIZATION ACTIVITY. SIGNATURE IS REQUIRED)

EQUAL PLAYING TIME CHART

(can be torn out and given to coach)

[illegible]

Blank Scoresheet

(can be torn out as needed)

AWAY:										COACH:																													
#	NAME	FOULS					1ST HALF					TO		2ND HALF					TO		OT	TO		TOTAL															
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81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120

HOME:										COACH:																													
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41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120

AWAY:											COACH:																			
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		TF	1	2	3	4	F	1	2	3	4	5	6	7	8	9	10+	F	1	2	3	4	5	6	7	8	9	10+		

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41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120

HOME:											COACH:																			
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		TF	1	2	3	4	F	1	2	3	4	5	6	7	8	9	10+	F	1	2	3	4	5	6	7	8	9	10+		

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
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81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120