

WEST COAST SHOOTOUT RULES - 2009

TOURNAMENT RULES

1. All games will consist of two 16 minute stop-time halves.
2. A player will be disqualified on the **sixth personal foul**.
3. We will still have a 10 second backcourt count and 5 second count on closely guarded.
4. Halftime will be 2 minutes.
5. A one-and-one bonus situation will begin on the 7th team foul of each half.
6. All teams must be ready to play at the designated times. If time permits, warm-up may be available at the game site before the start of the game.
7. All disputes or protests will be settled by the tournament director.
8. In case of overtime, a two minute stop time period will be played. If the game is still tied at the end of the first overtime, a second 1 minute stop time period will be played. If the game is still tied after the second extra period, then a sudden death period will be played, with the first team to score any type of points to be the winner. (Note: In the championship game, there will be as many 3 minute stop-time periods as necessary to determine a winner.)
9. All NCAA rules will apply to HIGH SCHOOL and JUCO DIVISIONS.
10. Home teams will be the team on the bottom or listed first in your game. They will wear light colored jerseys.
11. TIME OUTS: ONE 30 second and 2- full timeouts per game.
13. Mercy rule: A team is ahead by 20 points going into last 8 minutes of game the clock continues to run and will not stop except for time-outs or referee stoppage.