

WEST COAST SHOOTOUT RULES - 2009 TOURNAMENT RULES

1. All games will consist of two 22-minute running clock halves with a stop clock in the final 2 minutes of the game. Mercy Rule: If a team is ahead 15 points going into the final 2 minutes of the game the clock will continue to run. The clock will not stop except for time-outs and referee stoppage. If the score differential adjusts under 15 points the clock will continue to run.
2. All fouls on shot attempts will be given 1 point and a free throw attempt for a 2 point attempt and 2 points and a freethrow attempt for 3 point attempts. All made shots with a foul will be counted as 3 points.
3. A player will be disqualified on the sixth personal foul.
4. We will still have a 10 second backcourt count and 5 second count on closely guarded.
5. Halftime will be 2 minutes.
6. A one-and-one bonus situation will begin on the 7th team foul of each half.
7. 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.
8. All disputes and protests will be settled immediately by the tournament director.
9. 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 DIVISI ONS.
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.
12. Each team will provide one person to score at the table. Home team will score the clock and Visitors will keep the team score and fouls on the score sheets provided.