

Summer Hoops Classic 2012 – JV Division Schedule & Format

Teams

Pool A
Elmira
Battle Ground
Stadium
Gig Harbor

Pool B
Raymond
La Salle Prep
Bonney Lake
Mary M. Knight

Pool C
Kelso
South Bend
Concrete
Capital

Pool D
Overlake
Willapa Valley
Lynden Christian
Banks

Saturday's Game Schedule

Time	WF West HS, Upper Gym		Chehalis Middle School	
9:00 AM	Stadium	Gig Harbor	Elmira	Battle Ground
10:00 AM	Mary M. Knight	Raymond	La Salle Prep	Bonney Lake
11:00 AM	Elmira	Stadium	Gig Harbor	Battle Ground
12:00 PM	La Salle Prep	Mary M. Knight	Raymond	Bonney Lake
1:00 PM	Battle Ground	Stadium	Elmira	Gig Harbor
2:00 PM	Raymond	La Salle Prep	Mary M. Knight	Bonney Lake
3:00 PM	Banks	Overlake	Willapa Valley	Lynden Christian
4:00 PM	Kelso	Capital	Concrete	South Bend
5:00 PM	Overlake	Willapa Valley	Banks	Lynden Christian
6:00 PM	South Bend	Kelso	Capital	Concrete
7:00 PM	Overlake	Lynden Christian	Willapa Valley	Banks
8:00 PM	Concrete	Kelso	South Bend	Capital

Tournament Format

1. We will play pool play on Saturday.
2. 1st through 4th place in each pool will be established by Saturday's games.
3. All 1st and 2nd place teams (top 8 teams) from each pool (A-D) will play in the modified (everyone plays 3 games) double elimination Championship Bracket on Sunday. All 3rd and 4th place teams from each pool (A-D) will play in a modified double elimination Consolation Bracket on Sunday.
4. Championship T-shirts will be awarded to the winner of the Championship Bracket only.

Game Rules & Format

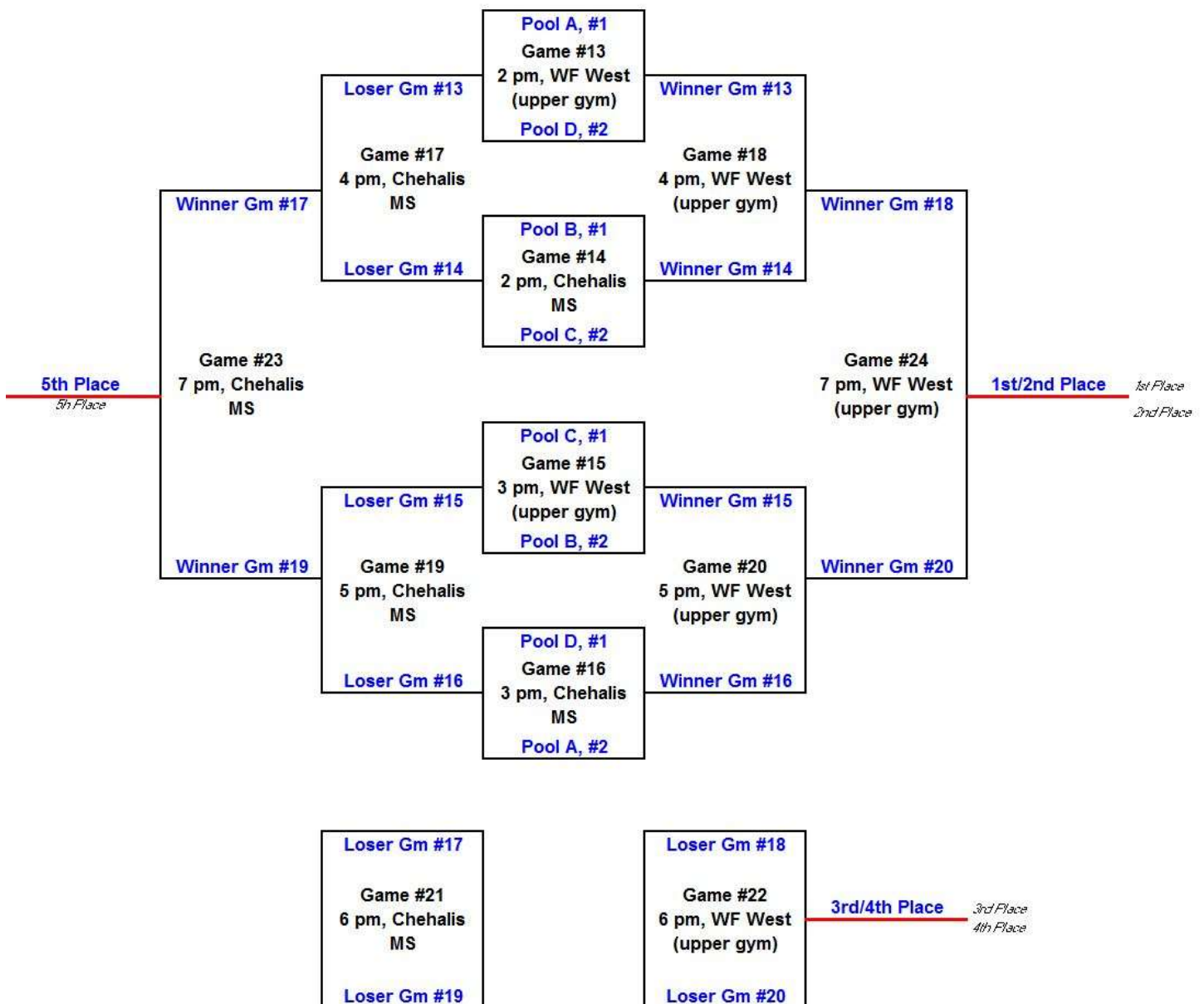
1. All games are 2-20 min. running clock halves. Stop clock format will be used the last 2 minutes of 1st half regardless of score. Stop clock format will be used for the last 2 minutes of second half only if the score margin is less than 10 points. If game is tied after regulation play, a 2-minute overtime period will be used. If still tied after 1st overtime, a sudden death period will be played. 1st team to score in any fashion, will win.
2. All teams have 2 first half timeouts and 2 second half timeouts. 1st half timeouts cannot be carried over. All teams will get 1 more timeout if overtime is played. Unused timeouts cannot be carried into overtime period.
3. 10 second back court rule will be used.
4. Two or three free throws will be shot on all shooting fouls. On 7th team foul, we will shoot 1 & 1. On 10th team foul, 2 free throws will be shot.

5. Technical fouls on players or coaches will result in 1 pt. and the ball. On 2nd technical foul, player or coach will have to leave the bench and will not be allowed to play or coach for the remainder of that game. We don't expect any technical fouls to be assessed (players and coaches are generally very classy).

Determining Placement in Pool Play

1. Win/Loss record will be used 1st.
2. If there is a tie between 2 teams, head to head play will be used.
3. If there is a 3 way tie in a pool, points given up will be the next deciding criteria.
4. If the tie remains, point differential will be used.

Championship Modified Double Elimination Bracket (Sunday's Games)



Consolation Modified Double Elimination Bracket (Sunday's Games)

