

Jerry Mac Summer League

Tamalpais High School

Summer 2009



www.JerryMacFund.com

TEAMS

Cal Maritime University (CAL) – Bryan Rooney
College of Marin (COM) – Dave Granucci
Goldrush (GR) – Rick Lewis
Hawks (HNU) – Dennis Jones
Olympic Club (OC) – Mit Winter
Run & Gun (RUN) – Jimmy McEvoy
San Francisco State University (SF) – Bill Treseler / John Weber
Silver Screen (SIL) – Jon Granucci
Sonoma State University (SSU) – Rich Shaywitz
Warriors (W) – Justin Holmes

SCHEDULE

June 17th

6PM – COM vs SSU
7PM – HNU vs OC
8PM – SIL vs RUN

June 24th

6PM – W vs HNU
7PM – SF vs SIL
8PM – OC vs SSU

July 1st

6PM – SF vs COM
7PM – SIL vs CAL
8PM – GR vs HNU

July 8th

6PM – SF vs CAL
7PM – SIL vs W
8PM – SSU vs RUN

July 15th

6PM – SF vs HNU
7PM – COM vs OC
8PM – GR vs RUN

July 22nd

6PM – CAL vs SSU
7PM – SF vs W
8PM – SIL vs OC

June 18th

6PM – HNU vs COM
7PM – RUN vs W
8PM – GR vs SF

June 25th

6PM – W vs SSU
7PM – COM vs SIL
8PM – CAL vs GR

July 2nd

6PM – HNU vs SSU
7PM – RUN vs OC
8PM – W vs GR

July 9th

6PM – SF vs RUN
7PM – W vs OC
8PM – HNU vs CAL

July 16th

6PM – CAL vs RUN
7PM – SIL vs SSU
8PM – COM vs GR

July 23rd

6PM – COM vs CAL
7PM – HNU vs RUN
8PM – SIL vs GR

July 29th

6PM – COM vs RUN

7PM – CAL vs OC

8PM – SIL vs HNU

July 30th

6PM – COM vs W

7PM – SF vs OC

8PM – SSU vs GR

August 5th

6PM – CAL vs W

7PM – SF vs SSU

8PM – GR vs OC

August 6th – Playoffs – Elite Eight

5:30PM – 4th Place vs 5th Place

6:30PM – 3rd Place vs 6th Place

7:30PM – 2nd Place vs 7th Place

8:30PM – 1st Place vs 8th Place

August 12th – Final Four

7PM – Winner of 2/7 Game vs Winner of 3/6 Game

8PM – Winner of 1/8 Game vs Winner of 4/5 Game

August 13th - Championship

7PM – Championship Game

LEAGUE RULES

All games will consist of two 20-minute halves. The clock will not be stopped until the last minute of the first half and the last three minutes of the second half. During these times, the clock will stop on all dead ball situations.

Tie games will be settled by 2-minute overtime periods, commencing one minute after regulation, or one minute after the previous overtime period in the event of multiple overtimes.

Should a team have a lead of 15 or more points, the clock will not stop.

Each team shall have three timeouts per game. Only two timeouts total may be used in the second half. Each team shall have one additional timeout per overtime period. Timeouts from regulation do not carryover to overtime periods.

On any timeout called in the backcourt, that team may elect to inbound the ball at the 28-foot line in the frontcourt. If a team elects to inbound from this position, they must inbound the ball into the frontcourt.

Teams must bring the ball from the backcourt into the frontcourt within eight seconds of inbound the ball.

Bonus free throw shooting shall begin on the seventh team foul, at which time a one-and-one will be shot. Double bonus (automatic two shots) shall begin on the tenth team foul.

During the last three minutes of regulation, in the event that a team has less than five team fouls, they will be viewed as having five team fouls, meaning it takes two fouls for them to reach the seventh team foul and corresponding bonus free throw shooting.

No Hack-A-Shaq – An intentional foul may be called for fouling off the ball, with the intent of sending a certain player to the free throw line.

Players are disqualified following their fifth personal foul of the game.

Players are disqualified following their second technical foul of the game. A technical foul counts towards the maximum five personal fouls.

A technical foul shall result in an automatic one point for the opposing team, one free throw for the opposing team, and the ball being returned to the point of interruption.

Any player receiving two technical fouls in one game will be banned from competing in their team's next game.

Any fighting will not be tolerated and will lead to that player's ejection from the league for the remainder of their team's games (including playoffs).

Any disputes shall be voted on and handled by the three-person league committee.

All teams must wear numbered jerseys of roughly the same color.

Players must participate in a minimum of 2 of their team's 5 regular season games to be eligible for the playoffs.

A forfeit will result whenever a team does not have 5 players on the court, ready to play, within five minutes of their scheduled game time.

Teams forfeiting games may be banned from future Jerry McIntosh Summer Leagues.

UNIFORMS

Teams supply their own uniforms. Please bring WHITE and DARK jerseys/shirts to each game.

COST

\$600 Per Team, due the FIRST WEEK of the league. Teams may pay in cash or via check, made payable to Jordan Moss.

