

Jerry Mac Summer League

Tamalpais High School

Summer 2010



www.JerryMacFund.com

TEAMS

Cal Maritime Academy (CAL)

Bryan Rooney
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College of Marin (COM)

Dave Granucci
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Gold Rush (GR)

Rick Lewis
rick@grjewelers.com

Hawks (HNU)

Dennis Jones
JONES@hnu.edu

Olympic Club (OC)

Mit Winter
MittyW5M@aol.com

Run & Gun (RUN)

Jimmy McEvoy
jimballer@aol.com

San Francisco State University (SF)

John Weber
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Silver Screen (SIL)

Tom Poser
Thomas.Poser@am.jll.com

Sonoma State University (SSU)

Rich Shayewitz
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Warriors (W)

Justin Holmes
justinholmes.tech@gmail.com

COMMISSIONER

Jordan Moss

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UNIFORMS

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

COST

\$625 Per Team, due the **FIRST WEEK** of the league. Teams may pay in cash or via check, made payable to Jordan Moss. All fees are used to directly cover our actual costs. This league is maintained with the sole purpose of honoring and paying homage to Jerry Mac, and is a non-profit venture.

SCHEDULE

June 11th

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

June 15th

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

June 24th

6PM – SSU vs COM
7PM – SIL vs OC
8PM – GR vs SF

July 1st

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

July 8th

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

July 15th

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

July 22nd

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

July 28th

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

July 29th – 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 2nd – 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 3rd – Championship

7PM – Championship Game

June 14th

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

June 23th

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

June 30th

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

July 7th

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

July 14th

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

July 21st

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

July 26th

6PM – SIL vs W
7PM – RUN vs OC
8PM – CAL vs GR

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 inbounding 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.

