Duarte Summer Classic

Pool A: Pool B:
La Canada   GT Thunder
Orangewood Academy   Harvard Westlake
Upland   Redondo
Walnut   Rowland

Pool C: Pool D:
Alhambra   North Holllywood
Arroyo   Providence
San Dimas   Rosemead
Temple City   West Ranch

Friday June 16th

Duarte High School   Northview Intermediate

12:00 Saugus vs. Arroyo
1:00   Orangewood vs. Upland   1:00   Walnut vs. La Canada
2:00   Saugus vs. Temple City   2:00   Alhambra vs. Arroyo
3:00   Orangewood vs. La Canada   3:00   Walnut vs. Upland
4:00   San Dimas vs. Temple City   4:30   Harvard Westlake vs. Thunder
5:00   Providence vs. Rosemead   5:30   San Dimas vs. Alhambra
6:00   North Hollywood vs. West Ranch 6:30   Harvard Westlake vs. Rowland
7:00   Redondo vs. GT Thunder   7:30   Providence vs. West Ranch
8:00   North Hollywood vs. Rosemead   8:30   Redondo vs. Rowland

Saturday June 17th

Duarte High School

10:00 San Dimas vs. Arroyo
11:00 Saugus vs. North Hollywood
12:00 San Dimas vs. Providence
1:00 Saugus vs. Rosemead
2:00 La Canada vs. Upland
3:00 Temple City vs. Alhambra
4:00 Harvard Westlake vs. Upland
5:00 GT Thunder vs. Rowland
6:00 Harvard Westlake vs. Redondo
7:00 GT Thunder vs. Walnut
8:00 Orangewood vs. Rowland
9:00 Orangewood vs. Walnut

Northview Intermediate

12:00 Temple City vs. Arroyo
1:00 West Ranch vs. Alhambra
2:00 N. Hollywood vs. Providence
3:00 West Ranch vs. Rosemead
4:00 La Canada vs. Redondo

Sunday June 18th

Duarte High School

9:00   C4 vs. D4
10:00 C3 vs. D3
11:00 C2 vs. D2
12:00 C1 vs. D1
1:00   A4 vs. B4
2:00   A3 vs. B3
3:00   A2 vs. B2
4:00   A1 vs. B1

Tournament Rules

We will play 20 minute running time halves. The last 2 minutes of the game will be stop time **if the score differential is 10 points or less.**

The first overtime will be 2 minutes stop time. Subsequent overtimes will be 1 minute stop time.

Each team will receive 1 full and 1 30 second time out in each half.   One extra time-out will be granted for overtime – regardless of the number of overtime periods.

 Players will foul out on their **6th personal foul**. Bonus will be shot on the 7th team foul and double bonus on the 10th team foul.

In order to speed up the game and to get more actual playing time we will use the following rule:

All free throw situations except those in the stop time portion of the game will be 1 for 2. That is, only 1 shot will be attempted and it will be worth two points. If it is a 3-shot situation, the first free throw will be worth 1 point and the second worth 2 points. Obviously, if a foul occurs on a made basket the ensuing free throw will be worth only 1 point. Regular free throws will be shot during the stop time portion of the game.

Determining Pool Play Standings

In the event of a two-way tie, the head-head winner will be the pool champion.

In the event there is a three-way tie in the pool standings, the following criteria will be used to break the tie:

Point differential among the tied teams

Example:

Team A defeats Team B by 10 points and loses to Team C by 5 points. Team B defeats Team C by 2 points.

Team A has a point differential of (+5) points.
Team B has a point differential of (-8) points.
Team C has a point differential of (+3) points

Team A would be Pool #1
Team B would be Pool #2
(although they have the lowest point differential, they defeated Team C head to head)
Team C would be Pool #3

If all teams are still tied, a coin flip will be held. The "odd" coin will win the pool.