



BASKETBALL

**PACIFICA HIGH SCHOOL
JV SUMMER TOURNAMENT
JUNE 26TH AND 27TH**



BASKETBALL

Pool A

Agoura
Santa Paula
Camarillo

Pool B

Buena
Oaks Christian
Pacifica

Pool C

Malibu
Oxnard
Ventura

Pool D

Santa Barbara
Santa Clara
Westlake

Friday June 26, 2009

Time	Visitor Team	vs. Home Team	Court	Game
3:00 PM	Agoura	vs. Santa Paula	Main	1
3:00 PM	Oaks Christian	vs. Buena	Side	2
4:00 PM	Oaks Christian	vs. Pacifica	Main	3
4:00 PM	Agoura	vs. Camarillo	Side	4
5:00 PM	Santa Paula	vs. Camarillo	Main	5
5:00 PM	Pacifica	vs. Buena	Side	6
6:00 PM	Ventura	vs. Oxnard	Main	7
6:00 PM	Westlake	vs. Santa Clara	Side	8
7:00 PM	Westlake	vs. Santa Barbara	Main	9
7:00 PM	Ventura	vs. Malibu	Side	10
8:00 PM	Oxnard	vs. Malibu	Main	11
8:00 PM	Santa Clara	vs. Santa Barbara	Side	12

Saturday June 27, 2009

Time	Visitor Team	vs. Home Team	Court	Game
10:00 AM	Pool D #3	vs. Pool C #3	Main	13
10:00 AM	Pool B #3	vs. Pool A #3	Side	14
11:00 AM	Winner Game 13	vs. Winner Game 14	Main	15
11:00 AM	Loser Game 13	vs. Loser Game 14	Side	16
12:00 PM	Pool D #2	vs. Pool C #2	Main	17
12:00 PM	Pool B #2	vs. Pool A #2	Side	18
1:00 PM	Pool D #1	vs. Pool C #1	Main	19
1:00 PM	Pool B #1	vs. Pool A #1	Side	20
2:00 PM	Winner Game 17	vs. Winner Game 18	Main	21
2:00 PM	Loser Game 17	vs. Loser Game 18	Side	22
3:00 PM	Winner Game 19	vs. Winner Game 20	Main	23
3:00 PM	Loser Game 19	vs. Loser Game 20	Side	24

Winner of Game 23 is the tournament champion

Tournament Format

1-2-team pool play. Each team will play the other 2 teams in their pool. Each team will be re-pooled based on their win/loss records. Ties will be broken by head to head play. Multiple way ties will be broken by fewest points allowed.

Game Rules

Two 20 minute halves. One 2 minute overtime followed by sudden death. Clock stops and regular CIF rules apply the last two minutes of the game if the point differential is 10 or less. Shooting fouls or 10 foul bonus is 1 free-throw worth 2 points. A foul on a 3 point shot is 1 free throw worth 3 points. 1 Technical foul results in player and/or coach removal from game. **Timeouts:** 1 full and 2 30's. May only use 2 timeouts per half.