

Hustlin' Eagle Fall Frosh/JV Shootout - Saturday, October 2nd

Sat 10/2	G#	<u>Clovis West Ct #1</u> <u>West Gym</u>	G#	<u>Clovis West Ct #2</u> <u>West Gym</u>	G#	<u>Clovis West Ct #3</u> <u>East Gym</u>
9:00	1	Hustlin' Eagles vs Sic' Em Bears Red - JV	2	Stampede vs Blue Line - JV		-----
9:55	3	Squires vs Sic' Em Bears Blue - JV	4	Wolfpack vs Merced - JV		-----
10:50	5	Winner G#1 _____ vs G#2 _____	6	Loser G#1 _____ vs G#2 _____		-----
11:45	7	Winner G#3 _____ vs G#4 _____	8	Loser G#3 _____ vs G#4 _____		-----
12:40	A	Hustlin' Eagles vs Stampede - Frosh	B	Nemesis vs Blue Line - Frosh		-----
1:35	9	Loser G#6 _____ vs G#8 _____	10	Loser G#6 _____ vs G#8 _____	C	Hustlin' Eagles vs Wolfpack - Frosh
2:30	11	Winner G#5 _____ vs G#7 _____	12	Loser G#5 _____ vs G#7 _____	D	Nemesis vs Stampede - Frosh
3:25	E	Hustlin' Eagles vs Nemesis - Frosh	F	Wolfpack vs Blue Line - Frosh		-----
4:15	G	Hustlin' Eagles vs Blue Line - Frosh	H	Wolfpack vs Stampede - Frosh		-----

GAME RULES: Be there at least 10 minutes before game time. Games will start 5 minutes early if ahead of schedule. 3 Timeouts per game (must use or lose one in 1st half.)
 Fouled on missed 2-pointer - 1 point & 1 FT. Fouled on missed 3 pointer - 1 point and 1 FT for 2. Fouled on shot and basket good will be either 3 or 4 points (no FTs shot).
 7th-9th team foul if common will be 1 FT for 2 points. 10th foul & on will be 1 point & 1 FT. No foul outs. Last 2 minutes if 10 or below it is a regular game with exception of Sportsman Technical (automatic 2 points, ball, & player sits 5 minutes). ***If inside last 2 minutes 2nd team foul during last 2 results in 1 and 1 if under foul limit (new rule).***