

SHOWCASE

■ GAME FORMAT

CLOCK RULES

- Two **16-minute halves**
- Clock **stops on all dead balls**
- At the **4:00 mark of 2nd half**, clock turns off — **Elam Ending begins**
- Halftime = **2 minutes**

■ THE ELAM ENDING — NO CLOCK · NO STALLING · PLAY TO WIN

■ ELAM ENDING APPLIES (lead of 15 or fewer)

At the **4:00 mark of the 2nd half**, if the margin is **15 points or less**, the clock stops permanently. A **target score** is set: **leading team's score + 8**. The **first team to reach the target score wins**. No stalling. No cheap fouls. Every possession matters.

EXAMPLE	
Team A (Leading)	50
Team B (Trailing)	46
+8 to leader	+8
Target Score	58
<i>First to 58 wins — both teams can still win</i>	

■ FOUL RULES

PERSONAL & TEAM FOULS

- Each player gets **5 fouls** — **fouled out on the 5th**
- Team bonus: **1-and-1 at 8 team fouls**
- **No double bonus** in this format

TECHNICAL FOULS

- Tech foul = **automatic 2 points + possession** for opposing team
- Coach receiving a tech **must sit for remainder of game**

■ TIMEOUTS & WRISTBANDS

TIMEOUTS

- **3 timeouts** per team, per game
- All timeouts are **60 seconds**

WRISTBANDS

- **3 wristbands** per team: 2 coaches + 1 scorekeeper
- Each team **must provide a scorekeeper**

■ ELAM BYPASS (lead of 16 or more)

If the leading team is **up by 16 or more points** at the 4:00 mark, the **Elam Ending does NOT apply**.

The game continues with the **regular stopped clock** for the remaining 4 minutes.

If a comeback is going to happen — it has to happen the hard way.

AT 4:00 — WHAT HAPPENS?	
Lead is 15 pts or fewer	Elam Ending
Lead is 16 pts or more	Stopped clock continues

■ OPERATIONS

HOME TEAM

- Team listed **first (top)** in the matchup = **HOME team**
- Home team wears **WHITE jerseys**

SCOREKEEPER

- Each team must supply a scorekeeper — receives **1 wristband**

■ **CONDUCT REMINDER:** *West Michigan Premier expects all coaches, players, and fans to model sportsmanship at all times.*