

1939



2016

**THE AMERICAN LEGION
BOYS STATE
OF
VIRGINIA**

**74th SESSION
RADFORD UNIVERSITY
RADFORD, VIRGINIA
JUNE 19-25, 2016**

**ATHLETIC ACTIVITIES
Angie Edwards - Director
Virginia Boys State Sports Program**

Welcome to Radford University! We hope you have an active, safe, and enjoyable week.

Basketball will take place in the Recreation and Wellness Center on the main level.

Volleyball will take place in the Recreation and Wellness Center. Courts will be on the main level of the basketball courts.

Soccer will take place on the lower level's MAC court or Intramural Field.

Bowling and Billiards will take place in the Bonnie Hulbert Center game room.

Flag Football will take place on the Intramural Fields.

Frisbee Golf- will take place on the Intramural Fields

Post activity showers should be taken in the residence halls since towels are not provided at RU.

First Aid is provided by Boy's State in the nurse's station located in Tyler Hall 125-131. Phone number 540-226-0258, Nurse Gene.

No sporting equipment will be issued for leisure play that is not a part of the organized events.

We hope that you compete to win and have fun at the same time. Remember sportsmanship is very important in athletic events and you should respect your opponents in victory and defeat. Have a great week.

Lastly, if you or counselors need to contact me for any reason my cell phone number is: 540-320-6690 and my email address is: edwardsas@concord.edu

Respectfully,
Angie Edwards
Director

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THE AMERICA LEGION BOYS STATE OF VIRGINIA

CITY	COUNSELOR IN CHARGE	COUNSELOR	COUNSELOR	CAMPUS LOCATION	TELEPHONE EXTENSION
BURKE – South					
HENRY – South					
EISENHOWER East					
JACKSON – West					
BRADLEY - North					
JAMES - North					
LEE - North					
MacARTHUR – South					
MARSHALL - East					
MAURY - West					
NIMITZ- East					
PATTON - West					
PERSHING- North					
PULLER - West					
STUART - South					
WASHINGTON - East					

SPORTS PROGRAM INFORMATION

Eligibility Rule

An individual can be on any team within his city. An individual cannot play for a city other than his own.

Team Sport Entry Deadline

The intent of the daily roster is to afford all citizens the opportunity to participate in daily recreational activities. All team sport rosters must be turned in to the Scorekeeper before play begins each day. It is the responsibility of each city's Athletic Director and Counselors to complete the rosters. Make sure to grab the roster from the scorekeeper after your city's contest.

Singles Tournaments

Singles competition in Billiards will be held at the Bonnie Hulbert Student Center along with Bowling. Individuals on a team roster are eligible to play in singles tourneys. Players should meet at the tourney site on Monday. **Each city is limited to two entries in the Billiards tournament.**

Shoes with cleats are not allowed in any sports events

Football, Soccer, and Frisbee Golf

Football and Soccer will be played at the Student Outdoor Recreation complex that is located at 309 East Main Street between Burlington St. and Whitehall St. off of Main St. it is approximately 4 blocks east of the main campus.

Rain

Outdoor games will be canceled if there is a steady rain beyond a drizzle or there is lightening near enough to be seen. If canceled, a game will be made up the following day using an abbreviated half game plan prior to the regularly scheduled games for that day. In the event of make-up games, the scheduled games will also be played as half games as indicated. (Note: Sudden victory contests will be used if cancellation warrants.)

<u>Sport</u>	<u>Length of Play</u>
Soccer	2 - 12-minute halves
Flag Football	2 - 10 minute halves

The decision to play or not to play due to rain is not made until 2 p.m. If the games are still on at 2 p.m. but it begins to rain after 2 p.m., the decision is made on the field at game time. The supervisor, NOT **COACHES**, determine if games will be played.

TEAM ROSTER INFORMATION

ACTIVITY	MINIMUM ON TEAM	MAXIMUM ON TEAM DAILY
Basketball	3	3
Flag Football	5	5
Volleyball	5	5
Tennis	2	2
Bowling	2	2
Soccer	6	6
Table Tennis	2	2

Friday will be a make-up day for inclement weather and championship games.

**BOYS STATE
SPORTS RESULTS**

Day: _____ Date: _____

Activity	City	Score	Sportsmanshi p		City	Score	Sportsmanshi p
Basketball				V S			
				V S			
				V S			
				V S			
Football				V S			
				V S			
				V S			
				V S			
Soccer				V S			
				V S			
				V S			
				V S			

Day: _____

Date: _____

Activity	City	Score	Sportsmanshi p		City	Score	Sportsmanship
Volley ball				V S			
				V S			
				V S			
				V S			
Tennis				V S			
				V S			
				V S			
				V S			

**BOYS STATE
SPORTS RESULTS**

Day: _____ Date: _____

Activity	City	Score	Sportsmanshi p		City	Score	Sportsmanshi p
Basketball				V S			
				V S			
				V S			
				V S			
Football				V S			
				V S			
				V S			
				V S			
Soccer				V S			
				V S			
				V S			
				V S			

Day: _____ Date: _____

Activity	City	Score	Sportsmanshi p		City	Score	Sportsmanship
Volley ball				V S			
				V S			
				V S			
				V S			
Tennis				V S			
				V S			
				V S			
				V S			

Basketball

BOYS STATE BASKETBALL ROSTER

City: _____

Athletic Director: _____

Manager: _____

Dorm/Room: _____

Phone: _____

NAMES

1. _____

2. _____

3. _____

Maximum number on roster is 3.

Turn this roster in to the Scorekeeper before play begins each day.

BOYS STATE BASKETBALL SCHEDULE

Day	Time	Game#	Field	Home Team	Score	Team	Score
Monday	3:15	1	1	Jackson		Patton	
	3:15	2	2	Maury		Puller	
	3:55	3	1	Marshall		Washington	
	3:55	4	2	Eisenhower		Nimitz	
	4:40	5	1	Lee		Pershing	
	4:40	6	2	James		Bradley	
Tuesday	3:15	7	1	Henry		MacArthur	
	3:15	8	2	Stuart		Burke	
	3:55	9	1	WG1:		WG2:	
	3:55	10	2	WG3:		WG4:	
	4:25	11	1	WG5:		WG6:	
Wednesday	3:30	12	1	WG7:		WG8:	
	3:30	13	2	LG1:		LG2:	
	3:30	14	1	LG3:		LG4:	
	4:20	15	2	LG5:		LG6:	
	5:00	16	1	LG7:		LG8:	

West Division	Won	Lost	PCT
Jackson			
Patton			
Maury			
Puller			
East Division	Won	Lost	PCT
Marshall			
Washington			
Eisenhower			
Nimitz			
NORTH DIVISION	Won	Lost	PCT
James			
Bradley			
Lee			
Pershing			
SOUTH DIVISION	Won	Lost	PCT
Henry			
MacArthur			
Stuart			
Burke			

Thursday

3:30 Court 1

NORTH DIVISION:

SOUTH DIVISION:

3:30 Court 2

WEST DIVISION:

EAST DIVISION:

4:30
Court 1

Championship

BOYS STATE BASKETBALL RULES

NATIONAL FEDERATION (VHSA) BASKETBALL RULES APPLY WITH THE
FOLLOWING EXCEPTIONS:

Players

- 3 per team.
- Maximum is 3 per roster.

- 2 per game
- 1 minute each

Length of Game

- 2 fifteen minute halves
- 3 minutes between halves.

Scoring

- Same as regulation VHSA.

Time - Outs

Continuous Clock

- The clock runs continuously except during the last two minutes of the game when it is stopped according to regulation rules. However, if one team is leading by 10 or more points, the clock will run continuously throughout the last two minutes.

Throw-Ins (In Bounding)

- The Olympic style pass-in rule will be used during continuous clock time. The team gaining possession of the ball is responsible for retrieving the ball and throwing it in from the designated area. The officials do not need to handle the ball prior to the throw-in along the side lines or baseline, except when it goes to a team under its own basket. In that instance, the official must handle the ball.

NOTE: The official should be giving a visual hand count during the throw in.

Tie Games

- An overtime period is 2 minutes with continuous **running of the clock**. If the game is still tied, a 2 minute **sudden** overtime will be played and the first team to score is the winner.

Disqualifications

- Any player guilty of flagrant rule violation concerning personal conduct or sportsmanship shall be immediately ejected from the game.

Fouls

- 3 per player per game
- On all fouls, except shooting fouls, the team that was fouled takes the ball out of bounds nearest to the spot where the foul occurred.
- If fouled during the act of shooting, 2 or 3 free throw attempts are awarded to the player that was fouled if the basket was missed and 1 attempt if the basket was made.
- During the last 2 minutes of play, all fouls result in the team which was fouled being awarded the designated number of free throws. A regulation one-shot foul will be one and one, regardless of the number of team fouls.
- Technical fouls are 2 free throws plus possession.
- Intentional fouls are 2 free throws plus possession.
- Flagrant fouls are 2 free throws, plus possession, and ejection of the player charged with the foul from the game.

Substitutions

- To substitute, a player must give his name and number to the scorekeeper. He should then wait to be summoned onto the floor by an official before an out-of-bounds pass-in.
- If a substitution follows a basket, is prior to a free throw, or is to be made during a time out the player does not have to wait to be called into the game.
- For games played on courts without center lines the mid-court line is designated by the "main court" free throw restraining line furthest from a team's goal.
- The 28 foot line will be marked with tape near the sideline.

Backboards

- The ball is dead when it passes directly over the backboard from any direction. However, a ball hitting the side or top of a rectangular backboard and falling in front of the board is in play.

NO HANGING ON THE RIM

Comments and Notes

- The player in control is guarded closely when an opponent is in a guarding stance less than 6 feet from the player.
- After a 5 second count is reached and the ball has been closely guarded the defensive team is awarded the ball out of bounds.
- When a player starts a dribble in the forecourt, a new 5 second count begins if the player ends the dribble anywhere in the front court or holds the ball.
- The official **should handle the ball** after the 5 second call.
- Olympic "throw-ins" are not used in the event of the 5-second turn over.

FLAG FOOTBALL

BOYS STATE FLAG FOOTBALL ROSTER

City: _____

Athletic Director: _____

Counselor: _____

Dorm/Room: _____

Phone: _____

NAMES

1. _____

2. _____

3. _____

4. _____

5. _____

Maximum number on roster is 5.

Turn roster in to Scorekeeper before play begins each day.

BOYS STATE FLAG FOOTBALL SCHEDULE

Day	Time	Game #	Field	Home Team	Score	Team	Score
Monday	3:15	1	1	Patton		Puller	
	3:15	2	2	Jackson		Maury	
	4:05	3	1	MacArthur		Burke	
	4:05	4	2	Henry		Stuart	
	4:55	5	1	Lee		James	
	4:55	6	2	Bradley		Pershing	
Tuesday	3:15	7	1	Nimitz		Washington	
	3:15	8	2	Marshall		Eisenhower	
	4:05	9	1	WG1		WG2	
	4:05	10	2	WG3		WG4	
	4:55	11	1	WG5		WG6	
Wednesday	3:30	12	1	WG7		WG8	
	3:30	13	2	LG1		LG2	
	4:20	14	1	LG3		LG4	
	4:20	15	2	LG5		LG6	
	5:00	16	1	LG7		LG8	

West Division	Won	Lost	PCT
Jackson			
Patton			
Maury			
Puller			
East Division	Won	Lost	PCT
Marshall			
Nimitz			
Washington			
Eisenhower			
North Division	Won	Lost	PCT
James			
Bradley			
Lee			
Pershing			
South Division	Won	Lost	PCT
Henry			
MacArthur			
Stuart			
Burke			

North Division:

3:30 Field 1

East Division:

South Division

3:30 Field 2
West Division:

4:30 Field 1

BOYS STATE FLAG FOOTBALL RULES

NO CLEATS ARE ALLOWED.

PLAYERS

- 5 per team.
- Minimum is 5 on the field.
- Maximum is 5 per roster.

Length of Game

- 2 halves 10 minutes
- Clock will stop in the last minute of each half on dead balls
- Pass play following a punt counts as one down.
- Kickoff, punts, extra point plays and replays caused as a result of penalty do not count in the play total.

Time-outs

- 2 - 1 minute time-outs per half.

Scoring

- Touchdown: 6 points
- Extra point: 1 point from the 3 yard line.
2 points from the 10-yard line.
- Safety: 2 points plus possession at own 20 yard line.

Field

- 80 yards long, 40 yards wide
- 2 - 10 yard end zones
- Three 20 yard playing zones.

Equipment

- Jerseys must be tucked in.
- No excess equipment (i.e. arm guards, pads, etc.)

**NO CLEATS, NO HATS,
NO CHEWING GUM**

Tie Games

- Same as VHSA
- A coin toss will determine which team gets the choice of first or second try to score in 4 downs from the 1 yard line. If each team scores and gets the same extra point, resulting in a tie, the teams will repeat the play off strategy in reverse order.
- An interception during the tiebreaker nullifies offense's remaining downs.
- A team must score to win.

Substitutes

- Substitutes can be made only during a dead ball.

Possession

- Before a game and prior to overtime a coin will be tossed to determine ball possession and goal choice.

Start of Play

- The ball is put into play on the 20-yard line following a touchdown or half.

Downs

- The team has 4 downs to score or cross zone line (1st down is to the nearest white line.)
- The front point of the ball touching the closest edge of the line constitutes a first down.

Ball Ready for Play

- The ball is ready for play when the official places the ball down on the field.
- The offensive team must put the ball in play within 25 seconds after the official blows the whistle.

Passing

- All forward passes must be thrown from behind the line of scrimmage.
- The player has to have one foot in-bound for a legal catch.
- All players are eligible receivers.

End of Play

- The ball carrier is down when at least one flag is taken or one knee touches the ground.
- **THE DEFENSIVE PLAYER WHO PULLS THE FLAG FROM THE BALL CARRIER MUST HOLD THE PULLED FLAG IN THE AIR TO AID OFFICIALS IN CALLING THE PLAY.**
- The ball carrier may not be pushed, blocked, or tackled.
- The ball carrier may not use any part of his body to prevent having a flag pulled (i.e. lowering head, straight arming, and use of arm to shield the flag.)
- The ball carrier must avoid the defensive man. He may not run through, hurdle, or dive over him.
- The ball carrier is not down if he maintains balance by placing one hand on the ground.

Power Sweeps

- Power sweeps are not allowed. No more than one teammate may immediately precede the ball carrier as he runs, however, any number of teammates may position themselves ahead of the ball carrier's intended route and block opponents as the ball carrier arrives in the area.
- No running plays from the line of scrimmage.
- **QUARTERBACK SNEAKS ARE ALSO ILLEGAL. The quarterback is not allowed to run.**

Blocking and Stance

- No 3 or 4 point stance is permitted except by the center.

- The only allowable form of blocking is arm blocking. The elbows of the blocker must be entirely outside the shoulders, the hands must grasp the shirt at chest height, and the forearms should be approximately parallel to the ground in the same horizontal plane and extended no more than 45 degrees from the body of the blocker. The blocker's hands may not be locked, nor may the blocker swing, throw, or flip his elbow or forearm so it is moving faster than his shoulder at the time of contact. The blocker may not initiate contact with the arm or hand above the opponent's shoulder.
- The blocker must not leave his feet and must remain standing after the block. Blocking cannot come from behind. Cross body or crab blocking is not allowed. **THESE ARE ALL EXTREMELY DANGEROUS AND ILLEGAL.**
- The players on defense may use open palms only to push and shove to get the ball or runner. They may not tackle or hold players. The defense cannot leave his feet to get the flag.
- The official shall call unnecessary roughness when any player, offensive or defensive, uses rough tactics he considers unnecessary in the accomplishment of his legitimate purpose.
- A teammate may not block for a ball carrier or intended pass receiver more than 5 yards downfield from the line of scrimmage.

Unintentional Whistle

- If an official unintentionally blows the whistle on an offensive play, the offensive team may:
 1. Take the ball where it was when the whistle was blown and maintain the corresponding down counts.
 2. Take the down over from the original line of scrimmage.
- If an official unintentionally blows the whistle on a defensive play, (i.e. punt return, interception) the ball is declared dead at the spot where the ball was when the whistle was blown.

Rushing the Quarterback

- The official will count out loud to 5 before the defense will be allowed to rush.
- After 10 seconds the ball will be whistled dead if it has not been thrown.

FLAG FOOTBALL PENALTIES

	DISTANCE	LOSS OF DOWN	WHERE MARKED
OFFENSIVE			
Offside	5 yards	no	previous spot
Motion	5 yards	no	previous spot
Holding	10 yards	Yes	previous spot
Intentional Grounding	5 yards	Yes	previous spot
Clipping	10 yards	No	previous spot
Illegal Procedure	5 yards	no	previous spot
Pass interference	10 yards	Yes	previous spot
Tripping, Forearms, Kicking, Kneeing	10 yards	Yes	previous spot
Guarding Flags	5 yards	yes	spot of foul

Illegal Forward Pass	5 yards	Yes	previous spot
Delay of Game	5 yards	no	spot of foul
Hurdling, Diving	5 yards	No	spot of foul
Illegal Blocking	5 yards	no	spot of foul
Failing to avoid a person trying to remove a flag	5 yards	Yes	previous spot
DEFENSIVE			
Offsides	5 yards	no	previous spot
Holding	10 yards	auto 1 st	spot of foul
Pass Interference	10 yards	auto 1 st	spot of foul
Tripping, forearms, kicking, kneeing, hand slapping	10 yards	No	previous spot if behind the line of scrimmage
Illegal procedure	5 yards	no	spot of foul if beyond the line of scrimmage
Tackling, knocking ball carrier out of bounds	10 yards	no	spot of foul if beyond the line of scrimmage
Intentional pull of flag from non-ball carrier	5 yards	no	spot of foul if beyond the line of scrimmage
Suspension			
Unsportsmanlike conduct, flagrant acts	10 yards	no	point ball is marked after play is completed

VOLLEYBALL

BOYS STATE VOLLEYBALL ROSTER

City: _____

Athletic Director: _____

Manager: _____

Dorm/Room: _____

Phone: _____

NAMES

1. _____

2. _____

3. _____

4. _____

5. _____

Maximum number on roster is 5.

Turn roster in to Scorekeeper before play begins each day.

BOYS STATE VOLLEYBALL RULES

1. A Match consists of the best 2 out of 3 games.
2. Two thirty second time outs per game.
3. Games 1 and 2 are played to 21. If needed, game 3 shall be played to 15. A team must win by a minimum of 2 points.
4. If a serviced ball is still completely above the height of the net, it may not be blocked or returned directly to the opponent's court.
5. Substitutions are unlimited. However, the re-entering player shall assume the original position in the serving order in relation to other teammates. (This is similar to being "locked" into the batting order in baseball.)

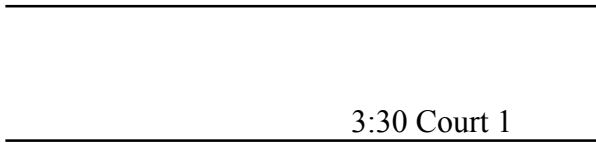
BOYS STATE VOLLEYBALL SCHEDULE

Day	Time	Field	Game #	Home Team	Score	Team	Score
Monday	3:15	1	1	Jackson		Puller	
	3:15	2	2	Patton		Maury	
	4:05	1	3	Marshall		Nimitz	
	4:05	2	4	Washington		Eisenhower	
	4:55	1	5	Henry		Burke	
	4:55	2	6	Stuart		MacArthur	
Tuesday	3:15	1	7	James		Pershing	
	3:15	2	8	Bradley		Lee	
	4:05	1	9	WG1		WG2	
	4:05	2	10	WG3		WG4	
	4:55	1	11	WG5		WG6	
Wednesday	3:30	1	12	WG7		WG8	
	3:30	2	13	LG1		LG2	
	4:20	1	14	LG3		LG4	
	4:20	2	15	LG5		LG6	
	5:00	1	16	LG7		LG8	

WEST DIVISION	Won	Lost	PCT
Jackson			
Patton			
Maury			
Puller			
EAST DIVISION	Won	Lost	PCT
Marshall			
Washington			
Nimitz			
Eisenhower			
NORTH DIVISION	Won	Lost	PCT
James			
Bradley			
Lee			
Pershing			
SOUTH DIVISION	Won	Lost	PCT
Henry			
MacArthur			
Stuart			
Burke			

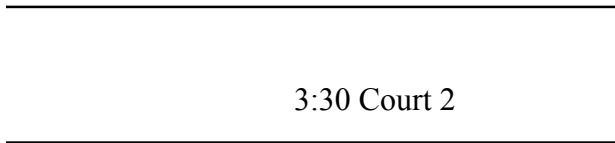
Thursday

North Division:



West Division:

South Division



East Division:

Court 1 4:30

BOWLING

**BOYS STATE
BOWLING ROSTER**

City: _____

Athletic Director: _____

Manager: _____

Dorm/Room: _____

Phone: _____

NAMES

1. _____

2. _____

Maximum number on roster is 2 .

Turn roster in to Scorekeeper before play begins on **Monday**.

BOYS STATE BOWLING RULES

Game

- Each game will be 10 frames
- Each player will bowl 10 frames
- Players will bowl one game in the assigned lane
- Each player's score will be added together to get final team score
- Teams will keep a running tally of total pins throughout the week
- Teams may bowl with 3 and a score of 100 will be given for absent player

1. When arriving to the bowling alley ask for shoes
2. Find your team's lane
3. Bowl
4. Return shoes to the counter when your game is complete
5. DO NOT LEAVE ALLEY WITH BOWLING SHOES ON

BOWLING SCHEDULE

DAY	GAME	LANE	TIME	TEAM	SCORE
Monday	1	1	3:30	Burke	
	2	2	3:30	Henry	
	3	3	3:30	Eisenhower	
	4	4	3:30	Jackson	
	5	5	3:30	Bradley	
	6	6	3:30	James	
	7	7	3:30	Lee	
	8	8	3:30	MacArthur	
	9	1	4:15	Marshall	
	10	2	4:15	Maury	
	11	3	4:15	Nimitz	
	12	4	4:15	Patton	
	13	5	4:15	Pershing	
	14	6	4:15	Puller	
	15	7	4:15	Stuart	
	16	8	4:15	Washington	
Tuesday	17	1	3:30	Marshall	
	18	2	3:30	Maury	
	19	3	3:30	Nimitz	
	20	4	3:30	Patton	
	21	5	3:30	Pershing	
	22	6	3:30	Puller	
	23	7	3:30	Stuart	
	24	8	3:30	Washington	
	25	1	4:15	Burke	
	26	2	4:15	Henry	
	27	3	4:15	Eisenhower	
	28	4	4:15	Jackson	
	29	5	4:15	Bradley	
	30	6	4:15	James	
	31	7	4:15	Lee	
	32	8	4:15	MacArthur	
Wednesday	33	1	3:30	Burke	
	34	2	3:30	Henry	
	35	3	3:30	Eisenhower	

	36	4	3:30	Jackson	
	37	5	3:30	Bradley	
	38	6	3:30	James	
	39	7	3:30	Lee	
	40	8	3:30	MacArthur	
	41	1	4:15	Marshall	
	42	2	4:15	Maury	
	43	3	4:15	Nimitz	
	44	4	4:15	Patton	
	45	5	4:15	Pershing	
	46	6	4:15	Puller	
	47	7	4:15	Stuart	
	48	8	4:15	Washington	
Thursday	49	1	3:30	Marshall	
	50	2	3:30	Maury	
	51	3	3:30	Nimitz	
	52	4	3:30	Patton	
	53	5	3:30	Pershing	
	54	6	3:30	Puller	
	55	7	3:30	Stuart	
	56	8	3:30	Washington	
	57	1	4:15	Burke	
	58	2	4:15	Henry	
	59	3	4:15	Eisenhower	
	60	4	4:15	Jackson	
	61	5	4:15	Bradley	
	62	6	4:15	James	
	63	7	4:15	Lee	
	64	8	4:15	MacArthur	

City	Total Score
Burke	
Henry	
Eisenhower	
Jackson	
Bradley	
James	
Lee	
MacArthur	
Marshall	
Maury	
Nimitz	
Patton	
Pershing	
Puller	
Stuart	
Washington	

Billiards

BOYS STATE Billiards ROSTER

City: _____

Athletic Director: _____

Manager: _____

Dorm/Room: _____

Phone: _____

NAMES

1. _____

2. _____

Maximum number on roster is 2.

All participants must show up on Monday for the seeding meeting.

Turn roster in to Scorekeeper before play begins on **Monday.**

BILLARDS SCHEDULE

<u>DAY</u>	<u>GAME</u>	<u>COURT</u>	<u>TIME</u>	<u>TEAM</u>	<u>SCORE</u>	<u>TEAM</u>	<u>SCORE</u>
Monday	1	1	3:30				
	2	2	3:30				
	3	3	3:30				
	4	4	3:30				
	5	5	3:30				
	6	6	3:30				
	7	7	3:30				
	8	1	4:15				
	9	2	4:15				
	10	3	4:15				
	11	4	4:15				
	12	5	4:15				
	13	6	4:15				
	14	7	4:15				
Tuesday	15	1	3:30				
	16	2	3:30				
	17	3	3:30				
	18	4	3:30				
	19	5	3:30				
	20	6	3:30				
	21	7	3:30				
	22	1	4:15				
	23	2	4:15				
	24	3	4:15				
	25	4	4:15				
	26	5	4:15				
	27	6	4:15				
	28	7	4:15				
Wednesday	29	1	3:30				
	30	2	3:30				
	31	3	3:30				
	32	4	3:30				
	33	5	3:30				
	34	6	3:30				
	35	1	4:15				
	36	2	4:15				
	37	3	4:15				
	38	4	4:15				
Thursday	39	1	3:30				
	40	2	3:30				
	41	6	4:15				
Friday	CHALLENGE MATCHES						

BOYS STATE 8-BALL TOURNAMENT RULES

BILLARDS 8-BALL

OBJECT OF THE GAME

8-Ball is played with a cue ball and fifteen object balls, numbered 1 through 15. Balls 1–7 are solid colors and commonly referred to as “low balls”, and balls 9–15 are striped and commonly referred to as “high balls.” One player must pocket balls of solid colors, while the other player must pocket the striped balls. The player who pockets their entire group and then legally pockets the 8-ball wins the game.

1. Rack Your Own- Breaking player shall be responsible for providing himself/herself a legal and solid rack.

2. BREAK SHOT-For the break shot to be legal, the breaker (with the base of the cue ball placed anywhere behind the head string) must either pocket a number ball or drive at least four (4) number balls to one or more rails. No ball is called, and the cue ball is not required to hit any particular object ball first. If the breaker fails to make the legal break requirement, the balls will be re-racked and the opponent shall have the option of breaking, or requesting the offending player to break again. **(8-BALL POCKETED ON THE BREAK Win Game) Lose Game if 8-Ball is pocketed on a break and a foul also occurs or 8-Ball comes to rest off the pool table.**

OPEN TABLE-The table is always open immediately after the break shot. The player’s designated group (solids or stripes) will not be determined until a player legally pockets a called object ball. The table is considered an “open” table when the choice of groups (solid or stripes) has not yet been determined. When the table is open, it is legal to hit one group of balls in order to pocket another ball from the opposite group.

NOTE: The 8-ball may be utilized in a combination as long as it is not struck first; this action would result in a foul.

3. CALL POCKET

In Call Pocket, it is encouraged that all balls be specified along with their intended pocket. However obvious balls and their respective pockets do not have to be specified. Any bank shot (object ball to rail), kick shot (rail(s) to object ball), or combinations (2 or more balls from either group) must be called to their designated pocket, or they are considered a miss.

BALL IN HAND FOUL PENALTIES-When a player commits a ball in hand foul, he/she must relinquish his/her turn at the table. The incoming player may now place the cue ball anywhere on the table to start his/her inning. If a player commits more than one foul on one shot, only one foul will be called. A player must make sure he/she has ball in hand before touching the cue ball.

Cue Ball Fouls Only- Touching the cue ball: Touching or causing even the slightest movement of the cue ball (other than a normal shot), even accidentally, is a foul). Touching a moving object ball: Touching a moving object ball or allowing a moving ball to hit a foreign object is a ball in hand foul. If the accidental movement of a ball(s) results in the disturbed ball(s) being struck by any moving balls in play, it results in a ball in hand foul. c) Touching a still object ball: Any still object ball moved can only be moved back to its original position with the permission of the opponent. **NOTE:** If the 8-ball was pocketed the result shall be a loss of game

Scratch-Pocketing the cue ball or driving it off the table is a ball in hand foul. If a scratch occurs while shooting the 8-ball, but the 8-ball was not pocketed or removed from the table, the game continues with ball in hand to the opponent

(scratching on the 8-ball is not a loss of game as long as the 8-ball is still in play). **NOTE:** If the shooter has no remaining balls from his/her group in play, the 8-ball may then be contacted first.

Balls off the Table-Causing any ball to come to rest off the pool table is a foul and any such ball(s) are pocketed. This includes any accidental movement of a ball which results in a ball falling into a pocket. The ball accidentally pocketed is not brought back into play, and the incoming player has cue ball in hand. If a player knocks a ball off the table and the ball returns to the playing surface after hitting a person or an object, it is a foul (the ball remains on surface). If no object or person was contacted, then normal rules of play apply once the ball returns to the playing surface. **NOTE:** If a player removes the 8-ball from the pool table, it results in a loss of game (see 4.2, Game Loss).

Foot on the Floor-Failure to have at least one foot on the floor at the moment the cue tip strikes the cue ball is a ball in hand foul.

Jump Shot-Any miscue on a jump shot is a ball in hand foul. A legal jump shot must be executed by stroking down through the cue ball (no scooping or miscues).

Moving Ball-Shooting while any ball is moving or spinning is a ball in hand foul.

Double Hit-If the cue tip strikes the cue ball twice on the same stroke, it is a ball in hand foul. In order to avoid a double hit, the cue ball must be struck at a minimum of a 45° angle whenever in contact with or riskily close (1/2 inch or closer) to the intended object ball.

Wrong Balls Pocketed-When it is discovered that the shooting player has been shooting the opponent's designated ball(s) as if it were their own, the shooter shall relinquish the table with a ball in hand foul to the opponent.

NO SUBSTITUTING WILL BE ALLOWED FOR PLAYERS WHO DO NOT SHOW UP FOR A MATCH.

Once the first ball of a game is struck, no substitution is allowed for any player in a draw.

SOCCER

BOYS STATE SOCCER ROSTER

City: _____

Athletic Director: _____

Manager: _____

Dorm/Room: _____

Phone: _____

NAMES

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Maximum number on roster is 6.

Turn roster in to Scorekeeper before play begins each day.

BOYS STATE SOCCER SCHEDULE

Day	Time	Game	Field	Home Team	Score	Team	Score
Monday	3:10	1	1	Washington		Marshal	
	3:10	2	2	Eisenhower		Nimitz	
	4:00	3	1	James		Bradley	
	4:00	4	2	Lee		Pershing	
	4:50	5	1	Henry		MacArthur	
	4:50	6	2	Stuart		Burke	
Tuesday	3:15	7	1	Jackson		Patton	
	3:15	8	2	Maury		Puller	
	4:05	9	1	WG1		WG2	
	4:05	10	2	WG3		WG4	
	4:55	11	1	WG5		WG6	
Wednesday	3:30	12	1	WG7		WG8	
	3:30	13	2	LG1		LG2	
	3:30	14	1	LG3		LG4	
	4:20	15	2	LG5		LG6	
	5:00	16	1	LG7		LG8	

WEST DIVISION	Won	Lost	PCT
Jackson			
Patton			
Maury			
Puller			
EAST DIVISION	Won	Lost	PCT
Marshall			
Nimitz			
Washington			
Eisenhower			
NORTH DIVISION	Won	Lost	PCT
James			
Bradley			
Lee			
Pershing			
SOUTH DIVISION	Won	Lost	PCT
Henry			
MacArthur			
Stuart			
Burke			

Thursday

North Division:

3:30 FIELD 1

South Division:

4:30 FIELD 1

Championship

East Division:

3:30 FIELD 2

West Division:

BOYS STATE SOCCER RULES

PLAYERS

- There are seven players per team.
- Play may begin with six players.
- There must be a minimum of 5 players per team on the field.
- There may be no more that 15 players per roster.

LENGTH OF GAME

- There are 2 twelve minute halves.
- There are 3 minutes between halves.

TIME OUTS

- No time outs are permitted.

SCORING

- The rules used are the same as regulation VHSA with the exception of the rules stated in this handbook.

CLOCK

- The clock will run continuously during the game.

TIE GAMES

- An overtime period is 2 minutes with continuous **running of the clock**. If the game is still tied at the end of the overtime period, 2-minute **sudden death** overtime will be played. If the game is still tied, according to the VHSA rules for a tied game. Penalty kicks will be implemented.

TACKLING

- No slide tackling.

DISQUALIFICATIONS

- Any player guilty of flagrant violation of the rules concerning personal conduct of sportsmanship shall be immediately ejected from the game.
- Any player receiving a caution (yellow card) must be substituted immediately.

SUBSTITUTIONS

- A substitute must stand at mid-field and wait to be beckoned onto the field by the official at the appropriate time.

POSSESSION

- Before a game and prior to overtime, a coin toss will determine ball possession and goal direction.
- The team against which a point is scored will kickoff from their goal area.

FIELD

- The playing field is 60 yards long and 40 yards wide.

Frisbee Golf

**BOYS STATE
Frisbee Golf ROSTER**

City: _____

Athletic Director: _____

Manager: _____

Dorm/Room: _____

Phone: _____

NAMES

1. _____

2. _____

Maximum number on roster is 2.

Turn roster in to Scorekeeper before play begins on **Monday**.

The Frisbee Golf Tournament will be set up on Monday. The format will be determined by the number of participants that sign up on Monday.

BOYS STATE FRISBEE GOLF RULES

Objective of the Game

Disc Golf is played like traditional "ball" golf, but with **flying discs** instead of balls and clubs. One point

(stroke) is counted each time the disc is thrown and when a penalty is incurred. The goal is to play each hole in the fewest strokes possible. The player with the lowest total strokes for the entire course wins.

SAFETY FIRST

Never throw when players are within range. Be aware of your surroundings and environment.

Tee Throws

Each hole begins with a tee throw. Tee throws must be completed within or behind the designated tee area.

Lie

The lie is the spot where the player's previous throw has landed. Mark lie with a mini disc or turn over the thrown disc, directly towards the hole or designated fairway. The player's subsequent throw is made from directly behind the marked lie.

Throwing Order

The player with the least amount of strokes on the previous hole is the first to tee off on the next hole. After teeing off, the player whose disc is farthest from the hole always throws first.

Fairway Throws

Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed, unless the lie is within 10 meters of the target. Any shot within 10 meters of the target requires that the player not move past the lie until the disc is at rest.

Dogleg (or Mandatory)

A dogleg is one or more designated trees or poles in the fairway that must be passed as indicated by arrows. Until the dogleg is passed the closest foot to the dogleg must be on the lie when the disc is released.

Completion of Hole

A disc that comes to rest in the **Disc Pole Hole® basket** or chains constitutes successful completion of that hole.

Unplayable Lie

Any disc that comes to rest above the ground is considered an unplayable lie. The disc must be thrown from the lie on the ground, directly underneath the unplayable lie, relocated to avoid damage to the vegetation.

Out of Bounds

If any area of O.B. is visible between the disc and O.B. line, then the disc is considered O.B. A throw that

lands out of bounds, must be played from a point 3 feet in bounds from where the disc went out of bounds. Permanent water hazards and public roads are always out of bounds.

Penalties

Recreational players will not be penalized for rule infractions. Other players will keep you honest.

Course Courtesy

- Remain quiet and avoid unnecessary movements while others are throwing.
- Stand behind the player who is throwing until throw is complete.
- Remove disc from Disc Pole Hole® after completing the hole.
- Help new players learn the rules.
- Allow faster groups to play through when possible.
- Pick up trash and put in proper receptacles.
- Do not alter the course (trees, bushes, etc.) in any way.

Remember the most important rule:

“The one who has the most fun wins!”