

**1939**



**2012**

**THE AMERICAN LEGION  
BOYS STATE  
OF  
VIRGINIA**

**70<sup>th</sup> SESSION  
LIBERTY UNIVERSITY  
LYNCHBURG, VIRGINIA  
JUNE 18–22, 2012**

**ATHLETIC ACTIVITIES  
Justin Dalton - Director**

## **Virginia Boys State Sports Program**

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

The Basketball, Soccer, Table Tennis, and Volleyball activities take place at the Lahaye Student Center. Enter through the indoor soccer entrance. All participants must wear their wristbands or will not be allowed to enter.

The Tennis activities take place on the Upper Courts below the LU Law School.

Football will take place on the intramural fields facing highway 460 past the dormitory buildings.

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

First Aid is provided by Boy's State in the nurse's station located in the DeMoss Learning Center.

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

Respectfully,

Justin Dalton  
Director

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# THE AMERICA LEGION BOYS STATE OF VIRGINIA

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

## 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.

## Singles Tournaments

Singles competition in table tennis and tennis will be held. 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 tennis tournament and two entries in the table tennis tournament.**

**Special Events**

**All-star games for basketball, football, soccer, and volleyball are held on Friday.** Two players are to be appointed by the athletic director of each city to represent the city for all-star designation in each of the sports: basketball, flag football, soccer, and volleyball. Challenge matches will be played on Friday in table tennis and tennis.

**Shoes with cleats are not allowed in any sports events.**

**Weight lifting (Subject to change of location upon availability)**

The weight room is in the LaHaye Student Life Center. It is located in the back portion of the student center and Boy's State participants should ask for directions to the facility at the front information desk located at the front of the student center.

## Football and Soccer

Football and Soccer will be played on the intramural fields located opposite to Highway 460. Boy's State participants should use the walkway tunnel to go under the highway to get to the fields.

## 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.)

<b><u>Sport</u></b>	<b><u>Length of Play</u></b>
Soccer	2 - 18-minute halves
Flag Football	2 – 20 play 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	5	12
Flag Football	8	16
Volleyball	6	12
Tennis	2	2
Table Tennis	2	2
Soccer	7	15

<b>Friday All-Star Games</b>		
Activity	Number of Players	Maximum Number of Players
Basketball	2 players per city	2 players per city
Football	2 players per city	2 players per city
Volleyball	2 players per city	2 players per city
Soccer	2 players per city	2 players per city

**All-star games for basketball, football, soccer, and volleyball are held on Friday. Each city's Athletic Director will select two players to represent the city for each of the all-star teams. Challenge matches will be played on Friday in table tennis and tennis.**

(The names of the individuals chosen from each city in each sport as All-Star selections need to be turned in to the Boy's State Official who oversees the corresponding sport no later than Wednesday afternoon. A written list of names per sport may be given to the officials following Wednesday's game or placed in Mr. Bright's mailbox no later than 7:00 p.m. Wednesday.)

# Campus Map



# 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			
Table Tennis				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. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

Maximum number on roster is 12.

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

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

Thursday

3:30 Court 1

NORTH DIVISION:

SOUTH DIVISION:

Championship

4:30  
Court 1

3:30 Court 2

WEST DIVISION:

EAST DIVISION:

**Friday  
All Star Game  
Court 1  
3:30**

# BOYS STATE BASKETBALL RULES

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

### Players

- 5 per team.
- May start with 4.
- Maximum is 12 per roster.

### Time - Outs

- 2 per game
- 1 minute each

### Length of Game

- 2 fifteen minute halves
- 3 minutes between halves.

### Scoring

- Same as regulation VHSA.

### 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

- 4 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: \_\_\_\_\_

Manager: \_\_\_\_\_

Dorm/Room: \_\_\_\_\_

Phone: \_\_\_\_\_

NAMES

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

13. \_\_\_\_\_

14. \_\_\_\_\_

15. \_\_\_\_\_

16. \_\_\_\_\_

Maximum number on roster is 16.

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			

Thursday

North Division:

3:30 Field 1

East Division:

4:30 Field 1

## South Division

3:30 Field 2

West Division:

**Friday**  
**All Star Game**  
**Field 1**  
**3:30**

## North All Stars

3:30

West All Stars

4:20

East All Stars

3:30

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South All Stars

# BOYS STATE FLAG FOOTBALL RULES

## NO CLEATS ARE ALLOWED.

### PLAYERS

- 8 per team.
- May start with 7.
- Minimum is 6 on the field.
- Maximum is 16 per roster.

### Length of Game

- 2 halves with a total of 20 plays per half
- 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.

### Equipment

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

### 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.

### 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.

### Offensive Line

- 4 minimum, 5 maximum

NO CLEATS  
NO CHEWING GUM

### 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.

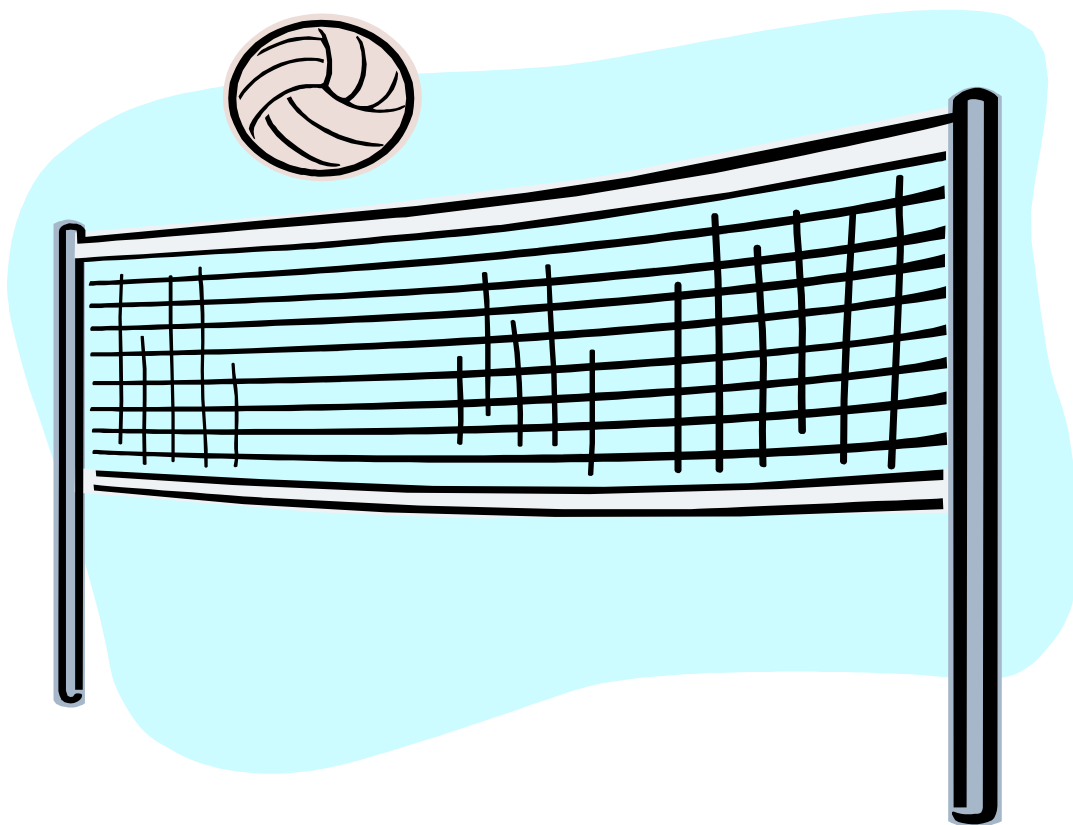
### Rushing the Quarterback

- 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

	<b>DISTANCE</b>	<b>LOSS OF DOWN</b>	<b>WHERE MARKED</b>
<b>OFFENSIVE</b>			
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
<b>DEFENSIVE</b>			
Offsides	5 yards	no	previous spot
Holding	10 yards	auto 1st	spot of foul
Pass Interference	10 yards	auto 1st	spot of foul
Tripping, forearms, kicking, kneeling, 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
<b>Suspension</b>			
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. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_

Maximum number on roster is 12.

Turn roster in to Scorekeeper before play begins each day.

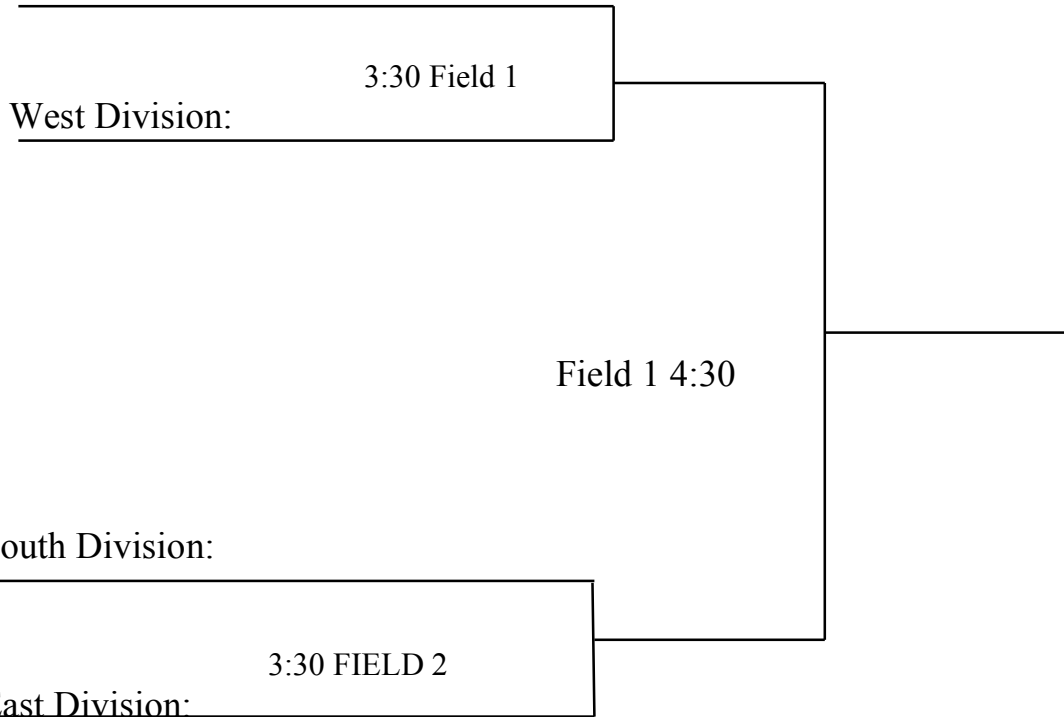
# BOYS STATE VOLLEYBALL SCHEDULE

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

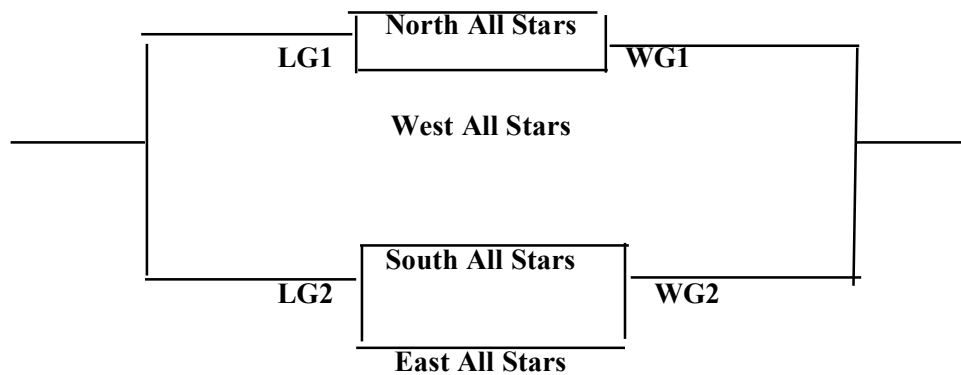
WEST DIVISION	Won	Lost	PCT
Jackson			
Patton			
Maury			
Puller			
EAST DIVISION	Won	Lost	PCT
Marshall			
Washington			
Nimitz			
Eisenhower			
NORTH DIVISION	Won	Lost	PCT
James			
Bradley			
Lee			
Pershing			
SOUTH DIVISION	Won	Lost	PCT
Henry			
MacArthur			
Stuart			
Burke			

Thursday

North Division:



**FRIDAY  
ALL STAR GAME  
FIELD 1  
3:30**



## **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.)

# Table Tennis



**BOYS STATE  
TABLE TENNIS 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 Table Tennis Tournament will be set up on Monday. The format will be determined by the number of participants that sign up on Monday.

## **BOYS STATE TABLE TENNIS RULES**

### **Game**

- Each game will be played to 21 points or 11 - 0.
- If the game is tied at 20 - 20, play continues until a player wins by 2.
- Service will alternate at each serve.
- A coin will be flipped to determine the first server.
- Each player will alternate the serve after every five points.

### **Net**

- When served, the ball must clearly go over the net.
- If the ball does not go over the net it counts as a serve and the point goes to the opponent.
- If the ball hits the net and goes over, the server will get one additional attempt before the point is awarded.

### **Ball**

- On the serve, the ball must first bounce on the server's side and then on the opponent's side.
- The ball must always bounce on the table before attempting to hit it. If the ball is hit before it bounces, the point will be awarded to the opponents.
- If the ball touches the paddle, a point will be awarded to the opponent.

### **Table**

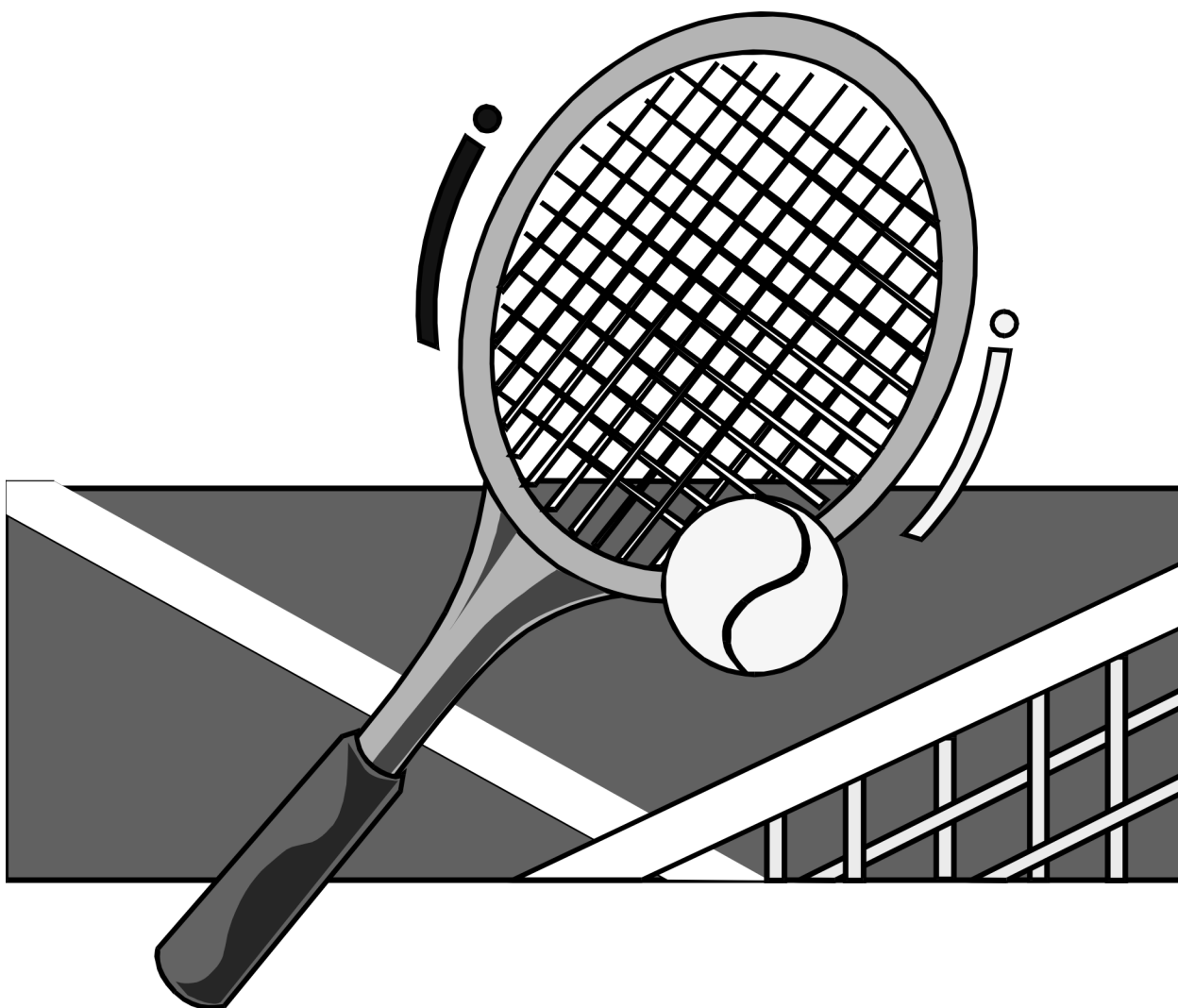
- Any place on the top surface of the table is legal play after the ball has been served.
- The server may use any style he wishes to get the ball legally into the other court.
- Even on the serve the whole table is open, it is not limited to service in one of the receiving squares.

### **Match**

- Monday and Tuesday: Best out of two games with a tie breaker of 11 points.
- Wednesday and Thursday: Best 2 out of 3 games.

**THERE WILL BE NO SUBSTITUTION FOR A PLAYER WHO DOES NOT SHOW UP.**

# Tennis



**BOYS STATE  
TENNIS 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**.

# TENNIS SCHEDULE

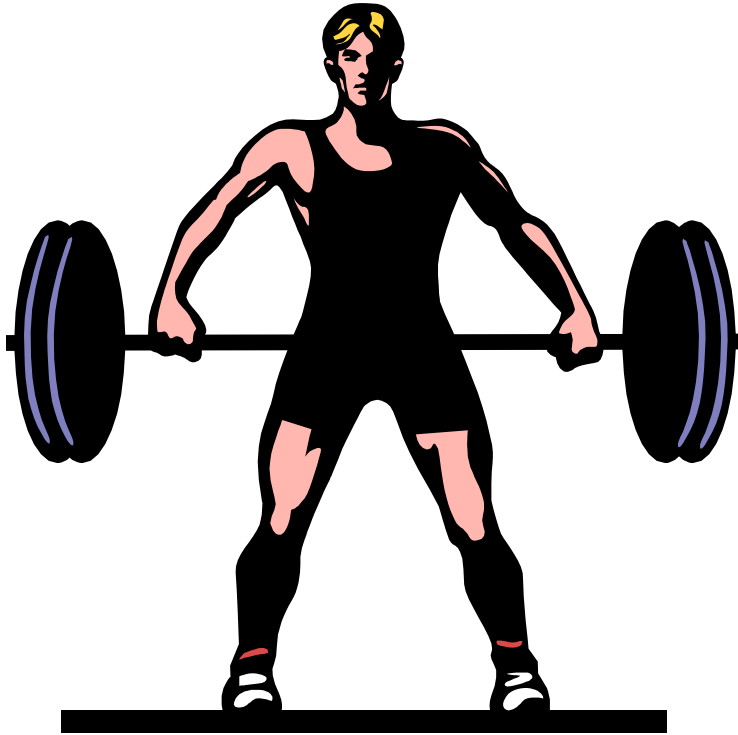
DAY	GAME	COURT	TIME	TEAM	SCORE	TEAM	SCORE
Monday	1	1	3:30				
	2	2	3:30				
	3	3	3:30				
	4	4	3:30				
	5	5	3:30				
	6	6	3:30				
	7	7	3:30				
	8	1	4:15				
	9	2	4:15				
	10	3	4:15				
	11	4	4:15				
	12	5	4:15				
	13	6	4:15				
	14	7	4:15				
Tuesday	15	1	3:30				
	16	2	3:30				
	17	3	3:30				
	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 TENNIS TOURNAMENT RULES**  
**MATCH PLAY RULES**

- , Tennis is a team-sport single-elimination lucky loser draw-for-third-place tournament of City vs City with each draw consisting of five separate matches.
- , Each city must have two players.
- , Match consists of best out of one set with a tie breaker played at 5-5 for the first two rounds.
- , The next three rounds consist of "one pro-set (tie breaker at 5-5) set equal to one match."
- , Each player should judge his own shots.
- , The ball is IN if it hits any part of the line.
- , Players provide their own rackets.
- , Balls will be provided.
- , The weekly schedule will be published on Monday and will be based on the number of participants that sign up.

**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.**



weight lifting

## **BOYS STATE WEIGHT LIFTING ROSTER**

City: \_\_\_\_\_  
Athletic Director: \_\_\_\_\_  
Manager: \_\_\_\_\_  
Dorm/Room: \_\_\_\_\_  
Phone: \_\_\_\_\_

### **NAMES**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_
13. \_\_\_\_\_
14. \_\_\_\_\_
15. \_\_\_\_\_
16. \_\_\_\_\_

This activity has open enrollment.  
The roster should be turned in to the scorekeeper before the session begins each day.

## **BOYS STATE WEIGHTLIFTING RULES**

The free weights must be returned to the rack at the end of each session.

## **ALWAYS USE A SPOTTER**



# Soccer

**BOYS STATE  
SOCCER ROSTER**

City: \_\_\_\_\_

Athletic Director: \_\_\_\_\_

Manager: \_\_\_\_\_

Dorm/Room: \_\_\_\_\_

Phone: \_\_\_\_\_

NAMES

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_
13. \_\_\_\_\_
14. \_\_\_\_\_
15. \_\_\_\_\_
16. \_\_\_\_\_

Maximum number on roster is 15.

Turn roster in to Scorekeeper before play begins each day.

**BOYS STATE SOCCER SCHEDULE**

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

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

Thursday

North Division:



South Division:



East Division



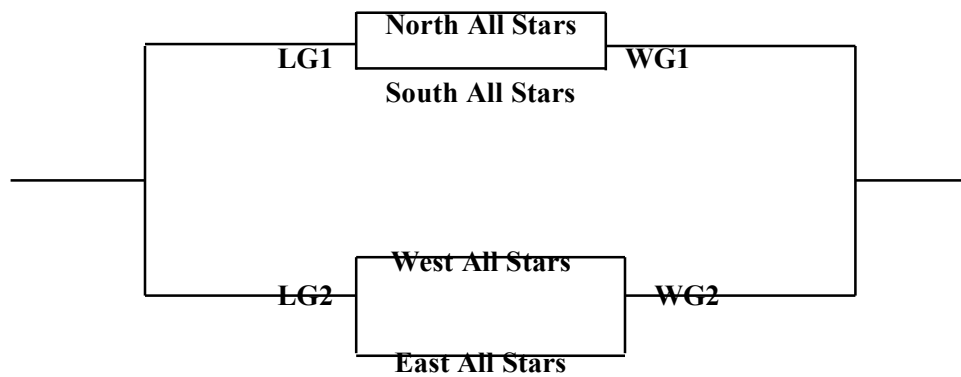
West Division

4:30 FIELD 1

Championship

## FRIDAY ALL STAR GAME

3:30



# 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 than 15 players per roster.

## **LENGTH OF GAME**

- There are 2 eighteen-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.