

2023 VFW YOUTH GROUP TOURNAMENT RULES AND REGULATIONS

(Tournament Rules are subject to change before 2023 VFW Tournament)

Except for the items below, the VFW Post 3670 Youth Group Tournament will follow the National Federation of the State High School (NFHS) Basketball Rules.

1. Tournament Grade Level Division Commissioners / Coordinators have complete on-site authority for all tournament situations, including rules interpretations. Any unsportsmanlike behavior by anyone to include the player, coach, assistant coach, team representative, and spectator(s) at any time during the tournament game(s) can and will result in removal from the gym and/or other tournament activities at the discretion of the Gym Coordinator or Commissioner of the respective grade level division and/or the Tournament Chair and/or Committee.
2. If the coach is under the age of 21, an adult must be on the Players Bench. The adult must be a certified coach and the coaches are responsible for the conduct of the team. He or she must be on the bench the entirety of the game.
3. Absolutely no smoking while on school grounds property including parking lots. Smoking includes cigars, cigarettes, smokeless tobacco, e-cigarettes, vape devices or products, etc. Any violations of this policy, will mean expulsion from the tournament and forfeiture of game(s).
4. COVID guidelines will be followed as directed by the CDC.

GAME RULES

1. Rosters

- a) All players must be league rostered from the previous season or will be on the league roster in the upcoming season.
- b) Players may be added or dropped from the roster up until two (2) weeks prior to the first tournament game. Players added must get the approval from the Grade Level Commissioner and/or the Boys or Girls Commissioner. Player add fees will be applicable on all player adds.
- c) Minimum rostered players is six (6) to add a player. Player add fee is still applicable. If roster is at 7 and team wants to add player(s), player(s) cannot be "impact player(s)" and the decisions will be made by the Grade Level Commissioner/Coordinator and player add fees are applicable.
- d) Players are not allowed to be on multiple (more than 1) rosters or team(s). If this violation occurs, player and coach will be expelled from the tournament, forfeiture of games and possible future tournament eligibility.
- e) If a player plays under "an assumed name" or if the team uses an ineligible player, it will result in an automatic forfeiture for the team and immediate suspension from future VFW Tournaments and/or other tournaments.
- f) Rosters can have more than 10 players listed, but a maximum of 10 awards will be given. If less than 10, the amount of names on the roster will be awarded.
- g) Rosters can include a maximum of two (2) higher grade level players on the team and still be playing in the grade level below. Higher grade level means no more than one (1) grade up. Grade level Commissioner/Coordinator have the final decision.

2. Game Time

- a) All games will be twenty (20) minute halves, running time.
 - i) The final 15 seconds of the first half will be stop time.
 - ii) The final two (2) minutes of regulation will be stop time unless the point spread is greater than 15 points.
 - iii) If the point spread is greater than 15 points at any point during the final 2 minutes, the clock continues to run.
 - iv) If the point spread is 15 points or less at any point during the final 2 minutes, the clock will be stop time.
- b) 10 second back court rule will apply to all divisions.
- c) Overtime
 - i) 1st overtime period is two (2) minutes stop time.
 - ii) The 2nd overtime period is sudden death.
 - iii) Jump ball to start overtime periods.
- d) Delayed Start of Game
 - i) There is an automatic forfeit if a team does not arrive within ten (10) minutes after the scheduled start time of the game.
 - ii) Each team must have 5 players to begin the game.
- e) Time Outs
 - i) Two (2) full time outs and two (2) 30-second time outs per game.
 - ii) One (1) additional time out for the 1st overtime period.
 - iii) No additional time outs given if in sudden death.
 - iv) Time outs are cumulative for the overtime periods.
 - v) **Exceptions:** Applies only to the divisions where backcourt pressure is prohibited.
 - 10-second count will resume from the last counted second before time out was called.
 - In the last two (2) minutes of the game (and in overtime) once the ball is in the frontcourt, it must be in-bound into the frontcourt.

3. Hoop Height

- a) 10 feet for all ages/divisions

4. Backcourt Pressure

- a) Backcourt pressure is prohibited for:
 - i) Girls 3rd grade through 5th Grade Divisions.
 - ii) Boy's 3rd Grade through 4th Grade Divisions.
 - iii) Game official(s) will give two (2) warnings to the defensive team for violation and thereafter a technical will be assessed.

5. Shot Clock

- a) Shot Clock is permitted from grades 9th to 12th for Boy's and Girl's Divisions.
- b) A Head coach, anytime during the game, can request the shot clock be turned on.
- c) Once the shot clock is functional, it remains on throughout the remainder of the game, including any overtimes or sudden death.
- d) Boy's 9th to 12th grade divisions have a 35 second shot clock.
- e) Girls 9th to 12th grade divisions have a 30 second shot clock.

6. Personal & Team Fouls

- a) Players are ejected from the game on the fifth (5th) personal foul.
- b) Bonus fouls (1 + 1) apply on the seventh (7th) team foul for each half.
- c) On the tenth (10th) team foul per half, bonus foul shots are automatic two (2) free throw shots.
- d) All Technical Fouls are Personal Fouls.

7. Playing Time Requirements

- a) Players are required to play each half.
- b) If a player arrives late, his or her participation will be at the coach's discretion.
- c) The Grade Level commissioner/coordinator must be advised if the player is held out because of disciplinary reason(s).
- d) Non-compliance will result in game forfeiture.
- e) Scorekeepers will keep track of players playing each half by marking it on the score sheets.

8. Jewelry

- a) Absolutely no wearing of jewelry during the game (example: rings, earrings, studs, bracelets, necklaces, etc.).
- b) Violation (after one warning) incurs a technical foul. Two (2) shots and ball given to the opposing team. All technical fouls are personal fouls.

9. Player, Coach, Parent and Spectator behavior

- a) Only registered coaches will be allowed on the bench.
- b) Parents or other spectators are not allowed to approach the bench or scorekeepers table.
- c) Any player, coach, parent or spectator misconduct will result in disqualification at the discretion of the Referee(s) and/or the Grade Level Commissioner or Coordinator.
- d) Unsportsmanship behavior, which includes the use of profanity, will result in ejection from the gym. The person must leave the premises. Failure to do so will result in forfeiture and expulsion from the tournament and possible future tournaments.
- e) The conduct of the player is the sole responsibility of his or her coach.
- f) Absolutely no "Trash Talking".
 - i) First offense is a warning.
 - ii) Second offense is a two (2) shot technical foul and the ball is given to the opposing team.
 - iii) Third offense is the team's forfeiture of the game and expulsion from the tournament and possibly future tournaments. It will be at the discretion of the referee(s) or the Grade Level Commissioner/Coordinator to disqualify any and all individuals involved.
- g) Threats/Taunting
 - i) Any threats of violence or taunting directed against any individual associated with the VFW Youth Group Tournament or officials such as referees, scorekeepers or even spectators, will result in expulsion of the person making the threat of violence or taunting from the tournament site. The expulsion will result in a permanent ban from future VFW Tournaments and possibly other tournaments.
- h) Fighting
 - i) Will result in team(s) expulsion from the tournament and or future tournaments. Individual(s) or team(s) involved in the fighting will be suspended up to two (2) years from the VFW Tournament and possibly other tournaments.
- i) Bench Clearing

- i) WILL NOT BE TOLERATED and will result in expulsion from the tournament and possibly future tournaments.
- j) Suspensions
 - i) Any player or coach disqualified for inappropriate behavior will be automatically suspended from participating in the next tournament game.
 - ii) A player receiving two (2) technical fouls will be ejected from the game and will not be allowed to participate in the team's next tournament game.
 - iii) Any coach ejected from a game will be suspended for the remainder of the tournament games and possibly future tournaments.

10. Protests

- a) Protests will be heard and ruled on by the Grade Level Commissioner/Coordinator at the time of occurrence. Grade Level Commissioners/Coordinator have complete on-site authority for all tournament situations including rules interpretations. Their decision(s) are final.

11. Team Uniforms

- a) Home team is the first team listed on the schedule or designated by the Grade Level Commissioner/Coordinator. The home team will wear "white" uniforms.
- b) Teams must have the same uniforms (example: light and dark uniforms) with PERMANENT number on the front and back.
- c) No masking tape or other tape material of uniform numbers will be allowed which will result in a technical foul (automatic 2-points to the other team at the start of the game) and also counted as a personal foul.

12. **NO FOOD OR BEVERAGES** (example: sports drinks, soda, coffee, ice tea) are allowed inside the gyms. **WATER ONLY** is allowed or permitted.

13. **NO ANIMALS** are allowed in the gym with the exception of service animals.

14. Awards

- a) 4-team Pools
 - i) 1st and 2nd place will receive awards
- b) 6-team Pools
 - i) 1st, 2nd, and 3rd place will receive awards
- c) 8-team Bracket
 - i) 1st, 2nd, 3rd, and Consolation will receive awards

15. Tie Breaker Rules

- a) For 4-team and 6-team Pools
 - i) In a situation when two (2) teams are tied, head to head competition will determine the winner.
 - ii) If more than two (2) teams are tied, the following tie-breaker rules will apply:
 - Head-to-head competition
 - Least points allowed
 - Fewest team fouls
 - Most free throws made

- Coin flip

16. Ball Size

a) BOYS

3 rd Grade	Size 5 (27.5")
4 th Grade	Women's (28.5")
5 th Grade	Women's (28.5")
6 th -12 th Grade	Men's (29.5")

b) GIRLS

3 rd Grade	Size 5 (27.5")
4 th Grade	Women's (28.5")
5 th Grade	Women's (28.5")
6 th -12 th Grade	Women's (28.5")

- c) Grade level commissioners/coordinators or referee(s) will select the game ball

17. Free Throws

a) BOYS & GIRLS

3 rd Grade	Bottom Circle (CAN cross)
4 th Grade	Regulation Line (CAN cross)
5 th Grade	Regulation Line (CAN cross)
6 th -12 th Grade	Regulation Line (CANNOT cross)

Tournament commissioner(s) and grade level division commissioners/coordinators reserve the right to move teams to a higher or lower division in order to promote a more balanced and competitive tournament.

All other rules will be the same as the national federation of the state high school association (NFHS).