

**KAZUO MASUDA VFW POST 3670 YOUTH GROUP  
ORANGE COUNTY, CALIFORNIA  
2011 VFW TOURNAMENT RULES AND REGULATIONS**

- GAME TIME:** All games will be twenty (20) minute running halves. The final 15 seconds of the first half will be stop time. The final two (2) minutes of regulation will be stop time unless the point spread is greater than **15 points**. If the point spread is greater than 15 points at **any point in the last 2 minutes**, the clock will continue to run. **If the point spread is 15 points or less at any point in the last 2 minutes, the clock will be stop time.** There is an automatic forfeit if a team does not arrive within 10 minutes after the scheduled start of the game. Each team must have 5 players to begin the game.
- OVERTIME:** One (1) overtime period of two (2) minutes stop time. The 2<sup>nd</sup> overtime period will be sudden death.
- BALL SIZE:**
- |                                          |                 |                 |
|------------------------------------------|-----------------|-----------------|
|                                          | <b>BOYS</b>     | <b>GIRLS</b>    |
| 3 <sup>RD</sup> GRADE                    | Size 5 (27")    | Size 5 (27")    |
| 4 <sup>TH</sup> GRADE                    | Women's (28.5)  | Women's (28.5") |
| 5 <sup>TH</sup> GRADE                    | Women's (28.5") | Women's (28.5") |
| 6 <sup>th</sup> – 12 <sup>th</sup> GRADE | Men's (29.5")   | Women's (28.5") |
- Division Commissioners will select the game ball.
- FREE THROW:**
- |                                          |                               |                               |
|------------------------------------------|-------------------------------|-------------------------------|
|                                          | <b>BOYS</b>                   | <b>GIRLS</b>                  |
| 3 <sup>RD</sup> GRADE                    | Bottom Circle, Can Cross      | Bottom Circle, Can Cross      |
| 4 <sup>TH</sup> GRADE                    | Regulation Line, Can Cross    | Regulation Line, Can Cross    |
| 5 <sup>TH</sup> GRADE                    | Regulation Line, Can Cross    | Regulation Line, Can Cross    |
| 6 <sup>th</sup> – 12 <sup>th</sup> GRADE | Regulation Line, Cannot Cross | Regulation Line, Cannot Cross |
- SHOT CLOCK:** Shot clock: 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup>, and 12<sup>th</sup> grade boys, girls and adult divisions – Only!  
A Head Coach, anytime during the game, can request the shooting clock be turned on and will be instituted once the game resumes after the stoppage of play.  
Once the clock is functional, it stays on for the remainder of the game.  
Boy's & Men's Divisions – 35 Second Shot Clock, Girl's & Women's Divisions – 30 Second Shot Clock  
CIF rules govern shot clock in Boy's and Girl's Divisions.
- TIME-OUTS:** Two (2) full and two (2) 30-second time-outs per game. One (1) additional full time-out for the 1<sup>st</sup> overtime period. No additional time-out for sudden death. Time-outs are cumulative for the overtime periods.
- Exceptions:** **Applies only to divisions where backcourt pressure is prohibited.** Time-outs in the backcourt of the last two (2) minutes of the game, 10-second count will resume from last counted second before time-out was called. In the last two (2) minutes of the game (and overtimes) once the ball is in the frontcourt, it must be inbounded into the frontcourt.
- THREE POINT SHOT:** Three (3) point shot will be allowed if the court is marked with a three-point line.
- BACKCOURT PRESSURE:** Backcourt pressure is prohibited for Girl's 3rd through 5th Grade Divisions and Boy's 3<sup>rd</sup> through 4<sup>th</sup> Grade Divisions.
- Game official will give one (1) warnings to the defensive team for violation, there after a technical **foul** will be assessed.
- PLAYER, COACH, and PARENT BEHAVIOR:**
- |                   |                                                                                                                                                                                                                  |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Conduct-          | Any or all player, coach, or parent misconduct may result in disqualification at the discretion of the Referee(s) and/or Commissioner. Assessments and penalties will be determined by the Tournament Committee. |
| Trash Talking-    | <b>There will be zero (0) tolerance for trash talking.</b> It will be at the discretion of the Referee(s) or <b>Division Commissioner</b> to disqualify any and all individuals involved.                        |
| Fighting/Threats- | Team(s) forfeiture and expulsion from tournament. Individual(s) or Team(s) will be suspended from the V.F.W. Tournament.                                                                                         |
| Bench Clearing-   | <b>WILL NOT BE TOLERATED</b> and will result in Individual(s) or Team(s) suspension.                                                                                                                             |
| Suspensions-      | Any player and/or coach disqualified for inappropriate behavior will be automatically suspended from participating in the next scheduled tournament game.                                                        |
- PROTESTS:** Protests **will** be **HEARD and ruled on** by the Division Commissioner at the time of occurrence. Division

Commissioner has complete on-site authority for all tournament situations including rules interpretation.

**TEAM ROSTER:** All players must be on a league roster from the previous season or will be on league roster in the upcoming season.

Player(s) may be added or dropped from the roster up until two weeks prior to the first game. No changes may be made on game day.  
Players are not allowed to be on more than one team.

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 suspension from future V.F.W. Tournaments.

Tournament awards are limited to ten.

**TEAM UNIFORM:**

Home team is the first team listed on the schedule **or designated by the Division Commissioner**. The home team will wear light colored uniforms. Teams must have the same uniform (i.e. light and dark uniforms) with permanent numbers on front and back. Undershirts, headbands, and wristbands must be similar in color as uniforms.

**Same uniform numbers on the same team is unacceptable and the team will be assessed a technical foul.** If this happens, the opposing team will receive one (1) free throw for every uniform with the same number. Will not be counted as a personal foul, but will count towards a team foul.

**Mask taping of numbers will not be accepted.** Uniform numbers will be permanently ironed on or stitched on. A technical foul will be assessed to that team with the opposing team receiving one (1) free throw for every uniform that has masking tape on it. Will not be counted as a personal foul, but will count towards a team foul.

**PERSONAL AND TEAM FOULS:**

**Bonus free throws (1+1) will apply on the 7<sup>th</sup> team foul of each half.** With the 10<sup>th</sup> team foul of the half, the bonus will be 2 free throws. All technical fouls assessed against players also count as personal fouls. Players are disqualified from the game after their 5<sup>th</sup> personal foul.

**Tie Breaker:**

Please see separate **TIE-BREAKER RULES**.

**Tournament Commissioner(s) reserves the right to move teams to a higher or lower division in order to promote a more balanced and therefore competitive tournament.**

**ALL OTHER RULES WILL BE THE SAME AS NATIONAL FEDERATION OF THE STATE HIGH SCHOOL ASSOCIATIONS.**

**NO FOOD OR DRINKS (I.E. SPORT DRINKS) ARE ALLOWED INSIDE THE GYM.**

**Only WATER IS PERMITTED.**

**NO SMOKING ALLOWED ON SCHOOL PREMISES. VIOLATION COULD LEAD TO  
EXPULSION FROM THE TOURNAMENT.**