

Golden Empire Junior Convention

General Guidelines

Registration Information:

Junior Convention Registration requires the following documents/files to be mailed in by a deadline:

- Microsoft Excel © file with student names, events, and event numbers (must be emailed or transferred to disk and sent with registration packet – file format is available upon request)
- Permission for Participation and Consent to Treat a Minor form for each student
- Junior Convention Recap Sheet
- \$50.00 school registration fee, \$30.00 participant/sponsor fee.
- Early Entries (three copies of any Essays, Short Stories, and Poems)

Attendance Guidelines:

Students may be eligible to participate in Junior Convention if:

- They have turned nine by December 31 of the previous year, and have not turned thirteen by the same date.
- They have sponsors to accompany them (one male sponsor required for up to eight male students; one female sponsor required for up to eight female students)
- Attend an ACE school or home school, and work on at least two ACE core subjects.

General Competition Guidelines:

- **Schools** are allowed a maximum of **one** entry in each of the following events:
 - Basketball
 - Volleyball
 - PACE Bowl
 - One Act Play
 - Puppets
 - Ensemble
- **Schools** may enter a maximum of **two** entries in all other events.
- Students may enter a maximum of twelve events, and in these:
 - Only two may be elimination (Table Tennis, Chess, Checkers, etc.)
 - Only six may be performance (any event that is done at convention)
 - Only three may be athletic events.
 - There is no minimum number of events required for participation.
- Students may enter any event only once. (e.g., one student cannot compete in two vocal duets)
- Nonperformance event entries must have been completed after previous year's convention.
- Entries cannot be repeated. (e.g., student cannot sing the same solo two years in a row)

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Appearance Guidelines

‡ Female

An image of Christian discretion and modesty is to be portrayed. All female sponsors and students must wear dresses or skirts which are no shorter than the bottom of the knee. Slits must not come up farther than the bottom of the knee. Dresses and blouses must come to the neckline in front and back without see-through material. Jewelry must be conservative and minimal. Hair must be neat and conservative. No “fad” hairstyles will be allowed.

Loose fitting culottes and tops may be worn for competition in athletic events. Culottes must be full, with front and back pleats or flaps. They must have the appearance of a skirt and must be no shorter than the bottom of the knee.

Female sponsors and students will not be allowed to wear T-shirts, slacks, shorts, gauchos, swimsuits, V-neck, see-through, or sleeveless blouses or dresses. Make up and jewelry should be conservative and minimal. Denim is acceptable during the daytime. Dressy sandals are okay; no flip-flops are permitted.

‡ **Note: Athletic clothing may be worn only to athletic competition**

‡ Male

Button-up shirts or polos and long conservative trousers are the appropriate attire for the convention. Belts must be worn with trousers that have belt loops. Blue jeans, parachute pants, or other fad pants will **NOT** be allowed. Button-up shirts, ties, and dress shoes are to be worn to **evening rallies**. Only the top button may be left unbuttoned when the shirt is worn without a tie.

Male competitors in athletic events must wear full length trousers, warm-up pants, or knee-length **loose fitting** hemmed shorts. Trunks, tank tops, swimsuits, or sleeveless shirts will **NOT** be allowed at any time. **Exception:** Numbered tank top over “T” shirt is acceptable for athletics. Athletic attire for team events must be uniform.

Hair must be neat, trim, and conservative. No “fad” hairstyles will be allowed. Male participants’ hair must be off the collar and above the ears. No facial hair is permitted on students. For those with curly hair, hair must not be braided, and must be cut short; not longer than one inch in length.

Each person registering for the convention is asked to appear in the kind of attire to be worn at the convention.

IDENTIFICATION NUMBERS ARE REQUIRED FOR VOLLEYBALL AND BASKETBALL COMPETITION.

CONTESTANTS MUST HAVE SHOES ON BOTH FEET FOR ATHLETIC COMPETITION.

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Conduct Guidelines

Items not permitted at convention:

- Tobacco, Firearms, weapons, alcohol, narcotics, etc.
- Fireworks
- Video games
- Skateboards/ Rollerblades
- Scooters
- Secular magazines or books
- Gum (Sorry, it just doesn't look pretty on our floors! ☺)

Please remember the following rules of conduct:

- Be deferent to other participants of different denominations.
- Keep the "six-inch" rule.
- Judges' decisions are final. Please, do not argue with the judges.
- Students must be respectful to all adults.
- Bad language from students or sponsors will result in disqualification of event(s).
- It is the responsibility of each contestant to be present when his event starts. He/she will be disqualified if he/she misses the event.

Athletic Competition:

- Uniforms must be checked and approved at registration. Please have one boy and one girl ready for dress check on registration day.
- Bad language and/or bad attitudes from students and/or coaches will result in point deductions, fouls and/or forfeiting of a set or game. Please advise your students and coaches.
- Coaches must abide by the same dress code as the rest of the convention, even though they are not registered. Please inform them of the dress guidelines.

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Arts & Crafts/Exhibits Guidelines

Please note: Arts & Crafts and Exhibits must be ready to be submitted immediately after registration on the first day of convention.

General Guidelines:

- All entries must be the sole work of the student.
- Students are encouraged to draw on their own ideas. Although it is recognized that copying of other art work is one method of learning, it should not be presented as the original work of the student.
- All entries must be done in realistic style – no abstract or surrealism.
- No artwork should attempt to portray the face of Christ.
- No color-by-number painting will be accepted.
- Entries must meet all dress codes and suitable subject matter standards.
- Each entry must have a 3x5 card securely attached to the back of the item with the event name, student's name, school name, customer number, address and phone number.
- The Golden Empire Junior Convention will not be responsible for loss of or damage to entries.

Brush/Pen (Art):

Artwork must be enclosed in some type of frame. Categories include:

- Oil
- Watercolors
- Acrylics
- Sketching
- Pastels/Colored Pencils
- Pen & Ink

Clay Sculpture:

Sculptures must be hand-built. No molds or pre-made forms are permitted. They must consist of clay only. They should not exceed two feet or forty pounds. Note: Hand-painted sculptures will score higher creativity points.

Needle & Thread (NEW!):

Items that need frames must be framed without glass. Contestants must make girls' or ladies' garments. They must not receive any help other than instructions. All fashions must meet dress guidelines. A copy of the pattern should be included with the entry. The back of all needlework must be accessible for judging. Students may enter the following categories (**NEW!**):

- **Sewing** (Includes Dresses, Sportswear, Formals, and Coats and Suits; ONE category)
- **Needlepoint** (Includes Counted Cross-Stitch (Not Stamped), Embroidery, and Needlepoint (No plastic canvas) (ONE CATEGORY).
- **Crochet and Knitting** (one category)
- **Quilts**

Photography (NEW!):

There are two classifications for photography – color, and black and white. Digital or 35 mm cameras may be used. Photography will be judged for originality, content, focus, contrast, density, lighting, and mounting. Following the rule of thirds is recommended for better placing. Pictures must be approximately 8" X 10" mounted with a mat approximately 11" X 14". (NO FRAMES) Computer software may be used for red eye, cropping, rotating, color balance, tonal adjustment, and printing ONLY. No other enhancement is allowed.

Students may enter any of the following categories (available in both color and black and white):

- Scenic (Outdoor setting)
- Still Life (Indoor arrangement of objects)
- Plants and Animals (Living animals or plants)
- Character Trait Picture (Picture that portrays a Christian character trait; please specify character trait in 3x5 card):

<i>Appreciative</i>	<i>Creative</i>	<i>Fearless</i>	<i>Merciful</i>	<i>Responsible</i>
<i>Attentive</i>	<i>Decisive</i>	<i>Flexible</i>	<i>Observant</i>	<i>Secure</i>
<i>Available</i>	<i>Deferent</i>	<i>Forgiving</i>	<i>Optimistic</i>	<i>Self-Controlled</i>
<i>Committed</i>	<i>Dependable</i>	<i>Friendly</i>	<i>Patient</i>	<i>Sincere</i>
<i>Compassionate</i>	<i>Determined</i>	<i>Generous</i>	<i>Peaceful</i>	<i>Submissive</i>
<i>Concerned</i>	<i>Diligent</i>	<i>Gentle</i>	<i>Perseverant</i>	<i>Tactful</i>
<i>Confident</i>	<i>Discerning</i>	<i>Honest</i>	<i>Persuasive</i>	<i>Temperate</i>
<i>Considerate</i>	<i>Discreet</i>	<i>Humble</i>	<i>Prudent</i>	<i>Thorough</i>
<i>Consistent</i>	<i>Efficient</i>	<i>Joyful</i>	<i>Punctual</i>	<i>Thrifty</i>
<i>Content</i>	<i>Equitable</i>	<i>Kind</i>	<i>Purposeful</i>	<i>Tolerant</i>
<i>Cooperative</i>	<i>Fair</i>	<i>Loyal</i>	<i>Resourceful</i>	<i>Truthful</i>
<i>Courageous</i>	<i>Faithful</i>	<i>Meek</i>	<i>Respectful</i>	<i>Virtuous</i>

Science Exhibits:

All exhibits must be fully completed and ready for exhibition, and must occupy a table or floor area no wider than 36 inches. Work included in the display that was not the work of the contestant must be identified. Experiment notebooks and other supporting data should be available to judges. There should be a scriptural application for each entry. Accompanying papers must be in student's own words. Exhibits will be judged based on concept, scientific thought, workmanship, thoroughness, and display clarity. Students may enter any of the following events: (Students may work in pairs)

- Science Collection – Classification and display, man-made items not allowed. (e.g., rocks, insects, leaves, etc.)
- Science Research – Develop a hypothesis; perform an experiment, record results and conclusion.
- Science Theoretical – Discussion of a scientific principle, concept, technique, or theory using visuals.

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Music Competition Guidelines

General Guidelines

- Only Christian or Patriotic music will be acceptable for competition, and they must be performed in English. Classical pieces are acceptable for instrumental competition.
- Music must be memorized in vocal competition; sheet music may be used in instrumentals.
- Sound tracks are not permitted; only piano accompaniment will be acceptable, and this accompaniment may be on a recording, but the school must provide a CD player.
- Sound amplification will be permitted only for ensemble competition.
- Students must provide at least ONE copy of the sheet music that will be performed; this copy will NOT be returned; Judges' Forms will still be used, but will be provided by the Convention.
- Narration, dancing, dialogue, and other dramatic elements are not permitted.
- Judging Criteria includes approach, posture, eye contact, poise, clothing, departure, mood, intensity, style, tempo, phrasing, climax, dynamics, word emphasis, memory, projection, diction, tone quality, correct rhythm, proper breathing, intonation, balance of voices/accompaniment, message/ministry, and degree of difficulty.
- All music entries have a time limit of five (5) minutes. Exceeding this limit will cause deductions.
- Appropriate attire for music competition is the same as attire required for evening rallies. Suits for boys are recommended, but not required.

Categories (NEW!)

- Piano Solo (Male & Female will be judged together)
- Brass Solo
- Woodwind Solo
- String Plucked Solo
- String Bowed Solo
- Small Instrumental Ensemble (2 – 4 Contestants)
- Large Instrumental Ensemble (Unlimited Contestants, 5 minimum)
- Female Vocal Solo
- Male Vocal Solo
- Vocal Duet (Male, Female and Mixed Duets will be judged together)
- Vocal Trio (Male, Female and Mixed Trios will be judged together)
- Vocal Quartet (Male, Female and Mixed Quartets will be judged together)
- Vocal Ensemble (Unlimited number, minimum of 5 contestants, ONE per school)

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Platform Competition Guidelines

General Guidelines

- Appropriate attire for platform competition is the same as attire required for evening rallies. Suits for boys are recommended, but not required.
- All character costumes must abide by dress code standards. Boys may wear Bible-time robes.
- All platform entries have a performance time limit of five (5) minutes. Exceeding this limit will cause deductions. The only exception is granted to the one act plays; the time limit for these is six (6) minutes. Extra time for setup is permitted. (Limit: 5 minutes unless approved by judges)
- All entries must be MEMORIZED.
- Scripts must have a Christian or patriotic message, where evil characters are not glorified, and the listener or students will not be forced to dwell on negative or harmful thoughts. They must be tastefully presented, avoiding slang insinuations of questionable language, and references to worldly practices.
- Students must provide one copy of the script, giving proper credit to the author.
- No singing or musical numbers (e.g., dancing) will be permitted in platform events. Ventriloquist acts, however, may perform a song with their dummies.
- Females must portray female roles, males must portray male roles.
- Platform events will be judged on appearance, poise, eye contact, posture, gestures, delivery, preparation, and platform presentation.
- No person may assist the contestants during performance, only in setup.

Categories (NEW!)

- **Expressive Reading (Male and Female judged separately)** -- A memorized interpretation of a selection that consists of a dialogue between two or more people or a reading in the first person. The script may be self written. Because Dramatic Monologue has been eliminated, a costume will be permitted, but it is not required. It may help in overall score if one is worn, but platform criteria will be judged first. Famous Speeches are also included in this competition.
- **Poetry Recitation (Male and Female judged together)** -- The contestant chooses a poem to recite from memory, using all the skills of good dramatic presentation. No costumes allowed.
- **Dramatic Dialogue** – Two contestants present an original dialogue or an adaptation of a written dialogue between two individuals. Script may be fact or fiction. The primary emphasis of this event is on the verbal interchange between two characters. Costumes and one prop per character are permitted.
- **Illustrated Story (Male and Female judged together)** – The contestant tells from memory a Bible-based story. He/she may use flannel graph, visual aids, costume, sound effects, or any prop that enhances storytelling performance.

- **Ventriloquism** – Contestants will animate a dummy in a manner that presents a lifelike act and convinces the audience that the dummy is actually speaking. The dummy’s hairstyle must be consistent with dress guidelines. There will be only one contestant in this category.
- **Puppets (ONE per school)** – Contestants must provide their own stage and background. No more than two puppeteers must be involved in the act. Recorded background music or sound effects may be used, but contestants must perform LIVE all verbal communication.
- **One Act Play (ONE per school)** -- Contestants must present an original play or an adaptation of a play. The play must include at least two scenes. A minimum of 3 and maximum of 5 players may be involved. Each player may portray more than one character. Technicians, musicians, and all persons needed for production will be counted as part of the cast. The play may not be musical, Reader’s Theatre, and/or choral speaking. No firearms may be used unless they are toys. No discharge of blanks, caps, or any explosives is permitted. No recorded speaking or singing is permitted. Sound effects are permitted (and recommended). Backdrops cannot be bigger than 6’ high x 8’ wide.

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Academic Competition Guidelines

Categories:

- **Chess**
 - ❖ Players are designated “white” and “black” and sit on opposite sides.
 - ❖ The game is won by capturing the king. The capture is consummated; when the king is attacked and cannot escape, he is said to be “check-mated” and the game ends.
 - ❖ A game may be abandoned as a draw for any of the following reasons: insufficient force, stalemate, perpetual check, agreement by both parties, or 50-move rule, which can be called at any time by an advantaged player, but is cancelled if any piece is captured or any pawn is moved.
 - ❖ White moves first; younger player has a choice of white or black.
 - ❖ Player may not touch a piece without asking his opponent unless he plans to play it.
 - ❖ After 3 minutes time will be called; the player has 1 minute to finish his play or forfeit.
 - ❖ A player should not disturb his opponent or allow those watching to do so.
 - ❖ Chess clocks may be used at the discretion of the chief judge.
- **Checkers**
 - ❖ The object of play is to capture all of the opponent’s men or to reduce the opponent in regular turn, either because all his men have been captured, or because all his remaining men are blocked.
 - ❖ A game may be terminated as a draw when neither player holds an advantage sufficient to force a win.
 - ❖ A player whose position is apparently inferior may call upon his opponent to win the game. Black has the first move. The younger player receives black.
 - ❖ A piece that is touched by a player must be moved, if possible; if a playable piece is moved over any angle of its square, the move must be completed in that direction.
 - ❖ There is a 3 minute time limit for each move, except when a player is confronted with a compulsory jump in only one direction; then he must make his move within 1 minute.
 - ❖ All jumps must be completed. When this rule is violated, the player must retract his illegal move and make the capture instead.
- **Bible Memory**
 - ❖ Bible Memory will be run like a spelling bee. Each contestant will quote a verse from the King James Version and its reference. When a contestant misses a word or reference, he/she is eliminated. A contestant may not quote a verse already successfully quoted by another contestant. By the process of elimination, six winners will be chosen.
 - ❖ The judge’s assistant keeps track of verses that have been given. If a contestant begins to say verse already quoted, he will be notified that he needs to select another verse.
 - ❖ Any error completely disqualifies a student. The verses must be quoted precisely including references.
- **Spelling**
 - ❖ Each spelling contestant is given a piece of paper and assigned a desk.
 - ❖ The judge will pronounce the word twice and use it in a sentence.
 - ❖ Contestants will write the word. Following the final word, judges will collect papers.
 - ❖ Winners will be selected according to accuracy. (Legibility will be a factor in determining accuracy; if the judge can’t read the word, the word will be marked incorrect.)
 - ❖ A tie-breaking set of words will be given to all students, but will be used only to determine winners in the event of a tie.

- **PACE Bowl (ONE team per school)**
 - ❖ Teams compete against each other in a regular tournament elimination procedure; the team earning the most points in each round of competition will move to the next round.
 - ❖ For tossup questions, each team member chooses two categories in which to answer questions. He/she may only answer questions in these categories. Everyone may answer Bible, Word Building, or Literature Questions.
 - ❖ A “toss-up” question will be asked simultaneously of both teams. Either team may answer. The first person to buzz in must answer the question without any help from his teammates. Toss-ups have a value of five points. If a team member answers incorrectly, his team loses five points.
 - ❖ The opposing team may not respond to questions missed by opponents.
 - ❖ Contestants are allowed 30 seconds to respond. After that time, a new toss-up question will be asked.
 - ❖ If the contestant answers the “toss-up” question correctly, his team earns the opportunity to try a “bonus” question. Values and time limits differ according to the difficulty of the question. On “bonus” questions, team members may confer with one another, but a spokesman must give the answer. No points are deducted if the team responds incorrectly to a bonus question.
 - ❖ Questioning will continue until 5 tossup questions have been correctly answered.
 - ❖ In the final round, a correct answer must be given before a winner is declared. The team which answered the final tossup question of a round will be entitled to answer a bonus question.
- **Creative Composition**
 - ❖ *General Guidelines:*
 - Plagiarism of any kind will disqualify entries.
 - Themes for essays, short stories, and poetry may be evangelistic, inspirational, Biblical, Christian growth, patriotic, or historical.
 - All Creative Compositions must be typed (double-spaced), and properly identified with the student’s name, school name, category name, and theme.
 - Three copies of each entry must be mailed to the Golden Empire Convention Registrar with the registration packet. Plastic sleeves are not required, but the compositions must be securely fastened with staples, etc. and correctly labeled.
 - Creative Compositions will NOT be judged if turned in after the registration deadline.
 - ❖ **Essay Writing** – A contestant chooses a topic and writes a persuasive paper. A good persuasive essay will use facts, arguments, examples, and illustrations that allow the reader to persuade himself of the truth he is reading. Length: 300-700 words.
 - ❖ **Poetry Writing** – The contestant must compose an original poetry composition. The poem may be a lyric poem, a folk ballad, a literary ballad, or a narrative poem. Length: At least 8 typewritten lines and no more than 30 typewritten lines.

- ❖ **Short Story Writing** – The contestant writes and submits a fiction composition. The story may be purely imaginary, based on a real experience, or be a fictionalized report of any historical happening. Length: 400-800 words.

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Athletic Competition Guidelines

Categories (NEW!):

- **Hoop Shoot** – (**NEW!** Male and **Female** Judged Together) The Convention will provide standard size balls. A contestant will shoot ten baskets from a standard free-throw line. The 5 contestants with the best shooting percentages will be declared winners and ranked from 1st to 6th place.
- **50 Meter Dash** – (Male and Female Judged Separately) Fastest individual time will determine each place.
- **Physical Fitness**—(Male Only) Contestants will be given a time limit for pull-ups, push-ups, and sit-ups (in that order). Only 60 seconds will be allowed between exercises. A judge will count the number of correct exercises performed. The count will stop at the first improper movement, or when time is up. The contestants with the highest total number of points will be ranked 1st – 6th.
 - ❖ **Pull ups** – 1 point each. **Time: 3 minutes.** Standing with the bar at least 8 inches beyond extended arm, grasp the bar with the back of the hand toward the contestant. Flex arms, raise body, touch chin to bar; return to standing position. Move slowly and deliberately with body in extended position.
 - ❖ **Push ups** – ½ point each. **Time: 3 minutes.** Front lying, palms of the hands flat on the floor and approximately 1 foot from ears, directly to the side of the head. Straighten arms to lift the body. Chest must touch the floor for each completed movement. Body must remain in a rigid position during the upward push and the downward motion.
 - ❖ **Sit ups** – 1/3 point each. **Time: 5 minutes.** Back lying, legs bent, feet together flat on the floor, hands clasped behind head. Sit up and touch the knees with the elbows. Keep hands clasped behind the head. The event judge will assign a “buddy” who will hold the contestant’s feet against the floor.
- **Table Tennis** – (Male and Female Judged Separately)
 - ❖ The Convention will provide a standard size table, net, and ball. The racket may be any commercially produced paddle. There can be no holes or damaged portions on the paddle. (Sandpaper or cloth surfaces are not allowed.)
 - ❖ **The Choice of Ends and Service** – The choice of ends and the right to be server or receiver in the first game of every match shall go to the younger player, provided that, if he chooses the right to be server or receiver, the other player shall have the choice of ends, and vice versa. Following the first game, the players then switch sides, and the first server of the first game becomes the first receiver of the second game. If a third game is required, the procedure will be the first as the third game.
 - ❖ **Warm-up** – Because of a limited time schedule, warm-up may be no longer than 2 minutes on the game table.

- ❖ **Game and Match** – Games are played to 11. A match is best two-of-three games. After 2 points have been scored, the receiving player shall become the serving player and so on until the end of the game, unless both players score 10 points. When the score is tied at 10, the serve will alternate after each 1 point until a player wins by 2 points. From quarterfinals on (if time permits), a match may consist of the best three-out-of-five games.
- ❖ **Rules** – During the course of the match, coaching is not permitted during a game, but can be done between games, if it does not delay the next game. Because of the time limitations, play should be continuous. In the final match, play should likewise be continuous throughout, except that either opposing player is entitled to claim a repose period of not more than 3 minutes duration between the second and third games of a three-game finals match. Any other circumstances requiring a delay in play, be it injury, equipment problems, or other, shall be considered and ruled on by the Chief Judge.
 Judge will call score before each serve. A serve made prior to score called will be a let and will be played over again. Contact with the ball must be above the table level and behind the end line (not sides) on a serve. The judge must be able to see the ball at all times. The server must hold ball in OPEN PALM and toss ball up during the serve. If a player fails to strike the ball after it has been tossed up for service, the receiver gets the point. The player shall lose a point IF his free hand or body disrupts playing surface. Instruct the players to check with the head judge before leaving the room after each match.
- **Volleyball (Female)** -- It is recommended that teams learn to play “power volleyball” as opposed to an open-handed “beach ball” type of game. The Volleyball Rule Book, published by the National Federation of High School Association gives more precise rules and regulations.
 - ❖ **Players** – A team must have a minimum of six (6) members (4 substitutes area allowed), and a maximum of ten (10) members to compete. Only players, two coaches, and one statistician are allowed on the team bench.
 - ❖ **Game and Match** – Rally scoring is to be used to keep score. Points are awarded on each play regardless of which team serves. The let (net) serve shall be allowed, and play shall continue provided net contact is entirely within the net antennas. Matches are 2 out of 3 games to 15 points, must win by two with a cap of 20. This means if a game is 19-19, the next point wins.
 - ❖ **Playing Arena** – Before the match begins, and before the third game of a match if necessary to determine the winner of a match, the team from the least total pupil enrollment, age 13 and older students will have the choice of serving/receiving or from which court they will serve.
 - ❖ **Substitution** – The coach may make a request for substitution when the ball is dead. The referee will report the change to the scorer and then signal the substitute to enter the game. The incoming player must take the position in the serving order of the player replaced. Correct substitution procedure includes the following:
 - The incoming player must take the position and place in the serving order of the player replaced. No change shall be made in the order of rotation.
 - A player shall not enter the game for the fourth time. Starting the game counts as an entry.
 - An injured player may be replaced provided that, the substitute was not in the game at the time of injury, has not already entered the game three times, although she may have been played in a different position in the serving order, and the injured player does not re-enter during the remainder of the match.
 - In case of an illegal substitution, the offending player must be removed as soon as the error is discovered. All points scored by the team in error after the infraction must be cancelled and side-out shall be called.

- ❖ **Rotation** – When a team loses its serve, the team receiving the serve rotates one position, clockwise.
- ❖ **Time Outs** – Requests from time-out shall be made by the coach or playing captain only during dead balls but not after the referee has signaled for the next serve. Charged time-outs shall not exceed 60 seconds, and each team is limited to two time-outs per game. Requests for additional time-outs shall not be honored and shall be penalized by point or side-out. Time-outs may be taken consecutively without play between them. A time-out requested prior to the start of the game shall be honored. An additional time-out shall be permitted each team when the score is 15-15.
- **Basketball (Male)**
 - ❖ **Team** – A team shall consist of five (5) players minimum to ten (10) players maximum. A team will not be permitted to start a game with less than 5 members. Only players, two coaches, and one statistician are allowed on the team bench.
 - ❖ **Choice of Ends** – The team representing the smaller school (age 13 and older students) shall have the first choice of ends. Teams shall charge the ends at the half. Benches will be assigned by the Director.
 - ❖ **A Game** – A game shall consist of two, eight minute periods of running time separated by a five minute half time. A game shall be won by the team having scored the most points by the end of sixteen minutes of playing time. Winning teams advance. Winning team coach takes game report, with score of game, to the check-in table for the next assigned game time. Losing teams are eliminated, unless needed to determine a third through sixth place. The time rules are to be used for the entire tournament.
 - ❖ **Time-outs** – Each team is given two full one-minute time outs and two thirty second time outs per game.
 - ❖ **Overtime** – Three minutes duration, each team will be allowed one additional time out.
 - ❖ **Fouls** – Three personal foul outs per game disqualify a player. Bonus (1 and 1) foul shot on 4th through 6th team fouls in each half. Double bonus, shoot 2 foul shots on the 7th and subsequent team fouls in each half.
 - ❖ **Technical Fouls** – Technical fouls are also counted as personal fouls and team fouls. Bad language will result in a technical. Coaches and/or players will be removed for the rest of the half for a negative attitude technical. If a coach or player receives a second technical foul, then he is eliminated for the rest of the game and tournament.
 - ❖ **Cheering** – Teams are not permitted to have cheerleaders.

NOTE: EACH TEAM MUST PROVIDE ONE VOLUNTEER TO HELP WITH TIME AND SCORE FOR BASKETBALL, AND TWO VOLUNTEERS TO HELP WITH LINE JUDGING, SCORING, ETC., FOR VOLLEYBALL.