

Boys State Sports/Quiz Bowl Schedule 2016

Monday

County	Basketball	Football	Soccer	Softball	Volleyball	Quiz Bowl
Conatser	4:45 – 4	4:45 – 2	4:45 – 2	3:45 – 2	4:45 – 6	3:45
Geiger	4:45 – 4	3:45 – 2	3:45 – 2	4:45 – 2	3:45 – 6	4:45
Gleason	4:45 – 3	3:45 – 1	3:45 – 1	4:45 – 1	3:45 – 5	3:45
Hayes	3:45 – 3	3:45 – 1	3:45 – 1	3:45 – 1	3:45 – 5	4:45
Keller	4:45 – 3	4:45 – 1	4:45 – 1	3:45 – 1	4:45 – 5	4:45
Kennedy	3:45 – 3	4:45 – 1	4:45 – 1	4:45 – 1	4:45 – 5	3:45
Savage	3:45 – 4	3:45 – 2	3:45 – 2	3:45 – 2	3:45 – 6	3:45
Stelle	3:45 – 4	4:45 – 2	4:45 – 2	4:45 – 2	4:45 – 6	4:45

Tuesday

County	Basketball	Football	Soccer	Softball	Volleyball	Quiz Bowl
Conatser	4:45 – 4	3:45 – 2	3:45 – 2	3:45 – 2	3:45 – 6	4:45
Geiger	3:45 – 4	4:45 – 2	4:45 – 2	3:45 – 2	4:45 - 6	4:45
Gleason	3:45 – 3	4:45 – 1	4:45 – 1	4:45 – 1	3:45 – 5	3:45
Hayes	3:45 – 3	3:45 – 1	3:45 – 1	3:45 – 1	4:45 - 5	4:45
Keller	4:45 – 3	3:45 – 1	3:45 – 1	4:45 – 1	4:45 – 5	3:45
Kennedy	4:45 – 3	4:45 – 1	4:45 – 1	3:45 – 1	3:45 – 5	4:45
Savage	3:45 – 4	3:45 – 2	3:45 – 2	4:45 – 2	3:45 – 6	3:45
Stelle	4:45 – 4	4:45 – 2	4:45 – 2	4:45 – 2	4:45 – 6	3:45

Wednesday

County	Basketball	Football	Soccer	Softball	Volleyball	Quiz Bowl
Conatser	3:45 - 4	4:45 – 2	4:45 – 2	4:45 – 2	4:45 – 6	4:45
Geiger	4:45 – 4	4:45 – 2	4:45 – 2	3:45 – 2	4:45 – 6	3:45
Gleason	3:45 – 3	3:45 – 1	3:45 – 1	4:45 – 1	3:45 – 5	3:45
Hayes	4:45 – 3	4:45 – 1	4:45 – 1	4:45 – 1	4:45 – 5	3:45
Keller	4:45 – 3	3:45 – 1	3:45 – 1	3:45 – 1	3:45 – 5	4:45
Kennedy	3:45 – 3	4:45 – 1	4:45 – 1	3:45 – 1	4:45 – 5	4:45
Savage	3:45 – 4	3:45 – 2	3:45 – 2	3:45 – 2	3:45 – 6	3:45
Stelle	4:45 – 4	3:45 – 2	3:45 – 2	4:45 – 2	3:45 – 6	4:45

Thursday – ALL Sports

3:45 State Championship (playoffs preceding if necessary)

Basketball Rules

NATIONAL FEDERATION (IHSA) BASKETBALL APPLY WITH THE FOLLOWING EXCEPTIONS:

PLAYERS – 5 per team. May start with 4. Maximum: 10 per roster

LENGTH OF GAME – 2 eighteen minute halves with 5 minutes between.

CONTINUOUS CLOCK – Clock runs continuously except during last two minutes of game when it is stopped as in a regulation game. However, if one team is leading by 20 points or more the clock will run continuously throughout the last 2 minutes also.

MERCY RULE – If a team is leading by 25 points with 8 minutes left in the second half or leading by 35 points anytime in the second half, the game is over.

TIME OUTS – Each team is allowed 2 per game; 1 minute each.

THROW-INS (IN BOUNDING) – Olympic style pass-in rule will be used during continuous clock time. Team gaining possession of ball is responsible for retrieving ball and throwing in from designated area. The officials do not need to handle the ball prior to the throw-in along the side lines or baselines except when it goes to a team under its own basket, then the official must handle the ball. **NOTE:** Official should be giving visual hand count during throw in.

TIE GAMES – Overtime period of 2 minutes with continuous running of clock. If still tied, a 2 minute sudden death overtime will be played. First team to score 2 points OR team ahead by one point at end of sudden death is winner.

SCORING – Same as in regulation IHSA games.

FOULS – 5 per player per game.

- On all fouls except in act of shooting, the offended team takes ball out of bounds nearest spot where foul occurred.
- On foul during act of shooting, the offended player is awarded two free throw attempts if the basket was missed; one if it was made.
- All fouls during last 2 minutes of play result in the offended team being awarded the designated number of free throws. A normal one-shot foul will be a one and one regardless of the foul.
- Technical fouls -- 2 free throw plus possession.
- Intentional fouls --2 free throws.
- Flagrant fouls -- 2 free throws and ejection from the game.

SUBSTITUTIONS – Substitute must give name and number to scorer and wait to be summoned onto floor by official before jump ball; an out-of-bounds pass-in, except after basket is made; prior to shooting of free throw; during time outs and between quarters or halves.

DISQUALIFICATIONS – Any player guilty of flagrant violation of the rules concerning personal conduct or sportsmanship shall be immediately ejected from the game.

DUNKING – NO DUNKING is allowed before, during or after games. Player is disqualified and technical foul shots assessed.

BACKBOARDS – In games played on courts with rectangular backboards, ball is dead when it passes directly over the backboard from any direction, however ball hitting side or top of rectangular board and rebounding to come down in front of backboard is in play.

COMMENTS AND NOTES

- When closely guarded and 5 second count is reached, it becomes a violation and the defensive team is awarded the ball out of bounds.
- Note: When a player starts a dribble in the midcourt and dribbles from the midcourt into the forecourt, and new 5 second count shall begin.
- When a player starts a dribble in the forecourt, a new 5 second count shall begin if the player ends the dribble anywhere in the frontcourt and then holds the ball. The player in control is closely guarded when an opponent is in a guarding stance at a distance not exceeding 6 feet from him. The official should handle the ball after the 5 second call. No “Olympic throw-in” in these cases.

PLAYOFF SYSTEM

2 team tie - play one 8 minute period with clock running First 6 minutes and regulation clock for last 2 minutes. If still tied, play sudden death. First team to score 2 points, not necessarily consecutive, is winner.

3 team tie - flip coins, odd man gets bye. Other two teams play according to above rules. Winner plays team with bye.

Football Rules

PLAYERS – 7 per team. May start with 6. Maximum: 12 per roster

OFFENSE - There will be 5 eligible receivers, a quarterback, and a snapper. The snapper/center is not eligible to catch a pass and will take a knee after the snap. ****Note**** The snap does not have to be a traditional between the legs snap. It can be from a knee and thrown to the QB.

DEFENSE - All seven players can participate on defense.

FIELD - The playing field will be regulation width and 50 yards long with one 10-yard endzone. There will be a 10 yard zone from the 50 to the 40. There will be two 20 yard zones from the 40-20 and 20-goalline.

POSSESSION

- All new possessions or series will start from the 50-yardline
 - Each team will have 3 downs to advance 10 yards to the 40-yardline
 - After the initial 1st down, the field is split into two 20-yard zones. A team will then have 4 downs to reach the next zone and 4 downs to reach the endzone.
 - If the offensive team picks up 15 yards on their 1st play, they have gotten a new 1st down and will now have 4 downs from that spot to reach the next zone (15 yards)
 - There will be no punts or kickoffs!! Any change in possession (a score, interception not returned for TD, or a turnover on downs) will result in the ball being placed on the 50 for a new possession.
 - Each team will have 8 total possessions (4/half). A 5 minute halftime will begin after each team has had their 1st four possessions.
- **Note**** Interceptions returned for touchdowns COUNT AS A POSSESSION
- The team that wins the pre-game coin flip will choose whether to have 1st or second possession.
 - If a team fails to get a 1st down (after 3 or 4 attempts) the other teams gains possession and starts at the 50.

SCORING

- Touchdowns are worth 6 points
- A point after touchdown (P.A.T.) can be attempted from the 3-yardline for 1 point or from the 10-yardline for 2 points.
- Interceptions may be returned for touchdowns (past 50-yardline). The scoring team will then have a P.A.T. opportunity and the ball will then go back to the team that was intercepted.

GAME RULES

- 1-Hand touch
- The Quarterback will have 4 seconds to throw the ball. ****Note**** The official will count to “One Thousand Four” If the ball has not been released when “four” is completed, the quarterback has been “sacked”
- A sack is a loss of down, no yards are lost.
- There must be one WR on the line of scrimmage (L.O.S.) on each side of the ball
- One man is allowed to go in motion pre-snap
- Fumbles are immediately dead and cannot be recovered by the defense or advanced further by the offense
- One draw (running play) is allowed per offensive possession
- The offensive team is allowed to use their hands to block, but cannot hold. Hands **MUST** stay below the shoulders.
- Players are not allowed to leave their feet while in possession of the ball. (Hurdling and Diving are not allowed. The ball will be considered dead at the spot if it occurs.
- Each team is allowed one timeout per half.

OVERTIME

- If a game is tied after 8 possessions by each team, we will play an overtime.
- Each team will have 3 downs from the 10-yardline to score. Possession will alternate. P.A.T. attempts will still occur.
- Offense and defense will alternate each OT period. Example: If team A is on offense 1st during the initial overtime period, they would play defense 1st in the 2nd overtime period.

PENALTIES

- Pass Interference (Offense/Defense) – 10 yards and replay down
- Holding (Offense/Defense) – 5 yards and replay down
- Illegal Block – 5 yards and replay down
- Unnecessary Roughness- 15 yards and Automatic 1st Down (if on Defense) or Loss of down (if on Offense). Two roughness penalties will result in ejection and player will not play any remaining games at Boys State.
- False Start- 5 yards and replay down
- Delay of game- 5 yards and replay down
- All Penalties are half distance to the goal inside the last 20 yard zone.

IN CASE OF RAIN – Games will be canceled anytime there is a steady rain beyond a drizzle, or lightning anywhere near enough to be seen. If canceled, the games will be made up the following day by playing abbreviated half games (2 halves – 4 possessions each) prior to the regularly scheduled game for that day which will also be played as a 1/2 game. The decision to play or not to play due to rain is not made until 12 noon. If the games are still on at noon but it rains after noon, the decision is made on the field at game time. The officials, **not the coaches**, determine if games will be played.

PLAYOFF SYSTEM

2 team tie – use regulation IHSA system for the game; each team given four downs from 10 yard line

3 team tie - flip coins, odd man gets bye. Other two teams play according to above rules. Winner plays team with bye.

Soccer Rules

National Federation (IHSA) Rules apply with the following exceptions:

PLAYERS – 8 per team. May start with 6. Maximum: 12 per roster.

LENGTH OF GAME - Two 15 minute halves with 2 minute halftime. Flip coin for possession at start of game. Change goals at halftime.

No stopping of clock – except for intentional stalling.

TIMEOUTS – 3 one-minute timeouts per team per game.

SUBSTITUTIONS – Unlimited during dead ball situation.

TIE GAME – Each team takes 5 alternating free kicks.

SHOES – No cleats of any type allowed.

SCORING – Goal = 1 point; Penalty Goal = 1 point

PLAYER PRIVILEGES – Player may dribble, volley, block, trap, or pass ball. Heading is a type of volley. Arms and hands may not be used.

OFF SIDES – When on an opponent's half of field and in possession of ball, player must be behind ball before playing it. If ahead of ball, there must be 2 opponents between player and the goal, otherwise it is off sides.

A player is not off sides if:

- there are 2 opponents nearer goal than he.
- in his own half of field.
- ball last touches opponent.
- ball is received direct from referee; on a throw in, kick or goal kick.

OUT OF BOUNDS – Ball is thrown in by team not causing ball to go out. Throw in at point where ball went out.

THROW IN – Must be two-handed overhead throw, except at ends where it may be kicked. Opponents must be 10 yards from player throwing or kicking the ball in.

CORNER KICK – If defensive player last touches ball before it crosses the end line, the offensive team puts ball in play by a corner kick.

PENALTIES

A *direct free kick* from the point of infraction for:

- holding opponent
- placing hands or arms on opponent to reach ball
- pushing opponent
- striking or attempting to strike opponent
- jumping at opponent
- kicking, tripping, or kneeing opponent
- charging opponent dangerously or from behind
- charging opponent heading the ball
- carrying by goalkeeper outside of penalty area
- handling by goalkeeper who is playing position without notifying referee
- intentional ball-handling by arms or hands.

An *indirect free kick* from the point of infraction for:

- player plays ball a 2nd time before it has been touched by another player at kickoff, kick-in, free-kick, corner-kick, goal-kick, if ball is outside penalty area.
- ball not kicked forward from penalty kick.
- goalkeeper carries ball more than 4 steps in penalty area
- improper charging
- arguing, failure to heed referee
- unsportsmanlike conduct
- offside (no penalty unless player is interfering or attempting to gain advantage)
- interfering with goalie
- sliding tackle
- obstruction other than holding
- player leaving field or play during game without referee's consent

NOTE: When defensive team commits a foul resulting in a *direct kick* in its own penalty area, opponents are awarded a penalty kick.

This is a free-direct kick taken directly in front of the goal and 12 yards away. All other players *except* goalie must be outside of penalty area and at least 10 yards from ball. Goalie must stand on goal line between uprights and not move feet until ball is kicked.

Kicker must kick ball forward and may not kick it again until touched by another player.

Successful penalty kick = 1 point. Unsuccessful penalty kick = ball in play.

IF A PLAYER IS EJECTED FROM THE GAME, THE TEAM MUST PLAY SHORT HANDED.

IN CASE OF RAIN – Games will be canceled anytime there is a steady rain beyond a drizzle, or lightning anywhere near enough to be seen. If canceled, the games will be made up the following day by playing abbreviated half games (2 halves – 10 minutes long) prior to the regularly scheduled game for that day which will also be played as a 1/2 game. The decision to play or not to play due to rain is not made until 12 noon. If the games are still on at noon but it rains after noon, the decision is made on the field at game time. The officials, **not the coaches**, determine if games will be played.

PLAYOFF SYSTEM

2 team tie - 5 penalty kicks per team alternating kicks by Team. If still tied, repeat.

3 team tie - Flip coins, odd man gets bye. Then use 5 penalty kicks per team system. Winner kicks against team which got the bye. Winner plays other league champion for overall championship.

Softball Rules

NOTE: NO CLEATS ARE ALLOWED.

PLAYERS - 10 per team. May start with 8. Maximum: 13 per roster.

LENGTH OF GAME – Six innings excepting game is terminated if after 5 complete innings a team is 10 or more runs ahead. If home team is ahead by 10 or more runs after 4 ½ innings, it is the winner.

PITCHING - A pitch must arch at least 3 feet but must not rise higher than 10 feet from the ground. A pitch not meeting these standards is called a “ball” but if struck at, it is a “strike” and played as any other “strike” pitch if hit or missed.

WARMING UP - At the beginning of each inning or when a pitcher relieves another, no more than 5 balls may be thrown in warming up.

BATTING

- No intentional bunting or “chopping” allowed.
- Batter is automatically out on dropped third strike.
- Stepping on plate or otherwise out of batter’s box is automatic out. (SAFETY OF CATCHER IS A FACTOR HERE.)
- **FOUL BALL ON THIRD STRIKE RESULTS IN AN OUT ON THE BATTER.**

PLAYER RE-ENTRY - A player may re-enter a game for the same person who took his place as long as the original substitute has batted and played in the field for three outs, i.e., re-entries may not switch batting order positions, but playing positions may be switched.

STRIKE ZONE - The **PLATE DETERMINES THE STRIKE ZONE** no matter where the batter stands in the batter’s box.

BASE RUNNING - Runner may not leave the base until the ball crosses the plate or is hit. Violators are out and a “NO PITCH” is declared.

GLOVES - NO GLOVES ARE ALLOWED

HOME TEAM/SCORERS - Flip coin to determine home team. Teams provide scorers; **PRINT NAMES ON CARDS**; return cards to umpire after game.

IN CASE OF RAIN – Games will be canceled anytime there is a steady rain beyond a drizzle, or lightning anywhere near enough to be seen. If canceled, the games will be made up the following day by playing abbreviated half games (3 innings) prior to the regularly scheduled game for that day which will also be played as a 1/2 game. The decision to play or not to play due to rain is not made until 12 noon. If the games are still on at noon but it rains after noon, the decision is made on the field at game time. The officials, **not the coaches**, determine if games will be played.

PLAYOFF SYSTEM

2 team tie – play 3 inning game

3 team tie - Flip coins, odd man gets bye. The other two teams play 3 inning game, winner plays bye team.

Volleyball Rules

National Federation (IHSA) Rules apply except as follows:

PLAYERS – 6 per team. May start with 5. Maximum: 9 per roster.

NET HEIGHT – 8 feet

MATCHES – A match consists of best 2 out of 3 rally-score to 20 points and third game to fifteen points (no time will be kept).

SUBSTITUTIONS - May be made any time while ball is not in play. A player may enter a game three times but only in his original line-up position (starting a game counts as one entry).

TIME OUTS – 2 per team per match (one-half minute duration).

CONDUCT – Penalty for unsportsmanlike conduct:

- 1st offense - point or sideout
- 2nd offense - removal from game and area

CLARIFICATION OF SELECT RULES

- Ball hitting on line is in-bounds.
- Ball hitting overhead obstacle or basket support is out-of-bounds.
- Server must be behind line and in right 1/3 of court.
- Contact with ball must be a “clear” hit. No palming, lifting, pushing or carrying of ball allowed.
- Teams change courts and serve at end of each game. In game 3, teams change courts when one team reaches 8 points.
- Ball hitting net on serve is loss of serve, unless it results in going into the opponent’s side of the court.
- When ball is served, players must be in their rotation order and within their respective playing areas. Players may switch position after the ball is put in play, but regular shifts in position can only be made between games.
- Ball may be contacted by any part of the body above the waist. Heading or fisting the ball is permissible but kneeing or kicking the ball is a foul.
- Ball cannot be contacted twice in succession by same player; however simultaneous contacts by more than one player on same team are allowed and considered as one play. Players participating in such simultaneous contact may participate in the next play.
- Simultaneous contacts by players on opposing teams also permit players involved to participate in next play: however, if this results in ball being momentarily held it is a double fault and played over.
- When players on opposing teams commit fouls simultaneously, it is a double foul and played over. Points are not scored on a double foul.
- Touching net at any time is a foul, except when hard driven spike forces net into a player while he is on his side of the court.
- A player may reach over net while blocking or in follow-through of a hit ball, but cannot reach over net in attempt to intercept ball until opponent has completed attack. Thus, a spike ball cannot be blocked until it has been hit.
- A player may step on the centerline but not on the floor in opponent’s court. Any part of a player’s body may be in the air below the net and beyond centerline if he does not interfere with opponent’s play by either touching ball or opponent.
- Backfield players are not permitted to spike or block the ball at the net, however they may spike a ball behind the 10-ft. restraining line.
- Three hits maximum per side; except when ball touches blockers hand(s); 3 or more hits are legal.

PLAYOFF SYSTEM

2 team tie – play 1 game to 20 points with rally scoring.

3 team tie - Flip coins, odd man gets bye. The other two teams play one 20 point game with rally scoring. Winner plays bye team using the same above rules.

Quiz Bowl Rules

Participants

- Each team may have no more than 8 players on the roster
- No more than 5 players may play at a given time
- Teams may stop play to make substitutions no more than three times per round. Substitutions may only be made prior to a toss-up question.

Play

- There will be 2 rounds of play, each consisting of 10 toss-up questions.
- Toss-up questions will be worth 10 points, bonus questions will be worth a total of 20 points. If a bonus consists of three parts, the first two parts shall be worth 7 points and the remaining part worth 6 points.
- Toss-up questions will be asked to both teams at the same time. The first team to signal they are ready to answer will be given priority.
- Players will have 10 seconds from the end of the toss-up question being read to activate their signaling device. Once signaled, the team shall have 15 seconds to answer.
- If a player signals before the toss-up question is completely read, the moderator shall stop reading and allow the team 15 seconds to answer. If the team is unable to answer, the moderator shall read the question again from the beginning and allow the other team 15 seconds to answer the question.
- A toss-up question can be read again if no team has signaled and a request for a re-read has been made.
- The moderator will have final judgment on correct answers and awarding of points. If an answer is ambiguous, the moderator may request the answerer to be more specific.
- If a team answers a toss-up question correctly, the game moves on to a bonus question consisting of multiple parts. The team who answered the toss-up question correctly will control the bonus question. Once read, teams will be given 30 seconds to collaborate. If the team in control desires to call time before the 30 seconds is complete, they may do so, and all collaboration and discussion must cease immediately. The team in control will then have the opportunity to answer first. Once the team in control has had the opportunity to answer all parts, the non-controlling team may attempt to answer any questions not correctly solved.
- Questions will range from Political to Pop Culture to Academic and everything in between.

Scoring

- Toss-up questions will be worth 10 points, bonus questions will be worth a total of 20 points. If a bonus consists of three parts, the first part shall be worth 7 points, and each remaining part worth 6 points.
- The team with the most points will win.
- If there is a tie, there will be a bonus round of at least two questions until one team is the winner.

PLAYOFF SYSTEM

2 team tie – Head to Head breaks the tie. If still tied, one round of 10 questions will be played to break the tie.

3 team tie – Total points for the three matches breaks the tie. If still two-way tie for first, one round of 10 questions will be played to break the tie. If still three-way tie for first, a coin shall be flipped...odd team gets the bye. Two teams play one round of 5 questions, with the winner playing the third team in one round of 5 questions.