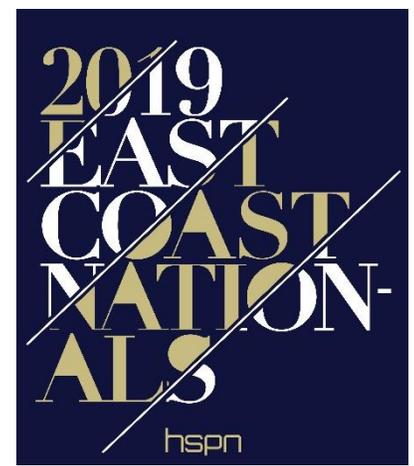


TOURNAMENT RULES AND FORMAT



Tournament Divisions

- Boys Varsity Division : Pools 1 through Pool 8
- Girls Varsity Division : Pools 1 through Pool 5
- Boys JV Division : Pools 1 through Pool 5
- Girls JV Division : Pool 1
- Boys MS Division : Pools 1 through Pool 3
- Girls MS Division : Pools 1 and Pool 2

Pool numbers are randomly assigned and ARE NOT SEEDINGS!

Also read "How We Create Pools"

Also read "How Brackets Are Formed"

Each team is to supply a scorer that will sit at the scorer's table for each game. Home team will be listed first on the tournament schedule and is the "home book"

ALL GAMES ARE ENFORCED BY THE VIRGINIA HIGH SCHOOL LEAGUE AND SANCTIONED BY THE NATIONAL FEDERATION OF HIGH SCHOOLS.

Player, Coach Spectator CONDUCT CLAUSE - Any player or coach for ANY REASON that receives TWO Technical Fouls in one game -OR- is expelled from a game by the officials...CANNOT PLAY IN THE NEXT GAME. PERIOD! An expelled Spectator cannot attend the next game

Varsity Boys, Varsity Girls

Each team will compete in three Pool Play games. Then the brackets will be created with 4 teams in each bracket. There will be quarter-finals for the top 8 varsity teams known as the **East Coast Top Bracket** to seed for the semi-finals. All Varsity brackets will have semi-finals, Championship or 3rd place game for each bracket.

JV Boys, JV Girls

Each JV team will compete in three Pool Play games. Then the brackets will be created (see page 13) with 4 teams in each bracket. All JV brackets will have semi-finals, Championship or 3rd place game for each bracket.

Middle School Boys, Girls

Each MS team will compete in three Pool Play games. Then the brackets will be created with 4 teams in each bracket. All JV brackets will have semi-finals, Championship or 3rd place game for each bracket.

How we create "pools" - teams of 4 - for Round Robin

When grouping teams for pool play, for example, Varsity Boys teams, we use the following priorities:

The first consideration is geography so that the likelihood of teams ever playing each other during the regular season is very small. For example, we've had groupings in the past having teams from New York, Georgia, Texas, and Florida. This would almost ensure that these teams probably never played each other before. If there are more teams from one state than there are pools, then obviously there will be teams in the same pool that may have played each other during the season.

The second consideration is team won-loss records vs Homeschool teams to balance out the four-team pool so that it contains a fair and balanced mix of strong, medium and weak teams.

Be sure to keep your records up to date on the National Homeschool Scoreboard:

<http://www.hspn.net/include/AddYourTeamStandings.asp>

Note: a pool of all strong teams is a disadvantage - causing the better teams to play tougher competition and having their records blemished before the brackets are created.

Note: a pool of all weaker teams is also unfair because the pool play competition is weaker and gives a deceptive won-loss record as the brackets are created

So with the balance of geography and balanced team records, we will try our best to establish random pools that are given a number only for purposes of organization. In other words, Pool #1, is not a ranking, just an identifier for the 4 teams that will be in it.

How Brackets Are Formed (after Pool Play)

After Pool play (after completing 3 games)

1. Each team accumulates team points based on its won-loss record. A team receives 3 pts for a win
2. Team points and tie-breakers will determine how teams are seeded and grouped into brackets.
3. A series of tie-breakers (see below) is used in cases where teams are tied in total team points at the completion of pool play

Tie-Breaker rules – applied when teams have the same Total Team Points (see #1 above).

1. **Head-to-head - during tournament** (how did the 2 teams do against each other if they previously played at the tournament). **This is rarely applied** since teams from other pools haven't played each other but it is used sometimes for teams within the same pool end up with the same record (i.e. 2-1 or 1-2).

2. **Cumulative Point Differential**

Points Scored MINUS Points Allowed during pool play **Capped at maximum 21 points per occurrence.**

For example, any game that results in a final score where the winning team wins by 21 points or more, the point differential will be recorded as +21 (even if you won by 30).

If you are in one of those lopsided games (when you are ahead by 21 or more) we suggest that you use your bench and rest your better players. You'll know how to control the outcome with the capped 21 pts. There is no benefit for running up the score – use your bench players.

3. **Least Average Points Allowed Per Game in Pool Play**

4. **“Strength of Pool”** – for teams that are still tied for the same bracket seed, we will analyze the strength of each team's pool to see if it can be determined which team had a pool of tougher competition over the other one. **This is most critical when there are several 3-0 teams after pool play all vying for the highest bracket.**

5. **Coin toss** - If the tie can't be resolved, then a “best of 3” coin toss will take place.

Read on ...

BRACKETS FORMED...

After the 3 pool-play games have been completed AND tie-breaker rules are applied (see above), teams are seeded from top to bottom. For example, in the boys' varsity division of 32 teams, teams are seeded #1 through #32.

Top 8 Seeds -- **TOP Bracket** (each team in this bracket is then seeded 1 through 8) is for Varsity Boys and Girls Divisions only

Next 4 Seeds -> "6A" Bracket (each team in this bracket is then seeded 1 through 4)
Next 4 Seeds -> "5A" Bracket (each team in this bracket is then seeded 1 through 4)
Next 4 Seeds -> "4A" Bracket (each team in this bracket is then seeded 1 through 4)
Next 4 Seeds -> "3A" Bracket (each team in this bracket is then seeded 1 through 4)
Next 24 Seeds -> "2A" Bracket (each team in this bracket is then seeded 1 through 4)
Last 4 Seeds -> "A" Bracket (each team in this bracket is then seeded 1 through 4)

Other divisions:

Varsity Girls: Top Bracket, then 5A down to A

JV Boys, 5A down to A

MS Boys 3A down to A

MS Girls 2A and A.

Quarter-finals only for the Top Bracket:

#1 vs. #8; #2 vs. #7; #3 vs. #6; #4 vs. #5

Advancing to Semi-finals in each bracket

Seed #1 plays Seed #4 followed by Seed #2 playing Seed #3 in the semi-finals round.

Advancing to Championship

1. Winners of both semi-final games, advance to the Championship round.

Consolation Games

1. Losers of semi-final games will face off in the 3rd place Consolation game.

2. Winner of the Consolation Game takes home the 3rd place trophy.

Overtime Games

1. A game will use overtime(s) to determine a winner if regulation ends in a tie.

2. Overtime games are governed by Virginia High School rules and officiated by the Colonial Basketball Association

TROPHIES and AWARDS are handed out for ALL brackets for ALL Age Divisions:



Champion: Banner and 1st Place Award

2nd Place: Trophy/Award

3rd Place: none

TOP BRACKET (18-U Boys, Girls Varsity*)

