



*Join the V.I.P. Experience!*

**May 5-6, 2012**

**Roanoke, VA**

**Boys and Girls Grades 3<sup>rd</sup>-12<sup>th</sup>**

**\$250.00 per team/ Multi Team Discount**

**3+ Games Guaranteed**

Coach Marcus and the Virginia Warriors  
Cordially invite you to participate in  
***The Third Annual***  
***“V.I.P. Invitational”***

You don't want to miss this one! The attention to detail sets this tournament apart from the rest! Secure your spot today and participate in one the best tournaments in VA. Where everyone in attendance gets to be part of the V.I.P. Experience!

**Deadline to register is April 25, 2012**  
**So Join the V.I.P. Today!!!**

***No spot is secure without Registration Form & Fee or confirmation from Director!!!***  
***This tournament is a “must add” to your schedule, so don't delay!***

**For additional information:**

Marcus Wade

540-761-0344

[mtwade2@yahoo.com](mailto:mtwade2@yahoo.com)

**“2012 V.I.P. Invitational”**  
Registration Form

Team Name \_\_\_\_\_

Grade: \_\_\_\_\_ Boys or Girls: \_\_\_\_\_

Coach: \_\_\_\_\_

Cell: \_\_\_\_\_ Home/Work \_\_\_\_\_

Email: \_\_\_\_\_

**Make Checks Payable to:** Virginia Warriors  
**Mail to:** 236 Eugene Dr  
Roanoke, VA 24017

**Roster:**

Player Name	Grade	DOB	School
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			

## **V. I. P. Invitational Tournament Playing Rules**

1. Virginia High School League rules will apply with the following exceptions listed below.
2. All games will be played as follows:

3 <sup>rd</sup> grade-6 <sup>th</sup> grade	(2) fourteen minute halves
7 <sup>th</sup> grade and up	(2) sixteen minute halves
3. Slaughter rules apply when a team is ahead by thirty (20) points or more. The clock will continue to run (except during timeouts) until the point difference is under twenty (20) points.
4. **1st** Overtime period will be three minutes in length. **2nd** overtime and thereafter will be one minute in length.
5. Each game will have:

5 minute warm-ups
5 minute half-times
6. Teams will be allowed to call (2) full and (2) thirty second time-outs during the regulation game. NO timeouts during overtime.
7. Home team will be listed first and sit to the left of the score keeper facing the court. Home team will wear light colored jerseys.
8. Home team shall provide official scorebook. If the home team is keeping score, visiting team will be allowed to sit at or near score table as well. No yelling or coaching from score table.
9. Tie Breakers will go by a point differential system located on back of rules.
10. Player per team limit is 15 maximum.
11. All teams are expected to arrive thirty (30) minutes prior to their scheduled game start time. We will start games early if both coaches agree. If any team is knowingly unable to make their scheduled game, they must notify the Tournament Director (Marcus Wade 540-761-0344) in advance. Late teams will be given 5 minutes after scheduled game time before game is forfeited!
12. No outside food or drinks are allowed in gym. Concessions will be available.
13. I look forward to all teams competing and displaying good sportsmanship. Best of luck to all teams!!!

## **V.I.P. Invitational Tiebreaker**

### TIE BREAKER FORMULA EXAMPLE FOR 3 TEAMS TIED AFTER POOL PLAY

In this example, each team is 1-1 after their 2 pool games and have all played each other.

1. Determine the point differential for the tied teams. The maximum is 15 points.
2. Seed teams with the highest point differential being 1st and the lowest 3rd.
3. If 3 teams are still tied after this tie breaker, use the exact differential with no regard to the 15 point maximum. Example represented by ( ).

TeamA	1 win	1 loss
TeamB	1 win	1 loss
TeamC	1 win	1 loss

Results	Differential/15 pt Max	Exact Differential	Placement
<b>Team A</b>			
A vs B (A-69 B-55)	<b>+14</b>	<b>(+14)</b>	
A vs C (A-46 C-51)	<b>-5</b>	<b>(-5)</b>	
	<b>+9</b>	<b>(+9)</b>	1st (2nd)

Results	Differential/15 pt Max	Exact Differential	Placement
<b>Team B</b>			
B vs A (A-69 B-55)	<b>-14</b>	<b>(-14)</b>	
B vs C (B-66 C-41)	<b>+15</b>	<b>(+25)</b>	
	<b>+1</b>	<b>(+11)</b>	1st (2nd)

Results	Differential/15 pt Max	Exact Differential	Placement
<b>Team C</b>			
C vs A (C-51 A-46)	<b>+5</b>	<b>(+5)</b>	
C vs B (C-41 B-66)	<b>-15</b>	<b>(-25)</b>	
	<b>-10</b>	<b>(-20)</b>	3rd

\*If (2) teams are tied after point differential then head to head would determine the next seeding. If they did not play head to head then exact point differential would be used.

Forfeit scores are 15-0.