

Virginia Commonwealth Games Basketball Tournament Rules



- Warm-up Balls:** All teams are responsible for providing their own warm-up basketballs.
- Bench Personnel:** Teams will be allowed to have up to 15 players, 2 coaches and 1 score keeper sitting on the team bench. Failure to comply with this rule will result in a 2 shot technical for each unapproved person that is sitting on the team bench. The person or persons must leave the bench area. Failure to leave the bench will result in the team forfeiting the game. **NO** hats are allowed to be worn during the game by bench personnel.
- Scorekeeping:** The Home team shall provide the official score keeper. The official score keeper HAS to sit at the table with the visiting book being recommended to do so as well. There will be no yelling of any form or coaching from the scorer's table. You will be removed.
- Logistics:** Home Teams will wear white or light colored uniforms. Home Teams will be listed first or on the top of the bracket and/or schedule. Home Team will provide game ball. Boys 3rd – 6th grade will use the 28.5 ball. Boys teams 7th and up use standard men's ball.
- In some brackets, seeding is determined by:
1. Point Differential (max 15 points)
 2. Head to Head
 3. Fewest Points Allowed in ALL games
 4. Coin Toss
- Gameplay:** WE WILL START UP TO 30 minutes early (after first game of the day). Be at the gym at least 45 minutes before your scheduled game time.
- Grades 2nd – 5th run 16-minute halves
Grades 6th and 8th run 18-minute halves
Grades 9th – 12th run 20 minute halves
- First overtime is 4 minutes running clock, every after is 1 minute
5-minute halftime
- There will be a running clock for everything except time outs and the last 2 minutes of each half. 4-minute warm up between games. If a team is not ready to play at the end of the warm up time, that team will forfeit the game. There will be no refunds for teams affected by the forfeit.
- Only teams playing can be on the court during game, halftime. No exceptions.
- Grades 3rd through 12th Running Clock Rule- At the time one team gains a 15 point or more lead, the clock will NOT stop the last 2 minutes. When the running clock rule is in place, you cannot press full court.
- Each team gets 2 full timeouts and 2 30-second timeouts, additional full timeout with overtime.
- Free Throws-----ON THE RELEASE!
- Fouled players are awarded a 1-and-1 opportunity after opposing team

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reaches 10 fouls. Two free throws are awarded after 12 fouls.

Conduct of

Players and Coaches:

Un-sportsmanlike conduct on the part of players, coaches, or spectators will not be tolerated and may result in expulsion from the Gym and/or the Commonwealth Games. Coaches will be held responsible for the conduct of their players and team followers. If a player or coach is ejected from a game, they will receive an automatic 1 game suspension following the ejection (cannot be in gym). If a player or coach is ejected from a second game, he or she will be suspended for the remainder of the tournament.

If a spectator becomes unruly during the tournament, they will be asked to correct their behavior. If this does not ease the situation, the spectator will be asked to leave the gym for the duration of the tournament, with NO refund. The player will be ejected as well from the event.

The Director will determine all removals from the facility and future punishment at future events. Virginia Amateur Sports prides itself in running quality events and making sure that all players are having fun and in a quality, safe environment.

Proof of

Eligibility:

All teams must bring birth certificates or proof of grade player just completed with them to the tournament to verify the age of the players in case of a protest.

Protests:

All protests shall be made in writing to the tournament director no later than 30 minutes following the game and are valid only if accompanied by a \$100 cash fee, which will be returned **ONLY** if the protest is upheld. **PROTESTS MAY ONLY BE PETITIONED REGARDING THE ELIGIBILITY OF A PLAYER. NO PROTEST WILL BE ALLOWED ON INTERPRETATIONS OF OFFICIALS' JUDGMENT.**

Facility Access:

All players and coaches will have facility use player/coaches in order for them to access the competitive arenas without paying an entry fee. Failure to wear the passes will result in having to pay an entry fee at the gate. Coaches need to have wristbands on to enter the gyms.

Only three passes will be issued per team. Other administrators, coaches, scorekeepers, team moms', etc. will have to purchase a pass. A wristband is **REQUIRED** to be shown upon entry after the first game. This is for everyone! No exceptions!

Due to the large turnout of teams, please review the schedule as there may be additional travel for some teams and age divisions to go to other gyms.

Please accept our Thank you in advance for your cooperation, patience, and flexibility in this matter.