

2025 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 who 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 scorekeeper. The official scorekeeper must sit at the table with the visiting team's book. There will be no yelling of any form or coaching from the scorer's table, or he/she will be removed.
- Logistics:** Home Teams will wear white or light colored uniforms. Home Teams will be listed first or at the top of the bracket and/or schedule. The Home Team will provide the game ball. Boys teams 7th and up use standard men's ball.
- Seeding will be determined by record. In the event of a tie, seeding will be determined by:
1. Point Differential (max 15 points)
 2. Head-to-Head
 3. Fewest Points Allowed in ALL games
 4. Coin Toss
- Gameplay:** WE CAN START UP TO 15 minutes early (after the first game of the day). Be at the gym at least 45 minutes before your scheduled game time.
Grades 3rd – 5th run 16 minutes
Grades 6th - 8th run 18-minute halves
Grades 9th – 12th run 20-minute halves
First overtime is 4 minutes running clock, every OT after is 1 minute 5-minute halftime
There will be a running clock for everything except timeouts and the last 2 minutes of 2nd 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 the 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 for the last 2 minutes. When the running clock rule is in place, you cannot press full court.
Each team will get 1 full and 1 30-second timeout per half, no carryovers; one additional full timeout per overtime period.
Free Throws-----ON THE RELEASE!
Fouled players are awarded an opportunity after the opposing team reaches 10 fouls. 2 shots.
- Conduct of Players & 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 Virginia 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,

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they will receive an automatic 1 game suspension following the ejection (cannot be in the 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 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 and report cards with them to the tournament to verify the age of the players in case of a protest. Coaches must have them available during the tournament at all times.

Protests:

Teams wanting to file a protest must notify the VCG on-site Supervisor within 15 minutes of the completion of the game being protested. Coaches will have 30 minutes from that time to report to Games Central, located at the LaHaye Special Event Center, with the written protest. Protests are valid ONLY if presented in writing, accompanied by a \$200.00 CASH fee, which will be returned if the protest is upheld. A PROTEST MAY ONLY BE PETITIONED REGARDING THE ELIGIBILITY OF A PLAYER. NO PROTEST WILL BE ALLOWED ON THE INTERPRETATION OF OFFICIALS' JUDGMENT. PROTESTED PLAYERS MUST BE DONE INDIVIDUALLY; NO MULTIPLE PROTESTS ON A SINGLE PETITION. (CONTESTING 2 PLAYERS WILL RESULT IN TWO WRITE UPS AND \$200.00 EACH)

Facility Access:

All players and coaches will have facility use wristbands in order for them to access the competitive arenas without paying an entry fee. Failure to wear the wristbands will result in them having to pay an entry fee at the gate. Coaches need to have wristbands to enter the gym; Players just need their uniforms.

Only three wristbands will be issued per team. Other administrators, coaches, scorekeepers, team moms, etc., will have to purchase a wristband. A wristband is REQUIRED to be worn to enter 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.

