

2026 Virginia Commonwealth Games

Basketball Tournament Rules

- Rules:** National Federation of High Schools (NFHS)/Virginia High School League (VHSL) basketball rules will be followed except where listed below. The game officials are the official interpreters of the 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 official scorebook provided by the Commonwealth Games. This book must be used. The visiting team's scorekeeper is permitted to sit at the table. It is highly recommended that the two scorekeepers compare books frequently throughout the game. There will be no yelling of anyform or coaching from the scorer's table, or he/she will be removed.
- Logistics:**
- Final team rosters will be accepted no later than Check-in and must be filled in completely with all required information, including jersey numbers and legal name. Once the roster has been verified at check-in, NO CHANGES ARE PERMITTED.**
- 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. Each player is required to wear a uniform with a visible number that meets NFHS/VHSL standards. The Home Team will provide the game ball. Boys teams 7th and up use standard men's ball. Boys teams 6th grade and below will use the 28.5 or 6 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.

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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.

Fouled players are awarded an opportunity after the opposing team reaches 10 fouls. 2 shots.

WHEN THE RUNNING CLOCK RULE IS IN PLACE, YOU CANNOT PRESS FULL COURT. TEAM MUST BE ALLOWED TO CROSS MID COURT INTO THE FRONT COURT AREA BEFORE DEFENSE MAY ENGAGE. Officials will not allow the game to turn into a travesty by allowing a team to be subjected to a loss of more than 50 points. The game will be terminated at that point.

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, 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.

Fighting will be grounds for immediate removal of Players/Coaches or Spectators. Removal of a spectator/parent will result in the dismissal of the player/child of the offender. This will constitute disqualification from the remainder of the tournament. Removal of Spectator will be with no refunds of admission fees.

The Director will decide on all removals from the facility and any future disciplinary actions. Virginia Amateur Sports is committed to organizing quality events and making sure that all players enjoy themselves in a safe and positive 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. See player eligibility for acceptable forms of ID. Coaches must have them available during the tournament at all times. Please review the eligibility criteria for a full explanation of eligibility.

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 where you checked your team in for verification, with the written protest. *The Games staff will not provide paper/pen or paper to complete a protest.* Protests are valid ONLY if presented in writing by the Head Coach, accompanied by the \$100.00 CASH fee, which will be refunded if the protest is upheld.

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Electronic forms of protest (such as email or text message) are not accepted. A PROTEST MAY ONLY BE FILED REGARDING THE ELIGIBILITY OF A PLAYER. NO PROTEST WILL BE ALLOWED ON THE INTERPRETATION OF THE OFFICIALS' JUDGMENT OR RULES. Protested players must be contested individually; no multiple protests on a single petition. *Contesting 2 players will result in two write-ups and a \$100 fee for each.*

Protest must be filed by the Head Coach Only. (No Assistant Coaches, Parents or team administrative personnel). The protest will be reviewed with the team's Head Coach and the player identified in the protest. Only the Head Coach and player will be allowed to participate in this action (NO ASSISTANT COACHES, PARENTS, OR OTHER TEAM MEMBERS WILL BE ALLOWED OR HEARD). The team involved in the protest will be notified and must report to Game Central with the proof of eligibility documents and the player identified within 30 minutes of notification. Failure to make yourself available with the required documents and player may be grounds for the protest to be upheld without further review.

Game film will not be reviewed.

Facility Access: All players and coaches will have facility use wristbands 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!

Medal Presentation: Medals will be presented to the winners no earlier than 15 minutes following the completion of the medal game, and all players must be present in uniform for the medal presentation.

Medals will only be awarded to those listed on the official roster that is verified at check-in.

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.