

## Commonwealth VA Basketball Classic Rules

- Grades 3 rd and $4^{\text {th }}$ will play 12 minute stop clock halves
- Grades $5^{\text {th }}$ through HS will play 14 minute stop clock halves
- Each age group will use the following size ball:
- Boys $6^{\text {th }}$ grade and younger will use a 28.5 size ball
- Boys $7^{\text {th }}$ grade and older will use 29.5 size ball
- All Girls divisions will use a 28.5 size ball
- We will follow NFHS \& VHSL rules unless outlined below
- Free Throws will be played on the release per the new NFHS rules
- Each team is allotted 4-30 second timeouts per game. No limit on how many of a team's 4 timeouts they use in each half. Timeouts do NOT carry over to any OT periods.
- All divisions will use the regulation free-throw line
- For grades $3^{\text {rd }}$ and $4^{\text {th }}$ - If a team is up by 15 points or more during the $2^{\text {nd }}$ half; the clock will continue to run (except during a timeout) until the team brings the point spread inside 15 points. Further a team cannot press if up by 15 points or more at any point in the game.
- For $5^{\text {th }}$ grade and above - If a team is up by 20 points or more during the $2^{\text {nd }}$ half; the clock will continue to run (except during a timeout) until the team brings the point spread inside 20 points. Further a team cannot press if up by 20 points or more at any point in the game.
- First OT $=3$ minutes with 1 timeout (no carry over from regulation). Second OT period will be 1 minute in length with 1 timeout (no carry over from prior OT periods or regulation). Any $3^{\text {rd }}$ OT period will be sudden death, first team to SCORE 2 points, there is no time on the clock for a $3^{\text {rd }}$ OT period. Each team is allotted one timeout in the $3{ }^{\text {rd }}$ OT period.
- Only the Head Coach may stand and interact with officials
- Head Coaches are responsible for the conduct of their bench personnel, players and spectators and for cleaning up their bench after each game and disposing of any/all trash
- All players must have a number on the front and back of their jersey
- There is a limit to 3 bench personnel ( 1 head and 2 assistants)
- The Home team is the team listed FIRST on the schedule or the TOP of the bracket, will wear white and provide both the game ball and score keeper
- The Visiting team is the team listed SECOND on the schedule or the BOTTOM of the bracket, will wear dark and provide the time keeper
- This is about the players and kids playing the game!! Coaches are responsible for the conduct of those on their bench, assistant coaches, players, and spectators. A player or coach receiving two technical fouls during the course of the tournament will serve a one game suspension. A player or coach receiving a $3^{\text {rd }}$ technical foul during the course of the tournament will be suspended for the remainder of the tournament. Any player/coach ejected from a game will serve a one game suspension. Any player/coach ejected a $2^{\text {nd }}$ time will be removed from the tournament.
- Any issue that should arise that is not outlined in the rules stated above will be addressed accordingly by the Tournament Director or his appointee.
- Any game protest will require a $\$ 100$ fee paid at time of protest.

