

## 2024 Loudoun Basketball Charity Classic Rules

NFHSA (National Federation of High School Associations) rules will apply, other than the exceptions, clarifications, and points of emphasis that follow.

1. The scorebook at the table is considered official. No protests are permitted once the game officials have left the courtside area.
2. All Divisions will play 4 7-minute quarters.
3. Overtime procedure is as follows ..
  - a. a. pool play and semifinals: first OT is 3 minutes in length, in the 2nd overtime the 1st team to score 2 points will be declared the winner (if Team 1 misses the first free throw and makes the second, then Team 2 goes down a scores a lay up. Team 2 wins by 1)
  - b. b. finals: as many 3 minute overtime periods as necessary will be played until we have a winner
4. Defensive rules are as follows ...
  - a. a. For 5th grade divisions and above, there are no limitations on defense - man to man, zone, full-court press, half-court trap, etc. Full-court pressing is not permitted with a lead of 15 points or greater.
  - b. b. For the younger divisions (currently B3, B4, and G3/4), any defense can be played - man-to-man, zone, half-court trap, etc. - EXCEPT that backcourt defense is not permitted in the first half of any game; in the second half and any overtime period(s), there are no limitations on defense. Full-court pressing is not permitted with a lead of 15 points or greater.
5. Coaches must remain in the coach's box; only the head coach may stand during play. When a coach's box is not clearly marked on the floor, it will be deemed the length of his/her bench - the first chair to the last chair.
6. Standard free throw line (15') will be used for all divisions. B3, B4 and G3/4, can complete the shot having crossed the line.
7. 3-point shots count as 3 points ONLY if court is marked with three-point lines.
8. Technical fouls are adjudicated as follows ...
  - a. a. 2 technical fouls accumulated by any one player or coach (assistant or head) will result in the suspension of the offender for their next tournament game.
  - b. b. Any coach ejected from a game is ineligible for the remainder of the tournament.
  - c. c. Technical fouls should be reported to the site coordinator, along with the game score.
9. It is the responsibility of the winning coach to report the EXACT score to the site coordinator.
10. Game time is forfeit time. Teams MUST start with 5 players, all properly equipped to play.
11. Coaches should carry a team roster with them in the event of any player / personnel disputes.
12. The HOME team (team listed 2nd on the schedule) will provide the score keeper, the VISITING team (team listed 1st On the schedule) will provide the clock operator.
13. The B7 and B8 divisions will use a 'regulation' sized ball; all others will use a 28.5" ball.
14. Team uniforms should have numbers and match, and any shirt worn under the uniform must match the jersey color (e.g. white undershirts w/ white jerseys only, and dark jerseys can have dark undershirts only)
15. The minimum playing time 'guideline' is 25% of each half. There are many reasons for exceptions to this 'guideline' (injuries, players arriving late, etc.), which is why this is only a guideline.
16. Any other disputes that are settled by the Tournament Organizing Committee are final.
17. The court officials are unpaid volunteers. Be respectful and show good sportsmanship.  
**REMEMBER THIS IS FOR A WORTHY CAUSE.**
18. Should a team be up by 30 or more points at any point in the 2nd half, the clock will run. It will move back to a stopped clock when the point spread is LESS THAN 30 points. Clock stops on FT's and Timeouts.