

2025 Loudoun Basketball Charity Classic All-Star Tournament Rules

1. NFHSA (National Federation of High School Associations) rules will apply, other than the exceptions, clarifications, and points of emphasis that follow.
2. The scorebook at the table is considered official. No protests are permitted once the game officials have left the courtside area.
3. In the event of a tie in the standings during pool play, the following criteria will be utilized to determine seeds:
 - a. Wins
 - b. Point differential (maximum 20 points)
 - c. Total points Allowed
4. Games will be two 18-minute halves, with a 3-minute halftime. It will be a running clock EXCEPT for the last minute of each half, when it will revert to a stop clock. The clock will always stop for free throws and timeouts.
5. Each team will start each game with three full timeouts; one additional timeout will be given for overtime.
6. Overtime procedure is as follows ...
 - a. Pool play: first OT is 2 minutes in length, with a running clock the first minute and a stop clock for the second minute; if another OT is needed, in the 2nd overtime, the 1st team to score 2 points will be declared the winner
 - b. Finals: 3-minute overtime periods with stop clock will be played as needed until we have a winner
7. Defensive rules are as follows ...
 - a. For all divisions 5th grade 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. For all 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 in any overtime period(s), there are no limitations on defense. Full-court pressing is not permitted with a lead of 15 points or greater.
8. Bonus free throws: If under 1:00 and the game is within 10 points, common fouls will result in a 1-and-1 in both halves. All shooting fouls will be 2 foul shots (or 3, if fouled on a 3-point attempt).
9. Standard free throw line (15') will be used for all divisions.
10. The B7 and B8 divisions will use a 'regulation' sized ball (29.5"); all other divisions will use a 28.5" ball.
11. 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)
12. 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.
13. Technical fouls are adjudicated as follows ...
 - 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. Any coach ejected from a game will be ineligible for the remainder of the tournament.
 - c. Technical fouls should be reported to the site coordinator, along with the game score.
14. Coaches must report scores to the Evolution staffer, who will be on site in an Evolution shirt at each location. It is critical that we get all scores in a timely manner so that pool champions can be sorted and everyone knows who will advance to Championship Sunday.
15. Coaches should carry their team roster with them in the event of any player / personnel disputes.
16. 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. Volunteers may coordinate an exchange of roles.
17. All players are expected to play every game. Coaches manage playing time.
18. Any other disputes that are settled by the Tournament Organizing Committee are final.
19. The court officials are unpaid volunteers. Be respectful and show good sportsmanship.