

STL TIP-OFF CLASSIC RULES

Except for the following exceptions, standard NFHS and MSHSAA rules will be followed and enforced in the Tip Off Classic.

Fouls

- After 5 fouls, a player may remain in the game – any additional foul, however, will be treated as a team technical foul.
- Players must leave the game once they have committed 7 total fouls.

Free Throws

- There is a “2 for 1” rule in use.
- All one-and-one and two-shot fouls are shot as a single free throw – a successful free throw results in 2 points.
- All “traditional” three-pointers will be as normal – if the original shot is made and the player is fouled in the act of shooting, the shooter is given a single free throw – 1 point if made.
- A three-point shooter who is fouled in the act is given 2 free throws – the first shot counts as 2 points (if made) and the second shot counts as 1 point (if made).
- Technical and intentional fouls result in a single free throw – 2 points if made.

Time

- Each half of play is 20 minutes in length – the clock will run non-stop until the last minute of the first half and the last 2 minutes of the second half.
- Each team gets 3 - 30-second timeouts per game (no full timeouts)
- There is NO OVERTIME.

Press Rule

- Any team leading by 20 points or more is prevented from guarding in the backcourt – this applies in either half.

Mercy Rule

- If a team is leading by 20 points or more in the second half, the clock will continue running for the entire half.

Misc. Notes

- Each game site will have a Site Supervisor present – this person can assist with any issues, questions, and to help with any unusual situations.
- Each team must provide 1 person for the score table – to run the board and to handle the score-sheet.