

2020 The Tip-Off Classic Game Rules

4th – 6th Grade –

- 14 minute halves
- 5 minute half time
- 2 minute overtime
- 2 time outs per half
- 1:1 bonus at 7 fouls
- Double bonus at 10 fouls

7th-11th grade

- 16 minute halves
- 5 minute half time
- 3 minute overtime
- 2 time outs per half
- 1:1 bonus at 7 fouls
- Double bonus at 10 fouls

Pool Play Tie Breaker

1. In any situation where two (2) teams are tied, head-to-head competition between the teams will determine the winner.
2. If more than two (2) teams tie, a point differential tie-breaker will be applied. The point differentials of the teams involved in the tie are totaled. Teams are then ranked according to the sum of the point differential - with the highest number placing above the second highest point total and the third highest point total next. (The maximum that you can beat a team and still gain an advantage is 15 points.)
3. If two (2) teams are still tied after the application of the formula, go back to (a.) to break the tie.
4. If more than two (2) teams are still tied after the application of the formula, the point differentials of the team(s) not involved in the tie are added, and the results recalculated.
5. The score of all forfeits shall be 15-0.
6. If there is still a three-way tie, a three-way flip of the coin will determine team placement.

Uniforms

1. Players' jerseys must have numbers on both the front and back.
2. Numbers can be 00-99.
3. Minimum size of numbers shall be 2" on the front and 4" on the back.
4. Home wears **Light** jerseys and Visitor wears Dark jerseys.
5. The top/left team on the schedule shall be the home team and sit on the scorekeepers' left.
6. The bottom/right team on the schedule shall be the visiting team and sit on the scorekeepers' right.
7. Violation of Section G.5. shall be penalized by a two (2) shot administrative technical foul for each illegal jersey. The penalty will be assessed at the time the player with the illegal jersey enters the game.

Mercy Rule –

- If a team is up by 30 points with 3 minutes left in the game, the game will be over.
- If a team is up by 20 points with 2 minutes left in the game, the game will be over.

Coach Rules –

- 1 technical foul – coach must be seated for the remainder of the game.
- 2 technical fouls – coach is ejected from the game