



## SCOTT CREDIT UNION TIGER PRIDE TOURNAMENT RULES

- 1) **Registration:** All tournament registration, scheduling & standings will be recorded on the Tourney Machine app. Please use the following link: <https://www.tourneymachine.com/E39357>
- 2) **Player Registration:** Players are allowed to be on only one registered team roster per division. Example: 7<sup>th</sup> Grade player can play 7<sup>th</sup> Grade (one team) and 8<sup>th</sup> Grade (one team). Players playing on multiple teams in multiple age groups may only play up in age. The Team registration / Waiver Form must be turned in at the registration desk no later than 30 minutes before your first game. The registration desk, and your tournament packet, will be located at the entrance of the facility where your first game is played. No player will be allowed to play in the tournament, unless an appropriate Waiver Form has been signed. Each team will also receive two wrist-bands for their coaches to gain admission to the tournament.
- 3) **Age Restrictions** – Teams should be school year based with September 1 as the cut-off. Grade Exceptions are permitted - a player may be up to one year older...player must be able to document with a current school report card. (Example: on a 5<sup>th</sup> grade team a player may be up to one year older than the appropriate age range as long as he can verify enrollment in the 5<sup>th</sup> grade). Birth Certificates and Report cards must be produced if requested by opposing coach. Players unable to verify age will be disqualified from tournament. Team results will be subject to forfeit.  
3<sup>rd</sup>/9U Sept 1, 2008 – Aug 31, 2009  
4<sup>th</sup>/10U Sept 1, 2007 – Aug 31, 2008  
5<sup>th</sup>/11U Sept 1, 2006 – Aug 31, 2007  
6<sup>th</sup>/12U Sept 1, 2005 – Aug 31, 2006  
7<sup>th</sup>/13U Sept 1, 2004 – Aug 31, 2005  
8<sup>th</sup>/14U Sept 1, 2003 – Aug 31, 2004
- 4) **GAME TIME IS FORFEIT TIME!** Additional team players arriving late are allowed to play provided they are on the official roster and are on the signed waiver of liability form. Each team will be allowed a minimum of 3 minutes to warm up before each of their games...the horn will be blown with 1 minute remaining...Players should be on the court to tip at 0:00. Game time is forfeit time. Halftime will be 3 minutes in length.
- 5) **Game Rules:** IHSA rules will apply, with exception mentioned herein, and all rules are subject to the discretion of the Tournament Director. Game Length: 18 minute running Clock halves... clock stops THE LAST 2 MINUTES OF THE SECOND HALF unless the winning team is ahead by 15 or more points; 3 Time-outs per game. Pressing is allowed for the whole game for only 5<sup>th</sup> – 8<sup>th</sup> grades. No Pressing with lead of 15 points or more. First overtime is 1 minute, start with jump ball. 2<sup>nd</sup> overtime is Sudden Death...First point wins, start with jump ball. No additional timeouts are granted going into overtime, but a team may use whatever timeouts they have remaining from regulation play. All play in OT will be governed by the same rules that applied at the end of regulation, i.e clock stoppages, presses, etc.

- 6) **Ball Size:** Tournament will provide regulation size ball to be used for all divisions. If coaches agree and can supply a game ball, the following exceptions will be allowed:
  - a) All Girls Divisions can use a 28.5 size ball (or regulation ball if both coaches agree).
  - b) Boys 3<sup>rd</sup> & 4<sup>th</sup> Grades can use a 28.5 size ball (or regulation ball if both coaches agree).
  
- 7) **3<sup>rd</sup> & 4<sup>th</sup> grade special rules:**
  - a) Man and zone defense allowed, pick up at half court.
  - b) No pressing until last 2 min of each half.
  - c) No pressing with lead of 15 points or more.
  - e) Free Throw Line for 3<sup>rd</sup> & 4<sup>th</sup> Grade will use 12'-0" distance. Player can cross free throw line when shooting.
  
- 8) **Score sheets:** The Tournament Director will provide a person to run the Clock/Scoreboard and keep the score sheets. If the Tournament Director cannot field someone to run the Clock/Scoreboard or keep the score sheet, the teams playing will be responsible to have someone from their team run the Clock/Scoreboard and keep the score sheet during their game. Coaches should check score sheet for correctness after each game. In the event of a disputed game score, the Court Coordinator or Tournament Director should be contacted, and resolution reached before scores are submitted. If a score sheet is being questioned, both teams should vacate the floor and not impede the subsequent game from starting. The Tournament Director will have final say in all matters relating to score sheets.
  
- 9) **Pool Play Tie Breakers:** In a two-way tie, winner will be decided by head-to-head record. Head-to-head record will not be utilized in a greater than two-way tie, in which case points allowed will be utilized followed by point differential. If still tied after the first three tie breakers, team seeding will be a random selection by the Tournament Director – all decisions will be final.
  
- 10) **Conduct:** Any fighting or disruptive activity by any coaches, players or spectators either on or off the premises during the tournament will be cause for ejection. Coaches please manage your team's behavior on and off the court. No excuses will be allowed.
  
- 11) **Sportsmanship:** Parents and Fans, please cheer and encourage your team and not berate any coach, player, referee and Tourney Director or assigned personnel. Any disruptive actions on the part of parents may cause an escort from the premises and suspension for the remainder of the tournament.
  
- 12) **Change of Venue:** There may be occasions, such as, but not limited to, inclement weather, facility setbacks, scheduling problems not the fault of the Tiger Pride Tournament, and other acts of nature, that require us to reschedule tournament games to other nearby venues. We will do everything in its power to notify you well in advance of such re-scheduling. Upon receiving such notification of rescheduled games, your team may withdraw from the scheduled tournament, but you must do so prior to 3 days of the first scheduled game. If you fail to withdraw from the tournament prior to the 3 day period, your team will not be entitled to a refund.
  
- 13) **Weather Refund:** In the event that the minimum three games are not played, due to weather cancellations per school district policy, teams will be refunded a pro-rated amount of their paid entry fee, less an administrative fee of \$30.