

Tiger Town Cage Classic Rules & Regulations

1. Timing

- Game:
 - Two (2) sixteen (16) minute half's
 - Clock stops on all whistles
 - Continuous clock if a team is winning by twenty (20) or more points, 2nd half only
- Overtime:
 - 1st Overtime will be two (2) minutes; clock stops on all whistles.
 - Each overtime after that will be one (1) minute; clock will stop on all whistles.
- Half-Time / Warm-up
 - Minimum of three (3) minutes.

2. Defense

- **3rd Grade Division:** open play, with the exception of no pressing in the first half.
- **All other divisions:** open play
- If a team is winning by twenty five (25) or more points they may not press.
- 2 Warnings will be given for backcourt defense, on the third warning a one shot technical foul will be shot by the team not receiving the infraction.

3. Time-Outs

- Each team will receive three (3) time-outs per game
- Each team will receive one (1) time-out in each overtime (no carryover)

4. Free Throws / Fouls

- **3rd & 4th Grade Division:** Players will shoot from the regular foul line (must start on or behind the line) but may jump over the line, however they cannot get their own rebound unless the ball is touched by another player. If the player does not jump over the line they may get their own rebound.
- **All others:** Players will shoot from the regular foul line. They cannot jump over the line.
- Players will receive 6 fouls before they foul out of the game.
- Double Bonus will begin on the 10th foul. No one and one.

5. Other

- The tournament director(s) have the right to change or modify these rules at any time and under any circumstances. However once a game has begun the on court officials are in charge, the tournament director(s) cannot and will not alter or change any rule/regulation.
- Protests for age/grade will be accepted with a \$100 fee.
- **Player Ejection:** Must sit the remainder of that game plus the next scheduled game.
- **Coach Ejection:** Must leave the building for the remainder of that game and sit out the next scheduled game.
- All other rules not specifically listed are NFHS and OHSAA rules.
- Any player, coach, or spectator using profanity will be ejected from the tournament/facility without a refund.
- **BASKETBALLS ARE NOT PROVIDED.**
- We will provide **one** scorekeeper, they will keep both the clock and book. If a parent or coach wants to volunteer to help they may do so. Otherwise there will only be one person working the table.

Bracket Play Tie-Breakers

- 2-Team Tie
 - 1. Head to Head Results 2. Point Differential (15 points max/min) 3. Fewest Points given up
- Multi-Team Tie (Head to Head results will be thrown out) (We will not revert back to head to head)
 - 1. Fewest Points Given up 2. Point Differential (15 points max/min) 3. Fewest Points given up