



**Presented
by**

NEWBERG
B A S K E T B A L L



Tiger Kick-Off Classic Rules

All games will be governed using High School Federation Rules, with the following modifications and emphasis.

ARRIVAL

Teams should arrive no less than fifteen (15) minutes before their scheduled game time.

SCOREKEEPERS

Newberg High School students will handle score clock and game score sheets for all games. Teams are welcome to also have their own scorebooks and personnel involved as well. The sheet kept by the students will be the "official" book for fouls and score discrepancies.

GAME TIME FORMATS

- Two 22 minute RUNNING halves. Stop clock during final 2 minutes of SECOND half, but ONLY if score differential is LESS THAN 10 points.. During that final 2:00, the game can rotate in and out of stop clock time, based on the difference in the score.
- Halftime for all games will be no more than 3 minutes.
- Overtime: The first overtime period shall use a two-minute stopped clock. All subsequent overtime periods will use a one-minute stopped clock. Each over-time will begin with a jump ball.
- Time-outs: Two (2) thirty second time outs per half. Time outs do NOT carry forward to second half or into overtimes. Each team will receive exactly one (1) thirty second time out per overtime; with no carry-over of timeouts from regulation. Clock STOPS on all time-outs.
- When difference in score is 20 points or more: No Full-Court Press (second violation punished by a team technical foul). Full-court press can be resumed if score differential is reduced to 19 or less.
- 4th grade – NO PRESS and NO ZONE, No exceptions.
- 5th grade – NO PRESS in 1st half and NO ZONE, No exceptions. No press if up by more than 15.

FOULS

Common Fouls

Five personal fouls constitute a disqualification in all divisions except when a team has only five remaining players (see "no foul out" rule).

- "No Foul Out" Rule: Players can foul out during a game except when a team has only five remaining eligible players. When left with only 5 players, on their sixth foul an administrative technical foul will be issued, resulting in 2 shots and the ball. Additionally, any resulting free throws from the foul will be attempted as in normal game play.

Technical Fouls

- Non-administrative technical fouls give the opposing team two (2) points, two (2) free throws and possession of the ball.
- Administrative technical fouls (i.e. incorrect substitution, scorebook error, "no foul out rule," etc.) will follow normal High School Federation Rules, and will result in two (2) free throws and possession of the ball. The automatic two points are NOT awarded for administrative technical fouls.
- Two technical fouls by a single player will result in that player being ejected from the game.
- Ejected players must meet with the Tournament Director prior to being eligible to participate in additional games. It is the responsibility of the player to contact the Tournament Director to reestablish eligibility. If this step is skipped or omitted, the team of the player in question may have to forfeit all subsequent games in which that player participates.

Free Throws

- Bonus – one and one will be attempted at seven team fouls per half.
- Double Bonus - two shots will be attempted at ten team fouls per half.

BASKETBALLS

Bring your own basketballs for tournament play.

- Boys 4th, 5th & 6th grade – a 28.5 inch basketball will be used for all games.
- Boys 7th & 8th grade – a regulation men's size (29.5) basketball will be used for all games.

TIE-BREAKER

1. Head-to-Head results
3. If there is still a tie, then based on average points allowed. (Defense wins championships!!)
3. If there is still a tie then a coin flip by the Tournament Director will determine the winner

CLEAN-UP

We ask coaches to please have your teams clean up under your benches after your game is over. We thank you for your help in keeping our school facilities neat and clean for EVERYONE'S tournament experience!

UNIFORMS

All players must wear a uniform or jersey. If a team has players wearing jerseys without numbers, it is the coaches and players responsibility to tell the referees their numbers. Failure to do so may result in a delay of game. Similarly, numbers on any team must be unique. All jerseys should be the same color and in good taste. If a shirt is worn under the uniform, it must be of a similar color.

PROTESTS

NO PROTESTS WILL BE ACCEPTED. Any and all questions concerning the enforcement of rules will be interpreted by the referees and Tournament Director, and their decisions will be FINAL. All participating coaches and teams agree to this as a prerequisite for participation in the event.

SAFETY

Any equipment that may cause injury to a participant of the game is not permitted. Items such as rings, watches, earrings, and plaster casts are not allowed and generally will not be allowed by game officials.

CONDUCT

- The actions of game officials shall be accepted as unbiased and made to the best of their ability. Coaches and players will refrain from any overt actions of disapproval, whether by gesture or in voice.
- Each game is conducted without verbal and physical abuse from other coaches, players and spectators toward coaches, players and officials on the court. Officials may stop the game if the situation warrants such action. The violating team will forfeit the game.
- The use of abusive language and profanity by coaches, players and spectators is prohibited at all times. Belittling, shouting and trash talking at players in a hostile manner is also prohibited.
- The Tournament seeks to provide a fun and exciting weekend for the players. Consequently, the Tournament reserves the right to warn and/or eject (for a single game or for the remainder of the Tournament) any player, coach or fan who, in the opinion of the referee(s) or Tournament Director, engages in unsportsmanlike conduct or improper behavior. No refunds will be given to such teams or individuals.
- FIGHTING AND/OR PROFANITY WILL NOT BE TOLERATED IN ANY CIRCUMSTANCE!

FOOD

Food and drink concessions will be available Please, do not bring food from outside into the building.