

ROPSSAA BOYS' BASKETBALL

PLAYING REGULATIONS

1. **DATE**

(a) The length of the season shall be determined by the dates set out by the co-curricular schedule.

(b) Start time: 3:30pm.

Start times maybe changed to reflect the request of participating schools.

For doubleheaders the order of play shall alternate halfway through the season, from junior/senior to senior/junior.

(c) The floor is to be ready for teams to warm up thirty minutes prior to the game time.

(d) Starting times may be altered to suit the needs of competing schools and availability of officials, upon agreement of all parties concerned. Unless both coaches agree the second game of a doubleheader will start one and a half hours after the scheduled start of the first game and/or there must be a minimum of 15 minutes from the end of the first game to the start of the second game.

(e) Night games, including playoffs, should be arranged by mutual agreement once the tentative schedule is presented.

(f) No team shall arrive at the host school more than one hour before the starting time of the contest.

(g) No game shall be postponed, nor starting time changed, without first obtaining permission from the Athletic Convenor. Any change must be requested at least one calendar week prior to the desired change.

2. **LOCATION**

(a) The ROPSSAA finals will be held at the school of the Convenor or at a facility designated by the Convenor before the start of the league schedule.

(b) During the playoffs, where seeding occurs, teams with the higher seed will be awarded the home game. Should there be no seeding the home game is to be awarded to the team which placed higher in the standings at the end of regular season play. In the event of a tie; where in a tie refers to final position within the teams respective divisions, the home game will be determined by:

(i) Win/Loss record in head to head games between the two teams in league games.

(ii) The higher winning percentage of a team based upon final regular season records (when losses are not equal).

(iii) Home game to be determined by a coin toss.

3. ELIGIBILITY

(a) All competitors must meet the eligibility requirements as per Article X of the ROPSSAA Constitution. The eligibility list must be submitted by the deadline announced at the preseason meeting.

(b) Competition shall be at the Bantam, Junior and Senior level with the following age classifications:

A Bantam shall not have attained his 14th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2009, born in 1995 or later). In addition he must be in his first year of high school.

A Junior shall not have attained his 15th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2009, born in 1994 or later). In addition he must be in his 1st or 2nd year of high school.

A Senior shall not have attained his 19th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2009, born in 1990 or later).

(c) Once a player has played at one level of competition they are ineligible for another. Exception, bantam and junior players whose season is complete may compete with their senior team at OFSAA.

(d) Additions to a team's eligibility list may not be made following the second week of the second semester (5 school days).

(e) Individuals will be eligible to participate for no more than 5 consecutive school years from entry into grade 9.

(f) Team Eligibility

(i) Individuals are eligible for 1 level of competition only.

(ii) For team sports, individuals must have participated in at least 50% of their team's league games to be eligible for playoffs. Players missing games due to injury (INJ), or awaiting transfer approval (ATA), must appear so designated on a game sheet to maintain their eligibility. Games missed due to injury are subject to review of a doctors note. Players under game or school suspension may not have their name included on a game sheet for participation percentages.

(iii) All game sheets/rosters are to include the name of all those in the bench area (players, coaches, managers). In order to be in the bench area an individual's name must appear on the eligibility sheet. Players under game or school suspension may not sit in the bench area.

(iv) Individuals are deemed to have played if their name appears on a game sheet. Individuals must be present at a game to be included on a game sheet.

- (v) A staff member must be present in the bench area from the start of the warm-up until the last competitor has left the area.

4. OPERATING STRUCTURE

- (a) Divisional assignments will be based on intent to participate indications, and geographical locations.
- (b) There shall be 1 level of competition for bantam and 2 competitive tiers at the junior and senior levels. Schools shall indicate whether they wish to compete at Tier 1 or Tier 2 not later than November 7th of the current school year. The number of league games and the playoff structures will be determined upon declaration of teams to divisions. Teams with provincial or national players must play Tier 1. Teams with two or more rep players are strongly recommended to play Tier One.

(c) Length of Games

- (i) The quarters in all games will be eight (8) minutes in length.
- (ii) Overtime periods for all games are four minutes in length. All games are to be played to conclusion. There is no change in baskets in overtime.
- (iii) Any time that coaches agree to play with other than league officials, the result of the game must stand as official.

(d) Ties in League Standings

Where teams will not be eliminated from the playoffs, ties in the league standings will be broken in the following manner:

- (i) The results of the league game(s) between the tied teams.
- (ii) The point difference of games played between the tied teams.
- (iii) A coin toss.

Where a tie exists between two teams for the last playoff position:

- (i) A sudden-death tie breaker game, with the home court determined by result of the league game between the two teams.

Where a tie exists between more than two teams for the last playoff position byes will be awarded according to the following criteria:

- (i) The results of league game(s) between the tied teams.
- (ii) The point difference of games played between the tied teams.
- (iii) A coin toss.

Once a ranking is established for the tied teams based on their season records using the above formula the bottom teams in the ranking would play in a sudden death game. At this point, if more than two teams are still tied for the last playoff position, points, (i), (ii), and (iii) would be recycled until only one team advances to the playoffs.

Note: A maximum point differential in a game will be recorded as 15 points.

NOTE: If there are two positions open for the playoffs, the second game would not have to be played, and instead the final standings would be determined by a coin toss.

- (e) For championship games an administrator from each participating school must be present for the duration of the game.
- (f) The playoff structure for the season will be determined upon declaration of teams to divisions.

In championship draws with 16 entries (from 3 divisions) the wild card position to be awarded to the best 6th place finishing team based on the following criteria in order;

- (i) team with the best record
- (ii) team with the fewest points against
- (iii) team with the best point differential to a maximum of 15 points per game

(g) **Scheduled Games**

- (i) Coaches are responsible for reviewing final league game schedules and playoff schedules as to locations, dates, and times to ensure their attendance.
- (ii) Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. A default fee of \$100.00 will be assessed each time a school fails to attend at the scheduled time.

Appeals may be made for the forfeiture occurring and must be submitted to ROPSSAA Council with a fee of \$25.00.

- (iii) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for that team. An abandonment fee of \$100.00 will be assessed each time (does not apply to coach ejection). Appeals may be made for the forfeiture or abandonment of a game and must be submitted to ROPSSAA Council with a fee of \$25.00.

- (iv)a) Schools must bring their own warm-up equipment and first aid kit

- b)(i) Schools must endeavor to arrive no earlier than 60 minutes before game time. Teams arriving earlier than this must be supervised by the head coach in an area where students from the home school do not congregate. Schools with team members who do not travel with the head coach (in taxis, cars, on foot, etc.) must inform players that they must wait for their head coach and should ensure that the head coach is the first to arrive at the host school.
- (ii) Schools arriving for an away game between 30 and 60 minutes before game time must accompany the head coach to the competition area and liase with the host school. The visiting team will be provided a safe waiting area and change room during this time and the visiting head coach must provide supervision of his/her players. Visiting athletes must bring all belongings with them to the competition area.
- (iii) Visiting schools are entitled access to the competition area at the same time as the host school, and no later than 30 minutes before the game time (pertains to the first game).
- (iv) Visiting schools are entitled access to a safe waiting area and change room at the completion of the competition.

5. ENTRIES

- (a) The eligibility lists must be submitted by the deadline announced at the pre-season meeting.

6. EXPENSES

- (a) Officiating expenses for all league, preliminary round, quarter-final and semi-final games will be paid by the home school. All expenses for the finals, excluding transportation of teams, may be met by ROPSSAA.
- (b) Travel expenses are the responsibility of the visiting team.
- (c) All other expenses are the responsibility of the competing schools unless otherwise stated by the Convenor, with the approval of the Executive of ROPSSAA.
- (d) A schedule of referees fees will be provided by the Convenor at the pre-season coaches' meeting.
- (e) A team failing to meet schedule commitments must forfeit the game and pay all costs.

7. RULES AND OFFICIALS

- (a) Games shall be played by the rules as laid down in the N.F.S.H.S.F. Rule Book.
- (b) Team Benches: The home team has the choice of team bench.

- (c) A team shall forfeit the game if its head coach is ejected or receives two direct technical fouls.
- (d) Where possible three officials will be assigned to the championship game. The third official will preside over the scorer's table.

8. AWARDS

- (a) At the bantam, junior tier one and tier two, and senior tier one and tier two levels ROPSSAA gold medallions will be presented to the winners of the final game. Silver medallions will be awarded to the members of the runner-up team (maximum 20 per team).
- (b) Trophies are to be awarded to the winning Bantam, Junior tier one and tier two, and Senior tier one and tier two teams at the Finals.

Note - Should there be fewer than 6 participating schools in a league no individual awards will be distributed (ROPSSAA Constitution Article IX).

9. UNIFORMS

- (a) Any team not wearing jerseys numbered both front and back automatically forfeits the game. Numbers must be from 1-5, 10-15, 20-25, 30-35, 40-45, 50-55 and either 0 or 00 (not both).
- (b) It is the responsibility of the home team to avoid conflicting colours.
- (c) Shorts shall be of similar colour. No cut-offs may be worn.
- (d) Athletes may not change their clothing in the competition area. For all outdoor sports, athletes must arrive dressed to compete. Visiting teams requiring the use of washroom facilities must send a staff member into the school with the team member(s). For all indoor sports, athletes must move to the designated locker room or change area to change their clothing.

10. SCORING

- (a) ROPSSAA Score Sheets shall be used for all league games.
- (b) Forfeited and defaulted games shall be recorded as a 1-0 score for the non-offending team.
- (c) **REPORTING OF GAMES:** The Coach of the **WINNING** school shall be responsible for phoning in the game score and mailing the score sheet to the Athletic Convenor.

11. EQUIPMENT

- (a) Home teams shall be responsible for:
 - (i) Timer, scorer, score sheets and game ball.
 - (ii) Warm-up basketballs for both teams.
 - (iii) Dressing room accommodations.
 - (iv) Court availability for warm-up at least 30 minutes before game time for warm-up.
- (b) Timers and Scorers:
 - (i) Each school entering teams shall train sufficient timers and scorers to enable it to provide one timer and one scorer for each league and playoff game.
 - (ii) The scorer of the home team shall keep the official score sheet and be assisted by the scorer representing the visiting team. The running score is the official score.
 - (iii) The timer of the home team shall use one official clock and the scorer of the visiting team shall watch the clock to ensure that no mistake is made.

12. DEPARTMENT

- (a) Competitors and Coaches are expected to behave in a sportsmanlike manner as per Article XVI, Section II, Department, of the ROPSSAA Constitution.
- (b) A player receiving one flagrant foul will receive an automatic game suspension from the next league or playoff game. A player receiving two technical fouls may receive a game suspension from the next league or playoff game as determined by the jury of appeal. The request for the appeal is at the discretion of the head coach.
- (c) A coach ejection from the game will result in a forfeiture of that game.
- (d) During warm-up, teams must stay in their own half of the court.

13. JURY OF APPEAL

- (a) A Jury of Appeal constructed at the pre-season coaches meeting will rule on all disputes which do not fall within the playing regulations or rules. This Jury will consist of the Convenor and four coaches from participating schools.

14. MEDICAL PERSONNEL

- (a) The Convenor may make arrangements for medical coverage at the ROPSSAA finals.

15. OFSAA

- (a) The champions of the A, AA and AAA playdowns at the senior boys level will advance to Ofsaa playdowns.
- (b) The champions and runners up of the Senior Tier 1 level will advance to Ofsaa unless already declaring their intentions to participate in A, AA or AAA playdowns.