

ROPSSAA GIRLS' BASKETBALL

PLAYING REGULATIONS

1. **DATE**

(a) Season - As per the co-curricular schedule.

(b) Starting times - 3:30 pm

Start times may be adjusted to reflect the requirements of the schools involved in a specific game.

(c) Order of Play - 1st half of season Senior-Junior
2nd half of season Junior-Senior

2. **LOCATION**

(a) League games - The location of the league games will be arranged by the Convenor with an attempt to make the number of home and away games equal.

(b) Playoff games - During the playoffs, the home game is to be awarded as follows;

(i) One division of play
To the team which placed higher in the standings.

(ii) Seeded teams
To the team awarded the highest seed, except in the first round where first place teams to receive a home game (applies to the first round only).

(iii) Unseeded multiple divisions
To the team which placed higher in the standings at the end of regular season play.

In the event of a tie; wherein a tie refers to final position within the teams' respective divisions, the home game will be determined by:

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

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

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

(c) The finals will be held at a time and location designated by the Athletic Convenor and announced at the pre-season meeting.

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 pre-season meeting.

- (b) Junior: Any girl who has not attained her 15th birthday by January 1st prior to the start of the school year in which the competition is held (for the 2022-2023 season, born in 2007 or later). In addition a participant must be in their first or second year of high school.

Senior: Any girl who has not attained her 19th birthday by January 1st prior to the start of the school year in which the competition is held (for the 2022-2023 season, born in 2003 or later).

- (c) Any student who participates in ROPSSAA basketball cannot participate for any prep program or vice versa at the same time.

(d) **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 regular season games to be eligible for playoffs and OFSAA. 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.

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) Schools will be placed into divisions upon confirmation of intent to participate as well as geographic location.

(b) There shall be a single tier of competition for the Junior regular season. There may be two tiers of playoffs at the junior level as per 4(e)(ii). There will be *three* tiers of competition at the senior level. The number of league games and playoffs structure will be determined upon declaration of teams into divisions. Each school will have the authority to declare which tier of competition they will compete in at the senior level.

(c) **Length of Game**

(i) Quarters in all games will be eight (8) minutes in length

- (ii) If necessary, overtime periods will be four (4) minutes in length. All games will be played to conclusion. There will be no change in baskets for overtime

(d) Ties in League Standings

- (i) Ties in league standings will be broken in the following manner:
 - a) Win - Loss record in the games involving the tied teams.*
 - b) Point differential to a maximum of 20 points in the games involving the tied teams.*
 - c) Point differential to a maximum of 20 points in the games involving all common opponents.*
 - d) Coin toss.
- * This criteria determines all positions.
- (ii) Where a tie exists between two teams for the last playoff position the result of the league game(s) between the two teams will determine the position.

(e) Playoff Structure

The playoff structure(s) for the season will be determined based on total number of teams in each level (JR/SR).

- (i) Playoff berths will be awarded to the top teams (to a max of 32)
- (ii) Where there are 32 teams or more in a level (Junior or Senior) qualifying teams will be split into two brackets (Division 1 and Division 2). Where there are 31 teams or less, there will be one division of playoffs.
- (iii) The top teams (Division 1) have the potential to advance to AAA OFSAA. The remaining teams will make up the Division 2 playoffs. The number of teams that make up each divisional bracket will be determined based on the number of teams participating in each tier.
- (iv) *OFSAA division* teams will have priority seeding in the playoff structures
- (v) *Tier One* teams may have the opportunity to fill out the D2 bracket
- (vi) The top two teams in each tier one division will have the opportunity to qualify in D2
- (vii) D2 games will be played without the shot clock and will follow the tier 2 closely guarded rule.
- (viii) In Senior, D1 playoff spots vacated by declaring A/AA teams will be selected using the seed formula in 4(i)(ii)
- (ix) All Junior and Senior D2 teams to be seeded using the seed formula in 4(f)(ii)

(f) Playoff Seeding

- (i) For senior division one playoffs, teams will be seeded for playoffs by a committee selected at the pre-season meeting.

Note: The top teams per division will advance to the AAA playoffs (as per the ROPSSAA Constitution). If a declared A/AA team is one of the top teams in their division, their spot into the ROPSSAA AAA playoffs will be allocated to the next top seeded team (in any division) as determined by the seed committee.

(ii) For junior (D1 & D2) and senior division two playoffs, teams will be seeded based on the following criteria:

1. Regular season tier
2. Division standing
3. Winning percentage
4. Average Point differential (max. 20 points per game)
5. Fewest points against average
6. Points for average

Note: A lower place team cannot be seeded above a higher placed team. All of the first place teams will be seeded, then second, third etc. until all available playoff positions have been filled.

(iii) For the senior playoffs, *OFSSAA division and Tier One* schools that declare themselves A/AA will be removed from the ROPSSAA AAA playoffs and can only participate in their own playoff competition.

Schools that declared will be ranked (by coaches) and the top teams will participate in their own classification playoffs. Tier 1 teams that declare **and** qualify for the A/AA playoffs are eliminated from participating in the Division 2 playoffs.

(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. The defaulting team will cover all costs associated with the game as determined by ROPSSAA Council.

(iii) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for that team. An incident report must be completed as submitted to the ROPSSAA Athletic office by the abandoning team within 24 hours of the game. No school shall be entered until after a Board of Inquiry. A team abandoning a game may be required to cover any costs incurred as determined by ROPSSAA Council.

(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 liaise 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) Each school may enter one junior and one senior team. Schools must indicate participation by the dates announced by the Athletic Convenor.

6. EXPENSES

- (a)
 - (i) The Host school will be responsible for payment of referees for all games except the finals.
 - (ii) The visiting schools will provide their own transportation for games.
 - (iii) Host schools may charge admission for games to defray the cost of officials.

7. RULES AND OFFICIALS

- (a) Games shall be played by the rules as laid down in the F.I.B.A Rule Book with the following exceptions:
 - (i) Undershirts are permitted as long as they are the dominant colour of the team uniform or black or white. All players must wear the same colour undershirt
 - (ii) Sleeves, headbands, leggings and armbands are permitted and restricted to the same criteria in 7(a)(i)
 - (iii) Any disqualified players must remain on the bench under the supervision of the coach(s).
 - (iv) Federation lines will be used, even where FIBA lines are available.
 - (v) *In senior tier one, a shot clock will be used. Shot clocks will be 24 seconds and be re-set to 14 seconds as per FIBA regulations*
 - (vi) In junior and senior tier two, shot clocks will not be used. Instead the closely guarded rule would be enforced. (It would be 3ft 5 second count, holding, dribbling, and hold. Maximum 5 sec independently for each activity to a maximum of 15 sec for the collective activity per individual).

- (b) The host school will provide both the official timer and scorer.
- (c) During the preliminary and quarter final rounds of the playoffs the visiting team **MUST** have a representative at the scorer's table. During the semi-final round a third official will be assigned to the scorer's table. **The cost of the third official is to be split between participating schools.**
- (d) At all levels, a 20 point difference in the score in the regular season and a 30 point difference in the score in the playoffs will require that the winning team must not full court press (must fall back to half court). Teams not doing so will be warned once, with subsequent violations recognized by a technical foul.
- (e) Teams will play 8 minute quarters.

8. AWARDS

- (a) ROPSSAA gold medallions will be awarded to the members of the winners of the final (tier one and tier two) (maximum 20 per team).
- (b) ROPSSAA silver medallions will be awarded to the members of the runner up team (tier one and tier two) (maximum 20 per team).
- (c) A trophy will be presented to the winning team at each level.

Note: There must be a minimum of six teams participating in a level for ROPSSAA sponsorship.

9. UNIFORMS

- (a) The uniforms will be as per the F.I.B.A. rule book. In the event of two teams having the same colour of shirts, it shall be the responsibility of the visiting team to change shirts so that the teams have different colours.

Note: During warm-up athletes are permitted to wear any clothing/headgear so long as it does not endanger the wearer or other participants. Participants must be in F.I.B.A. approved uniforms for the game.

- (b) Each team member shall be numbered on the front and back of the team jersey with plain Arabic numerals. Teams may use numbers 1-99 and either 0 or 00 (not both). No two players can wear the same number.
- (c) Athletes may not change their clothing in the competition area. 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) Each team will receive 2 points for each win in league play and 0 points for a loss.
- (b) Where a team has withdrawn from the league after the start of the season all teams scheduled to play them will be awarded a 2-0 win.
- (c) When a team has not withdrawn from the league defaults a game, the score will be reported as 20-0 for the non-offending team.

11. EQUIPMENT

- (a) The host school shall be responsible for:
 - (i) Timers, scorer, game sheets and game ball
 - (ii) Warm-up basketball for both teams
 - (iii) Dressing room accommodations.
- (b) The gymnasium will be available for game warm-up 20 minutes prior to the scheduled start time.

12. DEPORTMENT

- (a) Competitors and coaches are expected to behave in a sportsmanlike manner as per Article XVI, Section II, Deportment, and Section III, Code of Behavior, of the ROPSSAA Constitution.
- (b) A player receiving two unsporting fouls will result in the player receiving an automatic game disqualification (removal) and a minimum one game suspension for the next league or playoff game(s).

A player receiving two technical fouls will result in the player receiving an automatic game disqualification (removal) and a minimum one game suspension for the next league or playoff game(s)

A player receiving a combination of one unsporting foul and one technical foul will result in the player receiving an automatic game disqualification (removal) and a minimum one game suspension for the next league or playoff game(s).

All game disqualifications must be reported using the game ejection form by 9:00am the morning following the game.

- (c) *Ejection of any head coach/staff sponsor results in forfeiture of the game and/or match if there is only one school staff member eligible to coach as per Article X. If there are more than one eligible staff members on the bench at the time of ejection, the game will be allowed to continue, and the ejected individual must leave the competition area (I.e. gymnasium/field).*

- (d) (i) Coaches are to report their own technical and unsporting fouls using the foul report form by 9:00am the morning following the game.
- (ii) Any coach who does not submit their technical and unsporting fouls will result in:
 - 1st offence – no loss of points
 - 2nd offence – minus 1 point
 - 3rd offence – minus 3 points and suspended from coaching basketball
- (e) A player who accumulates three technical or unsporting fouls within the regular season may not play in his/her team's next game.

Note: A new technical/unsporting foul count will begin in the playoffs; however, a third technical/unsporting foul received in the last league game will carry over to the playoffs.

- (f) Technical/unsporting fouls will not carry over from the season in which they were accumulated to the following season.
- (g) Players who are disqualified (removed) must leave the court for the remainder of the game and may not play in his/her team's next game (scheduled game or playoff game). Any disqualified player is to remain on the player bench under the supervision of the coaching staff.
- (h) All disqualification situations will be reviewed by the ROPSSAA Discipline Committee to determine if further suspensions will be levied.

13. JURY OF APPEAL

- (a) A Jury of Appeal will rule on all disputes which do not fall under the jurisdiction of the officials. This Jury will consist of the Convenor and four coaches from participating schools.

14. MEDICAL PERSONNEL

- (a) The Convenor may arrange for medical coverage at the final game.
- (b) Host schools are responsible for having somebody certified in first aid present at all games. This individual must remain in the playing area for the duration of the game.

15. OFSAA

- (a) The champions of the A and AA playoffs at the senior girls level will advance to OFSAA.
- (d) The champions of the Senior Division One level will advance to OFSAA.