

BOYS' BASKETBALL

2016-2017

1. SEASON OF PLAY

Boys = Winter Season

2. LEVELS OF COMPETITION

Junior Level

Senior Level

3. ELIGIBILITY

Senior Level - The following classifications shall apply for Senior BOYS' BASKETBALL:

A	under - 500 students;
AA	501 - 950 students;
AAA	951 and over

Junior Level - The following classifications shall apply for Junior BOYS' BASKETBALL:

A	Schools with a population of 799 or under
AA	Schools with a population of 800 or more

Note: School classification is based on enrolment on **October 31st** of the PREVIOUS school year.

Note: According to ARTICLE XV; Section 1, a team may opt to play at a higher classification if they declare their intention by the Declaration of Play deadlines.

ELIGIBILITY FOR JUNIOR BASKETBALL

- The individual's birth certificate indicates that he has **not reached his 16th birthday by August 31st** prior to the start of the school year in which the competition is held.
- Only students in their first two years of high school, based on the date they entered grade nine, will be eligible for junior team competition.
EXCEPTION: a student who has been accelerated one year in elementary school shall be allowed to play at the junior level for a maximum of two (2) consecutive years in the first three (3) years of his/her high school career. The student shall meet the above age requirement and documentation of the acceleration shall be provided with the eligibility sheet.

ELIGIBILITY FOR SENIOR BASKETBALL

- The individual's birth certificate indicates that he has **not reached his 19th birthday by January 1st** prior to the start of the school year in which the competition is held.

A school/team must conduct a 'bona fide' high school program consisting of thirteen (13) practices and eight (8) games during an eight (8) week period in the current school year under the supervision of a teacher as certified by the school principal.

4. ELIGIBILITY SHEETS

Eligibility sheets are due to the zone Convener 48 hours prior to the first league game.

5. GAME TIME

The first game of a double-header will start at 3:30 (no earlier without Convener's knowledge and both Principals' permission). The second part of the double-header will start at 5:00 unless a mutually agreeable start time before then is agreed upon by both teams.

6. HOME SCHOOL RESPONSIBILITIES

- Provide 1 competent scorekeeper and 1 competent timer
- Game balls
- All schools should be using NRHSAA score sheets or facsimile

7. PAYMENT OF OFFICIALS

The home team is responsible for payment of officials for all league and play-off games. The amount will be announced at the first meeting. The visiting team is responsible for transportation costs to and from the competition.

If a gate is charged at an NRHSAA league or play-off game then all expenses will be paid from the gate (referees, minor officials, linesmen, security, score keepers, etc.) and the remainder of the gate will be divided equally between the home and visiting team.

In the event a play-off game is played at a neutral site then the cost of officials will be shared equally between participating teams.

8. REPORTING SCORES

The home team will report the scores to the Athletic Convener in charge.

9. OFFICIALS

All officials must be accredited by the Niagara District Basketball Referees Association.

10. OFFICIAL RULE BOOK

The official rule book will be the IAABO - Official Rule Book.

Beginning in September 2016, OFSAA will adopt the FIBA playing regulations for both boys and girls basketball with the following modifications:

For the Boys Basketball Playing Regulations, Section 8 – Rules and Officials (a) be replaced with “The current FIBA Rule Book shall be the official governing rulebook governing play at the OFSAA Basketball Championships with the following exceptions:

1) A 35 second shot clock will be used. There will be a full reset on foul shot attempts and shots off the rim.

- 2) Fouls and Offensive rebounds would result in 35 second reset.
- 3) Federation lines will be used even when FIBA lines are available
- 4) Federation game length will be used (including overtime)
- 5) No dunking in the warm-up will be permitted (technical foul (s) assessed to player (s))
- 6) Federation time out procedure will be used.

11. **GAME FORFEITURES**

The following policies are in place for game forfeitures:

- (1) Should a team forfeit a game with less than 48 hours' notice, all costs associated with the game shall be charged to the forfeiting school.
- (2) Should a team forfeit a game, the forfeiting team will be given a loss as a result of the forfeit.
- (3) Should a team forfeit two (2) games during regular season play, the team shall be removed from the league and all points earned in games played against that team shall be removed from league standings.
- (4) A team that forfeits a game during the regular season loses all rights with regards to tie breaking procedures. (ie if the team is tied for 3rd, the team will be relegated to 4th place).
- (5) A team that forfeits a playoff game shall also forfeit the right to play any further playoff games at the current or subsequent level of playoffs (ie when two teams qualify for SOSSA). (April 2016)

12. **LEAGUE FORMAT FOR NRHSAA BOYS' BASKETBALL**

All sport schedules shall have NO more than 12 league games in a season.

In team sports where standings are used to determine play-offs, the win/loss achieved against teams that drop out will be taken away (not added) to teams that are still yet to play them.

13. **LEAGUE PLAY-OFF FORMAT FOR NRHSAA BOYS' BASKETBALL**

Play-offs will be determined at the Conveners Individual Sport Body Meeting.

All schools participating are to send a representative to the Conveners Individual Sport Body Meeting otherwise forfeit all **rights for input in** the league and play-off format.

14. **PLAY-OFF FORMAT FOR ZONE 3 AND 4 BOYS' BASKETBALL (NRHSAA/NCAA)**

If one association has one team only then the NCAA champion plays the NRHSAA champion for zone championship. Winner goes to SOSSA. If a second entry to SOSSA exists, then the second place finisher in the zone champions association may challenge the runner up in the zone final for the second entry into SOSSA. If a challenge game takes place then the runner up in the zone final will host the challenge game.

When both associations (NRHSAA and NCAA) each have two or more teams in a classification, then the zone play downs would feature the top two teams on each side qualify for the playoffs. There would be a crossover 1st from one association playing 2nd from the other association and vice versa in the semi-finals, and the two winners would then play in the zone finals. If the zone has two entries to SOSSA, both the winner and runner up in the zone final would qualify for SOSSA (there would not be a challenge

game). In the semi- finals, the 1st place team from each association will host the game. In the finals, the result of the “flip” and “rotation” will host the game. One caveat to this is if both finalists are from the same association, and the rotation has the finals being hosted by the other association. In that case, the final will be hosted by the association to which both finalists belong.

15. TIE BREAKING PROCEDURES

These procedures shall be used when determining a play-off position when a league schedule leads to play-offs:

- (1) Record between tied teams;
- (2) Record against teams higher in the standings (1 above, then 2 above, etc.);
- (3) Record against teams lower in the standings (1 below, then 2 below, etc.);
- (4) (a) Coin flip to determine play-off position only. The conveners will perform the coin flip. The school that is alphabetically highest will have heads in the coin flip. The convener will notify schools of the results.
- (b) Play-off on a neutral field/court or a coin toss for home field if both coaches agree, if it is to determine the final playoff position.
- (c) In the event of a four way tie, the conveners in consultation with the NRHSAA Executive and the schools involved will determine a tie-breaking procedure.

16. ZONE QUALIFICATION TO SOSSA

1 champion from each Zone will go to SOSSA.