

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: 3:00pm.*

Start times may be 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 Division 1 finals will be held at a neutral site facility designated by the Convenor before the start of the league schedule. Where possible, the Junior and Senior Division 1 finals will be held as a double header.

(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.

Any team using an ineligible player during a ROPSSAA sanctioned event will not only default that game but may also be disqualified from participating in the playoffs at the discretion of ROPSSAA Council.

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

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 (for the 2024-2025 season, born in 2009 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 (for the 2024-2025 season, born in 2005 or later).

- (c) Once a player has played at one level of competition they are ineligible for another. Exception, 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) Any student who participates in ROPSSAA basketball cannot participate for any prep program or vice versa at the same time.

- (g) Team Eligibility

- (i) Team eligibility lists must be submitted by the deadline announced at the pre-season meeting. Failure to do so may result in defaults.

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

- (iii) 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.

- (iv) All game sheets/rosters are to include the names 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.

- (v) 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.
- (vi) 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 two levels of competition at the Junior level and three levels of competition at the Senior level. The number of league games and the playoff structures will be determined upon declaration of teams to divisions. *Wherever possible, the OFSAA level competes as a single division. OR that the criteria for making two divisions, is proper balance in the schedule, i.e. home and away for all teams.*
- (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) Points against between the tied teams
- (iv) A coin toss.

Where a tie exists between two teams for the last playoff position the winner of the game between the tied teams will advance.

Where a tie exists between three (3) or more teams for more than one playoff position, the tie will be broken according to the following criteria:

- (i) The team(s) with the best record(s) between the teams tied*
*If there remains a tie between the teams for the top position, head to head result will determine the spot.

- (e) For Championship games an administrator from each participating school must be present for the duration of the game.

(f) 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) Schools must bring their own warm-up equipment and first aid kit
- (v) 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.
- (vi) 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.
- (vii) 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).
- (viii) Visiting schools are entitled access to a safe waiting area and change room at the completion of the competition.
- (ix) For Championship games an administrator from each participating school must be present for the duration of the game.

(g) Playoff Structures

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

- i) At the senior level qualifying teams will be split into three brackets (Division 1, Division 2 and Division 3). At the junior level two brackets will be offered.

- ii) Top OFSAA Level/Junior tier one teams, to a maximum of 16, will participate in Division 1 playoffs and have a chance to advance to AAA OFSAA at the Senior Level.
 - iii) The top senior tier one/junior tier two teams, to a maximum of 16, will make up the Division 2 playoffs. They will be seeded according to the criteria in 4(i)(ii)
 - iv) The top senior tier two teams, to a maximum of 16, will qualify for the Division 3 playoffs. They will be seeded according to the criteria in 4(i)(ii)
 - v) Senior Division 1 and Division 2 playoff games will be played with the 24 second shot clock.
 - vi) Junior Division 2 and Senior Division 3 playoff games will NOT be played with a shot clock but will follow the tier 2 closely guarded rule.
 - vii) Division 2 or Division 3 playoff spots vacated by declaring A/AA teams will be selected using the seed formula in 4(i)(ii).
- (h) For the senior playoffs, OFSAA level, tier one, or tier two 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 as per the ROPSSAA Constitution. Tier two teams that declare **and** qualify for the A/AA playoffs are eliminated from the division 2 playoffs.

(i) Playoff Seeding

- (i) For senior and junior Division 1 playoffs, teams will be seeded for playoffs by a committee selected at the pre-season meeting. Should no committee be selected at this time teams will be seeded by the criteria in 4(i)(ii).

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 and D2 and senior D2 and D3 playoffs, teams will be seeded based on the following criteria:

1. Division standing
2. Winning percentage
3. Average Point differential (max. 20 points per game)
4. Fewest points against average
5. 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.

5. ENTRIES

Each school is permitted to enter one team per level (junior/senior).

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 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 junior tier one senior tier one and the OFSAA level, 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 tier two 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) Team Benches: The home team has the choice of team bench for all league and playoff games.

- (c) Where possible four officials will be assigned to division 1 championship games. Three officials on court and one official presiding over the scorer's table. Three officials will be assigned to the division 2 championship games. The third official will preside over the scorer's table.

8. AWARDS

- (a) At the Junior and Senior division one, division two, *and division 3* 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 Junior and Senior Division One, Division Two and Division Three teams at the Finals.
- (c) At the 'A' and 'AA' levels, gold medallions will be presented to the winning team of the final game. Silver medallions will be awarded to the members of the runner-up team (maximum 20 per team).

Note: A minimum of 6 schools is required in each level for ROPSSAA sponsorship.

9. UNIFORMS

- (a) Any team not wearing jerseys numbered both front and back automatically forfeits the game. Numbers must be from 1-99 and either 0 or 00 (not both). No two players can wear the same uniform number during the same game.
- (b) It is the responsibility of the visiting team to avoid conflicting colours. In the championship games the home teams will have choice of uniform colour.
- (c) No cut-offs or shorts with pockets 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.

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.

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 reporting in the game score and uploading the score sheet to the website.

11. EQUIPMENT

- (a) Home teams shall be responsible for:
 - (i) Timer, scorer, score sheets and game ball.
 - (ii) Dressing room accommodations.
 - (iii) Court availability for warm-up at least 30 minutes before game time.
- (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. 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 Behaviour, 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).
- (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/play downs; however, a third technical/unsporting foul received in the last league game will carry over to playoffs/play downs.

- (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 that game and may not play in his/her team's next game (scheduled game, playoff game and/or play down 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.
- (i) 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.
- (b) Each team must adhere to the OPHEA guidelines and have an individual who takes responsibility for first aid present at all games and practices.

15. OFSAA

- (a) The champions of the A and AA playoffs at the Senior boys level will advance to OFSAA.
- (b) The champions of the Senior Division One level will advance to AAA OFSAA.