



SSNL GENERAL TECH STANDARD RULES AND REGULATIONS

The following regulations will apply to ALL qualification and provincial tournaments under the jurisdiction of School Sports Newfoundland and Labrador (SSNL). Please consult the technical standards, which follow the specific sport rules.

1. All SSNL sports have some sport specific rules that differ from Provincial Sport Organization or National Governing body playing rules so make sure you and the Officials review these in the tech standards that follow. They **MUST** be followed.
2. No player will be permitted to play wearing a cast made of plaster, fibreglass or any other material considered dangerous by the official.
3. All school teams **MUST DECLARE AND REGISTER** through the [SSNL HUB](#) by the designated dates. Any school teams not declared and registered through the HUB by the designated dates will not be permitted to participate in SSNL Events (Foundation, Qualifier, or Provincial).
4. SSNL has instituted a maximum point spread to be used in tie breaking situations and to promote SSNL ideals of sportsmanship. All games should be recorded on the SSNL tournament page website and at the playing venue(s) and reported to media using only the maximum point spread as set out in the technical standards of each sport. In the tie-breaking procedure, the goal/point spread must credit all the points for the losing team only (eg. If sport has a max 7-point reporting spread and score was 12-2 then report/post as 9-2, not 7-0).
5. There is a no fighting policy in all SSNL events. Any violation will result in an immediate expulsion from the tournament and a possible multi-year suspension from all SSNL activities.
6. Players and fans are not permitted to engage in behaviour where they are intentionally trying to distract players or are impeding on the playing surface. Failure to comply could result in in-game penalties, expulsion from the playing venue, and further discipline from SSNL.
7. SSNL has banned the use of **electronic and mechanical noise makers** (Air horns, mega phones, **[NEW 26-27]** Stadium Horns, and Loud Cups) during SSNL events. SSNL will provide signage to all schools.
8. SSNL will follow the Schools/District policy regarding the requirements for a Teacher Sponsor.
9. Members of the coaching staff must complete the CAC Safe Sport Training.
 - ["Making Headway"](#) - To be completed by minimum of one member of the coaching staff
 - ["Safe Sport" Training](#) - To be completed by all Coaches and Teacher-Sponsors
 - ["Rule of Two"](#) - To be completed by all Coaches and Teacher-Sponsors
10. Players who are not dressing for a game are permitted to still sit in the bench area, but are still subject to all rules governing appropriate team behaviour.
11. Team composition is at the discretion of the coach and can change from the Qualifier to the Provincial Tournament. SSNL does encourage, however, that coaches consider rewarding those players that helped win a Provincial berth with a place on the team for that tournament as well.



12. SSNL game referees are to be instructed to remain on the floor after the game to sign the score sheet and participate/oversee the shaking of hands by teams.
13. In-Game Protests: It is expected that all tournament game related protests be made in-game when the issue arises. Teams wishing to protest must do so in game by telling the Referee (or in sports where self-refereeing is used, stop and tell the convenor or other designated official) at the next available stoppage in play. The Tournament Protest Committee shall review and rule on the issue within a reasonable time before the game will re-commence. For Provincials, the SSNL Rep may be used to help with the ruling. You CANNOT protest discretionary calls by the referee. **Protests must still be accompanied in game by a \$50 protest fee or they will not be considered.** See “Protest, Disciplinary Infractions, and Appeals” section in the SSNL Varsity Manual for more details.
14. Coaches are not permitted to change any SSNL rules at the coaches meeting or at any other time by consensus vote. Any change in rules in this situation could result in a loss of points by infringing teams, potential school fines and sanctions, and/or the entire tournament being voided.
15. The use of unauthorized video replays is banned from SSNL events as a measure of officiating.
16. No cell phones or any person who is not a minor official are permitted at scorer’s tables.
17. Game officials **MUST** provide written reports to the convenor for all major rule infractions.
18. SSNL philosophy values team accomplishments and sportsmanship. Aside from SSNL sports with an individual component, the Sportsmanship and MVP medals will be the only individual awards presented at SSNL tournaments. There are to be no other individual awards (i.e. Player of the Game or All-Star Team) to be awarded at our tournaments. Failure to comply with this will result in a \$100 fine and possible further sanctions.
19. Fines:
 - a. Schools who have qualified (through winning their Qualifier or receiving a bye) for a Provincial tournament and who (AFTER REGISTERING their team) do not attend the tournament, will be fined \$300 if the reason for pulling out is not deemed valid by the Varsity Council.
 - b. If said team pulls out of the Provincials after Wednesday 5pm of the registration week they will also be required to pay the full Provincial Tournament registration.
 - c. Any school that withdraws from a Provincial tournament after the schedule has been approved/released will receive a two-year ban on hosting in that sport and gender.
 - d. Aside from the fines, teams will still be responsible for any expenses they incurred regarding the Provincial tournament (e.g. t-shirts, meals).
 - e. Any school that fails to pay the assessed fines by June 30 of the current year, will be suspended until the fine has been paid.



2026-27 SSNL VARSITY BASKETBALL TECHNICAL STANDARDS

EVENTS

Unless there is a competition between at least two teams/individuals in any SSNL tournament, there will be no medals or banners awarded.

Provincial champions will be declared in:

1. Boys and Girls 4A
2. Boys and Girls 3A
3. Boys and Girls 2A
4. Boys and Girls A

RULES

There are rules listed in the Basketball Tech Standards that are specific to SSNL tournaments. **It is the responsibility of the tournament Convenor to make sure all Officials are aware of these rules.** SSNL will defer to FIBA for all other rules not listed in these technical standards.

1. The maximum point spread for both tie-breakers and for all public presentation of scores including the scoreboard on-site is 30 points.
2. The following game procedures will be added to the tech standards:
 - a. Warm up 10 minutes
 - b. 2-minute break between quarters.
 - c. 5-minute break at half-time.

REGISTRATION FEES

- Team: maximum of \$350 per team, unless approved by the SSNL Office.
- A Participation fee of \$7 per athlete for the qualification tournament and \$10 for provincials.

TEAM COMPOSITION

1. A maximum of 15 players can be registered for SSNL tournaments, All 15 players may dress and be available to play given they appear on the game sheet. All 15 are subject to all conduct rules.

PLAYING FACILITY AND EQUIPMENT

1. Floor: must be clean with clear visible markings. It is recommended there be a safety area of 1 metre (3 ft.) all around the court. Recommended court size is 25m x 15m (84' x 50').
2. Floor marking must include 3-point line and free throw line. The 3-point line is 20.31 ft. for boys and girls.
3. The ceiling height recommended is 6 metres minimum (19.7 feet).
4. Electronic scoreboard.
5. Shot clocks are strongly recommended.
6. The Official Ball for Girls Basketball is the Molten BG4500 size 6
7. The Official Ball for Boys Basketball is the Molten BG4500 size 7



SEEDING FOR PROVINCIAL TOURNAMENTS

4A and 3A Classifications

Once teams are registered for the Provincial tournament, the SSNL Varsity Coordinator will request that the head coach from each team rank all qualified teams (including their own) and submit. The ranking totals will be reviewed and then presented to the convenor for scheduling. In an 8-team tournament, the teams whose accumulative ranking has them finish in the 1,4,5, and 8 positions are placed in one division and teams that finish in the 2,3,6, and 7 positions will be placed in the other division. Tournaments with other 2 division formats will be evenly distributed in a similar fashion.

2A and A Classifications

Standard SSNL seeding procedures will be applied to the 2A and A classifications. See SSNL Varsity Manual or the Convenor Manual for full seeding rules and regulations.

SAFETY STANDARDS

1. All obstructions within 1 metre of court end lines should be covered with a protective material (especially the stage area).
2. Make sure the floor is NOT slippery. It is suggested that the tournament organizer have towel persons to wipe up any sweat on the floor resulting from dives, falls etc.
3. Make sure the lights are in good working order and are protected.
4. Before the tournament and if required, cover windows in the gym so that the sunlight does not distract team members/officials during the tournament.

OFFICIALS

- The convenor shall be responsible for the provision and training of minor officials (scorers, clock, etc.) and must ensure they do so in a professional and impartial manner.
- Convenors must make sure that their minor officials (as well as game officials) are protected from abusive language from spectators, coaches, and/or players and to enforce our current tournament guidelines on behaviour immediately upon any incidents.
- Convenors are responsible for officials travel, meals, lodging and game fees.
- NLBOC Floor officials should be used if available. A contact to secure rated NLBOC Officials can be found on the SSNL website sports page and is shared with convenors once hosts are assigned.

PROTESTS, DISCIPLINARY INFRACTIONS & APPEALS

See the SSNL Varsity Manual or General Tech Standards section at the beginning of the document for policy and procedures on all protests, disciplinary infractions, and appeals.



TIE-BREAKING PROCEDURE

A maximum point spread of 30 points per game will be used for tie-breaking procedures. No more than this will be shown on the score clock, entered on the web site tournament page, submitted to media or posted to social media.

1. 2-way ties
 - a. Head to Head result
 - b. Plus/Minus Total (Points for minus points against)
 - c. Points For
 - d. Points Against
 - e. The Convenor in consultation with the Varsity Coordinator will decide an appropriate solution to a tie-break (5-minute OT, coin toss, etc....)
2. 3-way ties:
 - a. Win/loss record using games among tied teams only. If this procedure eliminates one team then revert the 2-way tiebreaker above for remaining two teams.
 - b. Point average among tied teams (points for divided by points for + points against) the higher point average will advance.

Example: Team A 53-43, 44-64 (goal average .47)
Team B 43-53, 70-50 (goal average .52)
Team C 64-44, 50-70 (goal average .50)

Team B advances in above scenario. If this procedure eliminates one team then revert the 2-way tiebreaker above for remaining two teams.

 - c. Point average in games against all teams. If this procedure eliminates one team then revert the 2-way tiebreaker above for remaining two teams.
 - d. The Convenor in consultation with the Varsity Coordinator will decide an appropriate solution to a tie-break (5-minute OT, coin toss, etc....).

SCHEDULING

Note: The following game procedures will be added to the tech standards and is to be strictly followed.

- a. Warm up 10 minutes
- b. 2-minute break between quarters
- c. 5-minute break at half-time.

Type of tournament allowed:	Round Robin, Double Round Robin, 2 div., or 4 div.
Maximum # of teams in round robin:	5
Maximum # of teams in one venue:	9
Number of games per day allowed:	3



Games scheduled every:	1 hour and 30 minutes
Back-to-back games permitted:	Yes with 30 minutes rest
Earliest a game should be scheduled:	Starts at 9am
Latest a game CAN be scheduled:	Starts at 9pm
Time between back-to-back round robin games or last round robin game and first playoff game if back-to-back.	30 minutes
Time between last round robin game that leads straight to a final (if back to back)	30 minutes
Time between back-to-back playoff games	1 hour and 30 minutes

AWARDS

For each classification, the following awards are provided:

Qualifier

1. Gold and Silver Medals
2. Individual Sportsmanship Award (1 for entire Tournament)
3. Individual MVP Award (1 for entire Tournament)
4. Qualification Championship Banner

Provincials

1. Gold and Silver Medals
2. 1 Tournament MVP award awarded to the overall MVP as selected by the tournament Convenor committee.
3. Individual Sportsmanship Award (1 per team)
4. Team Sportsmanship Banner
5. Provincial Championship Banner.

NOTE: *No Player of the Game” / “All-Star” or other individual awards are permitted. Failure to comply can result in a \$100 fine for the host school.