



SSNL GENERAL TECH STANDARD RULES AND REGULATIONS

The following regulations will apply to ALL 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** register through the SSNL Registration Form process. Teams Junior Varsity can submit their rosters directly to the convenor or Junior Varsity Coordinator. All players must be registered prior to their FIRST GAME STARTING in order to be eligible to play in an SSNL Tournament. Failure to comply will result in default of the games in question and awarding of points to the opposing teams.
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 JV 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) during SSNL events. SSNL will provide signage to all schools.
8. **Teacher Sponsor**: SSNL follows the Schools/District Policy regarding the requirements for

a Teacher Sponsor, please ensure that your school is aware of requirements.

9. All members of the coaching staff for each team **MUST** complete the free coach.ca “Safe Sport Training” & “Rule of Two”; one member must complete the “Making Headway” concussion course in order for their school’s team to be eligible for SSNL tournaments. All SSNL JV Coaches will be required to complete the online [Coaching Registration Form](#).
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.
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. If a team pulls out of the tournament Wednesday 5pm of the registration week they will also be required to pay a \$150 fine and possible further sanctions.
 - b. Aside from the fines, teams will still be responsible for any expenses they incurred regarding the tournament (e.g. t-shirts, meals).
 - c. 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.

20. SSNL believes in a philosophy of fair play and sportsmanship; it is the coaches responsibility to ensure that fairplay is being practiced.

SSNL JUNIOR VARSITY BASKETBALL TECHNICAL STANDARDS

EVENTS

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

Regional champions will be declared in:

1. Boys and Girls (or Co-ed)

TOURNAMENT DATES

Tournament dates are set at the discretion of, and or, in conjunction with the Regional Contact; Host/Convenor and or the Junior Varsity Coordinator.

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 NLBA for all other rules not listed in these technical standards.(Grade 9 NLBA rules for the SSNL JV model)

1. The maximum point spread for both tie-breakers and for all public presentation of scores including the scoreboard on-site is 20 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.

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.
2. There must be a minimum of 7 players on each team. (In the case that the school does not have the population, this is an exception to the NLBA's minimum of 10 players rule)
3. Only those in grades 7-9 are eligible; exceptions must be requested and approved by the process communicated by the JV Coordinator.

TIME OF PLAY

- Each game will consist of five (5) periods. The first four (4) will be 6-minute stop time periods. The fifth will be an eight (8) minute stop time period. There will be a one-minute break after the 1st and 2nd periods. Half time will consist of a five-minute break between the 3rd and 4th period. There will be a one-minute break after the fourth period.

- Every player on the roster must get playing time during the game, no one player is permitted to play the full game.
- Running Time: In the final period of a game when a team is up by 20 or more, the clock can switch to running time. Both coaches have to approve / agree to switch to running time in the final period. The clock will continue to stop for all time outs and free throws only. If a team reduces the score to 15 points or less the stop clock rule will be reinstated.
- [NLBA Minor Division Basketball Policies and Manual](#) will be followed for "Time of Play-Grade 8-9"

PRESSING

- Pressing is permitted anywhere on the court. There will be no pressing permitted (by the team leading) if there is more than a twenty (20) point spread.

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 Basketball is the Molten BGG6X 1 season or as inventory lasts or BG4500 size 6, 28.5"

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.

PROTESTS, DISCIPLINARY INFRACTIONS & APPEALS

See the SSNL Junior 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 20 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 Junior 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 Junior 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 tournament, the following awards are provided:

Junior Varsity

1. Gold and Silver Medals
2. Individual Sportsmanship Award (1 per tournament)
3. Individual MVP Award (1 per tournament)
4. Junior Varsity 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.*

REGISTRATION FEE

- All JV events are based on a cost recovery model. Officials, game balls and venue cleaning are eligible expenses to base your registration fees on. Contact your SSNL JV Rep or the JV Coordinator for approval of registration fee total.
- Maximum registration for Basketball is \$325.00 per team.
- Host teams must also pay the full set registration fee.

PARTICIPATION FEE

Junior Varsity SSNL Participation Fee - \$5 per athlete. If playing an individual event only, then \$5 maximum. The host is required to submit the tournament remittance form to SSNL as part of the post tournament process.

****Hosts will no longer be responsible for collecting fees, SSNL will invoice participating schools every 2 months for total fees owed based on the records from remittance forms.**

(This fee is in addition to set maximum registration fee, you may adjust your registration accordingly)