

## **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 for 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 schools **MUST** register their school online for all tournaments and in the case of the Provincials, their entire roster as well. Teams participating in Qualification, Junior Varsity, and Foundation tournaments can register their roster directly with the convenor. All players must be registered in the format above prior to their **FIRST GAME STARTING** in order to be eligible to play in an SSNL Tournament. Failure to comply will result in the defaulting 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 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 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. Teacher-sponsors must be on the bench at all times. Games do not start without the teacher-sponsor present. If the teacher-sponsor is not on the bench 10 minutes after the scheduled start time, the team without the essential personnel will lose the game by default.
8. 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.
9. 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.

10. 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.
11. 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. 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 of this Convenor Manual for more details.
12. 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 infracting teams, potential school fines and sanctions, and/or the entire tournament being voided.
13. The use of unauthorized video replays is banned from SSNL events as a measure of officiating.
14. No cell phones or any person who is not a minor official are permitted at scorer's tables.
15. Game officials **MUST** provide written reports to the convenor for all major rule infractions.
16. At least one member of the coaching staff for each team **MUST** complete the free coach.ca "Making Headway" concussion course in order for their school's team to be eligible for SSNL tournaments.
17. 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-Start Team) to be awarded at our tournaments. Failure to comply with this will result in a \$100 fine and possible further sanctions.
18. Schools who pull out of a JV Tournament after registering may be subject to discipline if the reason is not deemed valid by the Varsity Council.

## JUNIOR VARSITY BASKETBALL

### TOURNAMENT & DATES

It is up to the region's schools in conjunction with their SSNL Regional Director to determine when is the best time to have an SSNL Junior Varsity Tournament.

Schools who are interested in playing in a Junior Varsity Tournament that SSNL currently supports should let their Regional Director know they are interested in playing so that a suitable date can be determined amongst the interested schools and a host identified.

If interest in the region is very high then another tournament may be supported or if geography of the region is great and it makes sense to have two tournaments. All tournaments are regionally based at this time and there is no SSNL Provincial Tournament.

### 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 defers to FIBA for all other rules not listed in these technical standards.

### TIME OF PLAY

- There will be 4, 8-minute quarters.
- One time out per quarter except for the 4<sup>th</sup> quarter when a team is permitted 2 time outs.
- Clock can be stop clock or running. The convenor can choose depending on the number of teams participating at the tourney and any schedule/time limitations.

### TEAM COMPOSITION

1. There must be a minimum of 7 players on each team.
2. Each region can determine the max number of players that can be registered and dress at their event through consultation with their Regional Director. (Note: that SSNL provides 17 medals maximum)
3. A player can only play 3 quarters per game.
4. If a region goes with some a max dressing per game other roster players not dressed for the game are permitted to be on the bench, but are still subject to all the rules of the game.

### 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. Grade seven, eight, and mixed grade to use size 6 basketball.
7. Grade nine to use size 7 Basketball.

## **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 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 tournament.

## **OFFICIALS**

- The convenor shall be responsible for the provision and training of minor officials (scorers, clock, etc.).
- Floor Officials, rated by the Provincial Basketball Association should be used if available. If not available then use experienced non-rated Officials.

## **PROTESTS**

An In-game protest must be made to the Official and Protest Committee during a stoppage in play. See page 20 in the SSNL Handbook 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, or provided to 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

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:	10
Number of matches per day allowed:	4
Games scheduled every:	Hour
Back-to-back games permitted:	Yes with 20 minute rest
Latest a game can be scheduled	9pm
Time between back-to-back round robin games or last round robin game and first playoff game if back-to-back.	20 minutes
Time between last round robin game that leads straight to a final (if back to back)	20 minutes
Time between back-to-back playoff games	1 hour

## AWARDS

SSNL will only provide awards for 1 tournament per sport per region per year and per gender for any eligible Junior Varsity tournament unless deemed valid by SSNL (See top of tech standards).

- Championship Banner
- Gold and Silver Medals (17 Medals will be provided for each)
- 1 Sportsmanship Medal and 1 MVP Medal Winner for the entire tournament.

\*No other awards like player of the game or any other awards are permitted. Any convenor that breaks this rule will have their school subject to a \$100 fine.

## REGISTRATION FEES

\*Should be established to cover costs only. SSNL tournament fees are not to be used as profit.

- A maximum of \$325 per team can be charged. Special permission from SSNL is required to raise the maximum.
- Participation fee of \$2 per athlete must be sent back to SSNL with the provided remittance form.