

## **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 have qualified (through winning their Qualifier or a 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. 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. Schools may also be banned from Provincial competition in that gender and sport for 1 year.

# **BASKETBALL**

## **EVENTS**

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

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

## **TEAM COMPOSITION**

1. A maximum of 15 players can be registered for an SSNL basketball tournament, however only 12 are permitted to play each game.
2. 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. The Official Ball for Girls Basketball is the Molten BGG6X
7. The Official Ball for Boys Basketball is the Molten BGG7X

## 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 presented to the Basketball Sport Advisory Committee to review if any changes need to be made. 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.

### 2A and A Classifications

Standard SSNL ranking procedures will be applied to the 2A and A classifications. See SSNL Handbook or the Convenor Manual for full ranking 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 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.).
- Convenors are responsible for officials' travel, meals, lodging and game fees.
- NABO Floor officials should be used if available. SSNL will provide a list of Officials on our web site on the sport page in question.

## PROTESTS, DISCIPLINARY INFRACTIONS & APPEALS

See the SSNL Handbook 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 🎯 **[NEW]** 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, 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....).

## 🌀 [NEW] 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. 1-minute break between periods
- 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 matches per day allowed:	3
Games scheduled every:	1 hour and 30 minutes
Back-to-back games permitted:	Yes with ½ hour rest
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. Individual Sportsmanship Award (1 per team)
3. Individual MVP Award (1 per team)
4. Team Sportsmanship Banner
5. Provincial Championship Banner.

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

## **REGISTRATION FEES**

- A maximum of \$325 per team.
- Participation fee of \$3 per athlete for provincial tournaments and \$2 per athlete for qualification tournaments.