

Appendix G

EIPS athletics for Basketball use FIBA rules with the following modifications:

1. Size 6 ball. Size 7 ball for the Senior Boys teams.
2. Game duration: Both junior and senior teams play 4-8 minute quarters STOP time.
3. 2 minute break between quarters, 5-minute break between halves.
4. Overtime periods are 3-minute STOP time. No game will end in a tie. Repeat the 3- minute periods as long as needed. 1 minute break between overtime periods.
5. There is to be no dunking or hanging from the rim during warm-up.
6. Time Outs: There will be 2 timeouts in the first half and 3 timeouts in the second half. No more than 2 time outs during the last 2 minutes of the 4th quarter. 1 timeout in overtime
7. Time outs are requested by the coach only through the timers table (some flexibility on this as some of the scorekeepers may not be as sharp on the horn for time outs)
8. Substitutes must be at the score table, visible for an obvious substitution request. Coaches cannot use the free substitutions rule on any possession to gain advantage by stopping the play and calling for a sub that is not ready and waiting at the table. Subs during dead balls, after the last or only successful free throw, or (for the non-scoring team) a field goal is scored in the last 2 minutes of the 4th quarter (or game in EIPS case) or the last 2 minutes of each O/T period.
9. There will be a 24 second shot clock. In the case there will not be a actual 24 shot clock, the officials will be requested to track the time and give a verbal warning when the time is running down (“10 seconds to shoot, 5 seconds”) teams must gain half in 8 seconds and have a 24 second shot clock.
10. If there is a 3-point line in the gym it will be used for league, playoffs and finals.
11. A wide key is to be used during league, playoffs and finals, if the school does not have a wide key one may be taped down for the season.
12. Players foul out of the game on their 5th personal foul and/or direct technical fouls.
13. Shooting bonus on the 5th team foul (2 shots for every foul-3 if the foul was a 3 point shot). Team fouls are reset every quarter.

14. Players in lanes may enter the key on the release of the ball. Shooter has to wait for the ball to hit the rim. Only 5 players are allowed to line up in the key (3 defensive players and 2 offensive, plus the shooter at the line) Man-to-man defense is mandatory at both junior and senior levels; players can double team the ball carrier but must go back to their man after the ball is passed. **Small School Junior teams** until February 1, are not allowed to press, after the offensive team has lost possession they must retreat to half court and play defense (yes both teams can rebound after a shot). Junior teams may press in the last 2 minutes of the game for the entire season.
15. **At the junior level** there can be no “area” presses with 2 or 3 players starting at a specific spot; this demonstrates a “Zone” being covered. **Senior teams** may use a zone press but must pick up their man once half has been attained.
16. There is a 20-point mercy rule! No press, officials will give a verbal warning if the team forgets.
17. EIPS will use Edmonton Metro Score Sheets
18. Once a score reaches a 25 point spread, the remainder of the game will be run time.
19. **Players may wear under shirts, arm and leg compression sleeves, wristbands, ankle supports, and taping of any solid colour (does not need to match the dominant uniform colour and all players on the team do not need to match).**
20. **Players may wear shoes of any colour combination and the left and right shoes do not need to match.**

Appendix G (Continued)

REMEMBER:

- Coaches are to keep all non-verbal communication and posture positive, and in good taste.
- Please ensure fans/spectators exhibit proper conduct and sportsmanship and are supervised. No booing or criticism of those involved in the game-officials, coaches, volunteers, and players.
- This is Junior High Basketball. It's about promoting skill development, sportsmanship, teamwork, citizenship, and having a whole lot of fun. Coaches should be positive role models.

Small schools (less than 230 students) may use players grade 7's and 8's during the regular season to play on both teams(junior and senior) **in the event that they are short players**, once playoffs start they may only play for one team.

One or two grade 9's may play as Junior team members is only allowed for schools with a junior high population of less than 100 (usually, Andrew, Fort Christian) In the event that they have 3 or more grade 9's playing then the team must play in the Senior League.

Canceled games/default rule- in the event that a team needs to cancel a game, the game should be rescheduled within 1 week of when it was cancelled based on the most convenient time for the non-canceling team. All make-up games must be rescheduled before the last regular season game is played. Teams that are canceling 3:30/4:00 pm games must be canceled no later than 12:00 noon. In the event that a game is canceled and there are additional costs incurred the canceling team will cover those costs. Teams that cancel must actually talk to the athletic coordinator or the team coach (sending an email or voice mail is not acceptable) Acceptable cancellation may be due to poor road conditions, bus breaks down. Teams are expected to stick to the league schedule as much as possible.

Playoff Tiebreakers

Two-way Ties

- Records in head-to-head competition are compared, with the higher seed going to the team that has won the most games against the other.
- If head-to-head competition does not break the tie, the deadlock will be broken by points for/against between the tied teams..
- In the event that a tie still exists points will be calculated based on all the points for/against in all of the league games.
- If a tie still exists a coin toss will be used to determine the tie breaker.

Multiple Ties

- If three or more teams are tied after the regular-season competition among the tied schools shall be pooled into a "mini round-robin comparison." Teams shall be ranked according to their position in such a round- robin.
- In the event this process does not solve the multiple ties, the deadlock will be broken by points for/against, using league games amongst the tied teams. The team among the tying institutions with the better point total will receive the higher seed.
- In the event that a tie still exists points will be calculated based on all the points for/against in all of the league games.
- If a tie still exists a coin toss will be used to determine the tie breaker.

Defaults - In the event that a team defaults any game during the regular season, they will be ranked below a team that they are tied with and their points will not be used in any of the tie breaking steps.