

# Huron-Perth Basketball 2021-2022

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## 1. Cost of officials for the regular season

### **Full Participation Formula**

Cost per school = [(referee travel) ÷ (# schools in conference)]  
Plus

[# teams in school][(referee fees) ÷ (# teams in conference)]

### **Uneven Junior/Senior Participation**

Total Cost divided by total games = Cost Per Game

Cost per game divided by 2 = Cost per Team per Game

Cost Per Team Per Game \* # of games to be Played = Cost for 1 Team

Please make the cheque in the amount of \$ payable to “**K-W Basketball Officials**” and mail the cheque to Steve Goforth at St Mike’s. Please do not put in mailbag.

- Do not send the cheque to Kitchener.

## 2. Eligibility Form

Please fax the WOSSAA Eligibility Form to Steve Goforth at St Mike’s before the first league game. PRINT the players and coaches names clearly. All APPROVED coaches should be included on the form.

Players can be added or deleted at any time during the season.

Please include Part 2 if you have any transfer students

### **3. Student Eligibility (from OFSAA)**

Junior: The individual's birthday indicates that he/she has not yet reached his/her 15th birthday by January 1st prior to the start of the school year in which the competition is held.

Senior: The individual's birthday indicates that he/she has not yet reached his/her 19th birthday by January 1st prior to the start of the school year in which the competition is held.

Students are eligible to compete for no more than five (5) consecutive years from date of entry into Grade 9. There is no appeal to this rule.

### **4. Rules and Officials**

The current FIBA Rule book shall govern play for Huron Perth Basketball with the following exceptions:

- i) A 30 second shot clock will be used. Full reset on foul shot attempts and shots off the rim.
- ii) Fouls and Offensive rebounds would result in 35 second reset.
- iii) National Federation lines will be used even when FIBA lines are available. iv) National Federation game length will be used (including overtime).
- v) No dunking in the warm-up will be permitted (technical foul (s) assessed to player (s)).
- vi) Halftime is a maximum of 8 minutes in length.

### **5. Game sheets**

Game sheets will posted on the website by the host team.

Please check that the following are complete before posting the game sheet:

- Indicate the final score on the game sheet; the running score is the official score
- Total the number of points scored by each player. Indicate the score for each team at the end of each quarter (half on tournament days).

### **6. Publishing game results**

It is the responsibility of the HOME team to put the score and the game sheet on the HP Website within 24 hours. Ideally if this could occur at the conclusion of games so local media has access to publish the results in their specific media.

## **7. Order of games**

Please inform visiting schools of the order of games as early as possible. The home school determines the order. On tournament days, the first game may be either a junior or a senior game.

## **8. Games on tournament days**

Games will be four 8-minute quarters. There will be no 1-minute break after the 1st and 3rd quarter but substitutions will be allowed. To keep the game times on schedule, half time will be five minutes. Don James (Referee assignor) has instructed the referees to stay with a five-minute halftime break.

The first double header begins at 9:00 am, second double header at 11:30 am, and the third double header at 2:00 pm.

## **9. Artificial Noisemakers**

Rule 1 Section 18 of the National Federation High School Rules states: "The playing of music/sound effects shall only be permitted during pre-game, time-outs, intermission, and post game. The use of artificial noisemakers shall be prohibited." (Note: This applies to free throws as well.)

Rule 2 Section 8 Article 1 states:

"The home management or game committee is responsible for spectator behavior," and goes on to state: "In the absence of a designated school representative, the home coach shall serve as the host management."

## **10. Non-Players on Playing Surface**

During half-time and breaks in play no person other than the players participating in the game are allowed on the floor. This includes scorekeepers.

## **11. Tie Break Procedure**

### **a. Two-way Tie**

If a tie exists between two teams at the completion of the schedule, the winner of the game played by the two teams involved (head to head match-up) will be given priority ranking.

### **b. Three-way Tie – Points For and Against Method**

If a tie exists between three teams, the ranking of the affected teams is based on fewest total points for and against to a maximum of 20 points allowed by each team using the scores from three games in which the three teams

played each other. Scores against the teams not involved in the three-way tie are discarded.

Example:

Game 1	Team A (50) vs Team B (45)
Game 2	Team B (60) vs Team C (38)
Game 3	Team C (45) vs Team A (37)

Team A: Game 1 (+5), Game 3 (-8) = -3 Points For and Against  
Team B: Game 1 (-5), Game 2 (+20) = +15 Points For and Against  
Team C: Game 2 (-20), Game 3 (+8) = -12 Points For and Against

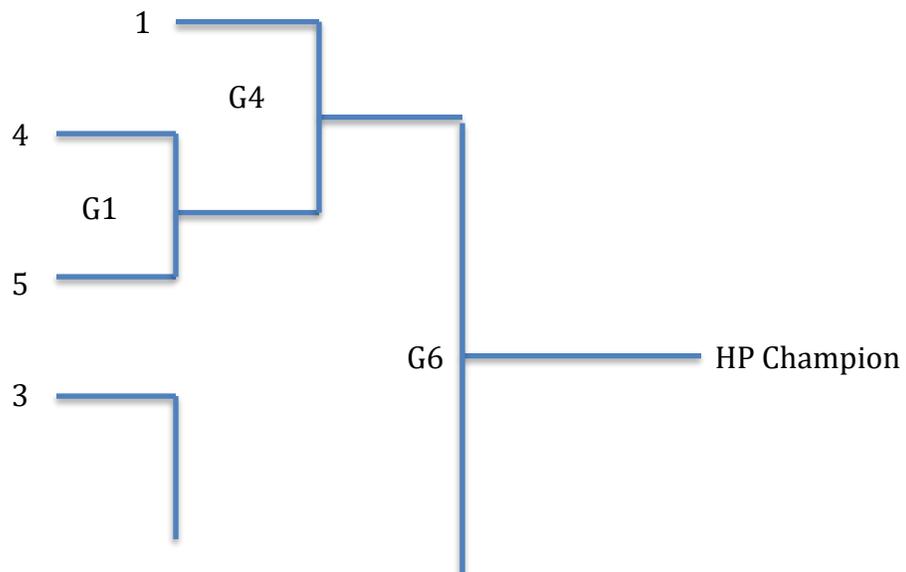
Team B is ranked first.  
Team A is ranked second.  
Team C is ranked third.

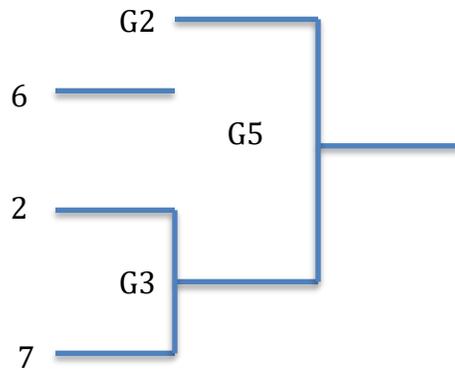
If a tie exists between two teams after using the three-way tie – Points For and Against method, the winner of the game between the game played by the two teams involved (head to head match-up) will be given priority ranking. This format can be used if more than three teams are tied.

If a tie persists then the names of the teams are written on paper by a neutral party (eg: Principal) and placed in a hat, bag or other suitable container. The container is to be held above eye level and one piece of paper is drawn one at a time from the container. The first team drawn will be ranked first, the second drawn will be ranked second, and so on.

## 12. Huron-Perth Basketball – Playoff Format

### 7 team Huron-Perth Basketball Playoffs





- a. The playoffs will occur over three days.
- b. The first place team after the regular season will have a bye to the semifinals.
- c. The seeding of teams for WOSSAA will be based on the results of the playoffs. The Huron-Perth rankings, after playoffs, will be:

**Ranking                      Team**

- 1                      Winner of G6**
- 2                      Loser of G6**

**Note the exception below for the ranking of teams 3 and 4.**

- 3                      Higher ranked losing seed from G4 and G5**
- 4                      Lower ranked losing seed from G4 and G5**

**See the exception below.**

**Exception:**

**If one team is needed from the losers of G4 and G5 to go on to WOSSAA and both are in the same classification (ie: AA) then the lower ranked team may challenge the higher ranked team to determine which team moves on to WOSSAA. (The game will be played on Day 3 of the playoffs.) Note that if both teams are moving on to WOSSAA then no game will be played between the two and the teams will be seeded according to the ranking shown above.**

**Note the exception below for the ranking of 5, 6, 7**

**Ranking                      Team**

- 5 Highest ranked losing seed from G1, G2 and G3
- 6 Middle ranked losing seed from G1, G2 and G3
- 7 Lowest ranked losing seed from G1, G2 and G3
- 8,9,10,11 Order of finish in league play

**Exception:**

**If one team is needed from the losers of G1, G2 and G3 to go on to WOSSAA and two are in the same classification (ie: AA) then the lower ranked team may challenge the higher ranked team to determine which team moves on to WOSSAA. (The game will be played on Day 3 of the playoffs.)**

**If one team is needed from the losers of G1,G2 and G3 to go on to WOSSAA and three are in the same classification (ie: AA) then the lowest ranked team may challenge the second highest ranked team. The winner of that game may then challenge the highest ranked team to determine who qualifies for WOSSAA. (The games will be played on Day 2 and 3 of the playoffs.)**

**Note that if both teams are moving on to WOSSAA then no game will be played between the two and the teams will be seeded according to the ranking shown above.**

**If two teams are needed from the losers of G1, G2 and G3 to go on to WOSSAA and both are in the same classification (ie: AA) then both teams will move on to WOSSAA and seeding will be based on regular season seeding.**

**If two teams are needed from the losers of G1, G2 and G3 to go on to WOSSAA and all 3 teams are in the same classification (ie:AA) then the top seeded team after the regular season will automatically qualify for WOSSAA. The lower ranked team of the remaining two teams can challenge the higher seeded team for the second spot at WOSSAA. (The game will be played on Day 3 of the playoffs.)**

**In the event that no team made the playoffs from a classification the top 2 finishing regular season teams will play-off for the WOSSAA birth. If two teams are required the lower ranked team of the remaining two teams can challenge the higher seeded team for the second spot at WOSSAA. (The game will be played on Day 3 of the playoffs.)**

**If a challenge game occurs the team that makes the challenge will cover all costs involved. (Transportation and Officials.)**

**End of playoff format.**