

# **K.A.S.S.A.A. Basketball Playing Regulations**

**June 2016**

This guideline package is for use in the KASSAA basketball leagues. It contains information specifically for coaches, conveners, athletic directors and principals.

Any changes to this KASSAA sport playing regulation should be done at the end of a sporting season and be submitted to the KASSAA Executive, the KASSAA Convener and School Athletic Directors to be discussed at the next KASSAA General Meeting for ratification.

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## **A: LEAGUE FORMAT**

The league schedule will be a single round - robin, consistent with the guidelines for scheduling. Please see the KASSAA Constitution (<http://www.kassaa.ca/policies.asp>).

Ties at the end of the regular season will be broken using the accepted KASSAA tie-breaking procedure. Please see the KASSAA Constitution (<http://www.kassaa.ca/policies.asp>).

In cases where teams and/ or schools are participating in OFSAA events in the preceding fall sports season, the KASSAA convener will give consideration to a possible delayed start to winter basketball teams of the same schools.

## **B: PLAYOFF FORMAT**

B.1 All playoffs will be sudden death at all stages.

B.2 Winners of the semi-finals will meet for the championship at a predetermined site or at the home of the higher ranked team.

B.3 Eight teams enter the playoffs. The quarter - finals will be as follows:

Eighth vs. First (Visitors - Home)  
Seventh vs. Second (Visitors - Home)  
Sixth vs. Third (Visitors - Home)  
Fifth vs. Fourth (Visitors - Home)

B.4 If the league consists of fewer than eight teams, six teams enter the playoffs. The first round of the playoffs will be as follows:

First and Second bye  
Sixth vs Third (Visitors - Home)  
Fifth vs Fourth (Visitors - Home)

B.5 The semi - finals will involve the highest ranked winner of the quarter - finals against the lowest ranked winner of the quarter finals, and the second highest ranking winner of the quarter - finals against the second lowest ranked winner of the quarter - finals. Games will be played on the home court of the higher ranked team.

B.6 Tie breaking, final standings and playoff procedures will be done according to the KASSAA constitution (<http://www.kassaa.ca/policies.asp>)

B.7 Girls Basketball ONLY – Consolation Playoff:

#### Procedures

B.7.1 After the conclusion of the quarter-final championship playoff games a consolation playoff structure will be formulated by the KASSAA Coordinator.

B.7.2 After the quarterfinal, the teams that were defeated in their quarter final game will go to a consolation round with the teams that did not make the playoffs.

B.7.3 These teams will then enter a consolation schedule to arrive at a consolation winner. The games would be scheduled on the in between dates of the A side .  
eg. Qtrs on Monday for 8 team playoff ; First round of B side on Wednesday ; Semis on Thursday for A side; Second round for B side on Friday ; Finals for A side on Sun or Mon ; Final for B side on Tuesday.

B7.4 All scheduling is to be organized by the KASSAA Coordinator with the assistance of the Athletic Directors of the involved schools.

B7.5 Games played as part of a consolation playoff round have no bearing on the determination of team advancing to EOSSAA.

### **C: TEAM(S) ADVANCEMENT TO EOSSAA AND OFSAA**

The KASSAA **Senior Girls** and **Senior Boys** Basketball leagues will forward KASSAA representatives to EOSSAA Championship play, in each school classification category (A, AA, AAA) based on the following:

- C. 1 Where the EOSSAA Championship determines a single entry into OFSAA Championship competition:

Procedures:

C1.1 KASSAA will forward only one representative to an EOSSAA Championship competition.

C1.2 The KASSAA representative will be the school that advances furthest, within each OFSAA classification (A, AA, AAA) level, in the KASSAA Playoffs.

C1.3 If a team declines the opportunity to compete at EOSSAA, the next highest finishing team will automatically advance to the EOSSAA championship.

C1.4 Where two schools competing in the same OFSAA classification (A, AA, AAA) level are eliminated from the playoffs in the same round, the KASSAA representative to EOSSAA will be determined:

1. By regular season standing.
2. By a challenge game. The possible challenge game must be requested by the Athletic Director of the lower finishing school through notification to the KASSAA Convener prior to the start of the KASSAA playoffs. There can only be one challenge game played per OFSAA classification (A, AA, AAA). The game will be played on the home court of the school that finished higher in the regular season. For Challenge Games Please See: KASSAA Constitution: By-Law 7 Playoff Procedures, 7.4.1. (<http://www.kassaa.ca/policies/kassaaconstitution2013.pdf>)

- C. 2 Where the EOSSAA Championship offers multiple entries into OFSAA Championship competition:

Procedures:

C2.1 KASSAA may forward two representatives to an EOSSAA Championship competition.

C2.2 The multiple KASSAA representatives will be the schools that advanced the furthest within each OFSAA classification (A, AA, AAA) level, in the KASSAA Playoffs.

C2.3 If a team declines the opportunity to compete at EOSSAA the next highest finishing team will automatically advance to the EOSSAA championship.

C2.4 Where two schools competing in the same OFSAA classification (A, AA, AAA) level are eliminated from the playoffs in the same round, the KASSAA representative to EOSSAA will be determined:

1. By regular season standing.
2. By a challenge game. The possible challenge game must be requested by the Athletic Director of the lower finishing school through notification to the KASSAA Convener prior to the start of the KASSAA playoffs. There can only be one challenge game played per OFSAA classification (A, AA, AAA). The game will be played on the home court of the school that finished ranked higher in the regular season.  
For Challenge Games Please See: KASSAA Constitution: By-Law 7 Playoff Procedures, 7.4.1. (<http://www.kassaa.ca/policies/kassaaconstitution2013.pdf>)

C. 3 Where the EOSSAA Championship offers entry to the OFSAA Championship competition and a KASSAA school is the host of the same OFSAA Championship competition:

Procedures:

C3.1 KASSAA may forward multiple representatives to an EOSSAA Championship competition.

C3.2 The KASSAA representatives will be the schools that advanced the furthest within each OFSAA classification (A, AA, AAA,) level, in the KASSAA Playoffs.

C3.3 If a team declines the opportunity to compete at EOSSAA, the next highest finishing team will automatically advance to the EOSSAA championship.

C3.4 Where two schools competing in the same OFSAA classification (A, AA, AAA) level are eliminated from the playoffs in the same round, the KASSAA representative to EOSSAA will be determined:

1. By regular season standing.
2. By a challenge game. The possible challenge game must be requested by the Athletic Director of the lower finishing school through notification to the KASSAA Convener prior to the start of the KASSAA playoffs. There can only be one challenge game played per OFSAA classification (A, AA, AAA). The game will be played on the home court of the school that finished higher in the regular season.  
For Challenge Games Please See: KASSAA Constitution: By-Law 7 Playoff Procedures, 7.4.1. (<http://www.kassaa.ca/policies/kassaaconstitution2013.pdf>)

C3.5 KASSAA will seek out every opportunity to forward a KASSAA representative to the EOSSAA Championship in addition to the KASSAA school hosting the OFSAA Championship.

## **D: PLAYER, COACH ELIGIBILITY, AND ELIGIBILITY PROCEDURE**

D.1 All competitors in KASSAA contests must be eligible under the KASSAA Constitution Eligibility Rules and the OFSAA By-Laws as follows:

D.1.1 KASSAA Constitution Article 10.2 Eligibility of Players.

(<http://www.kassaa.ca/policies.asp>)

And

D.1.2 OFSAA By-Law 5, Eligibility for Competition By-Law, Section 4, Individuals,  
page B17. (<http://www.ofsaa.on.ca/about/constitution-and-bylaws>)

And

D.1.3 OFSAA Transfer Policy, OFSAA By-Law 5 – Eligibility for Competition,  
Section 4, Individuals, g) Federation Transfer Policy, page B17.

(<http://www.ofsaa.on.ca/about/constitution-and-bylaws>)

And

D1.4 Be certified as eligible by the principal of the school.

And

D.1.5 Meet the following age requirements as outlined in the OFSAA Bylaws-  
Bylaw 5; Eligibility for Competition

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

**Junior:** The individual's birth certificate indicates that he or she has not reached his 15<sup>th</sup> birthday by January 1 prior to the start of the school year in which the competition is held.

D.2 Be eligible for a maximum of five years competition from date of entry into grade nine.

D.3 All students must meet OFSAA the OFSAA Course Requirements Policy found in the OFSAA By-Laws.

Please see: OFSAA By-Laws: By-Law 5 – Eligibility for Competition - Section 4 – Individuals – d) Course Requirement Policy, page B18.

(<http://www.ofsaa.on.ca/about/constitution-and-bylaws>)

D.4 All participants should be stimulated to achieve creditable academic progress to make a contribution to the general educational program of the school.

D.5 Players must be listed on at least one regular league game sheet for a team in order to be eligible to play for that team in playoffs.

Please see: KASSAA Constitution: Article 10 Eligibility – 10.3.1  
(<http://www.ofsaa.on.ca/about/constitution-and-bylaws>)

D.6 Teams must submit a complete AELS Team Eligibility Roster prior to the start of the season.

D.7 Girls Basketball ONLY – Junior Aged Player Eligibility in the Senior Division:

Senior Girls Basketball teams with 10 or more senior aged athletes listed on their AELS Eligibility Roster;

D7.1 Junior aged players must continue to participate in the higher age classification if she is listed on the gamesheet for two or more senior league games. Players must compete in only one age classification in any playoff or championship series/playdown.

Senior Girls Basketball teams with less than 10 senior aged athletes listed on their AELS Team Eligibility Roster;

D7.2 Junior aged players may compete in as many senior league and/or playoff games as possible. Players may compete in both age classifications in any playoff or championship series/playdown.

D.8 Penalties:

Any contest in which an ineligible contestant participates shall be reviewed for possible sanctioning of the team using the ineligible player. This review and possible penalty shall be applied, subject to appeal to the Board of Reference, even though a formal protest has not been made.

Please see: KASSAA Constitution: Article 10 – Eligibility – 10.2 Eligibility of Players – 10.2.3. (<http://www.kassaa.ca/policies.asp>)

D.9 The eligibility of professional players and/or students who have attended a post-secondary school full term or post-secondary team tryout is restricted by OFSAA. Please see: OFSAA By-Laws: By-Law 5 – Eligibility for Competition - Section 4 – Individuals – d) Course Requirement Policy, page B18. (<http://www.ofsaa.on.ca/about/constitution-and-bylaws>)

D.10 A player who is suspended by the convener on two occasions is henceforth suspended for the remainder of the seasons, including playoffs, in that activity. Please see: KASSAA Constitution: Appendix 1 – Code of Behaviour and Appendix 2 - Ejections. (<http://www.kassaa.ca/policies.asp>)

D.11 An ejection from a game should be judged, as to further action, on the merits of each individual case. However, ejections involving flagrant or repeated personal abuse to the officials should constitute an automatic game suspension from the game following the contest, including playoff games, where the ejection took place. This is a minimum requirement. Please see: KASSAA Constitution: Appendix 1 – Code of Behaviour and Appendix 2 – Ejections. (<http://www.kassaa.ca/policies.asp>)

D.12 For a player to be eligible to play an activity, his or her name must be included on a “certified KASSAA - EOSSAA eligibility list” of all players for that school.

### Eligibility of Coaches:

- D.12 The coach and/or staff advisor (Other than student assistants) shall be a member of the teaching staff concerned unless otherwise designated by the principal of the school.

### Eligibility Procedure:

- D.13 The Athletic Director in each school shall be responsible for ensuring that the compiling and forwarding of certified KASSAA - EOSSAA eligibility lists of each team be sent to the KASSAA Convener for the activity concerned.
- D.14 All KASSAA schools and teams agree that the OFSAA AELS on-line registration system will be used to electronically forward eligibility lists to the KASSAA Convener.
- D.15 The certified eligibility list must be in the possession of the KASSAA Convener before the second league game. Please see: KASSAA Constitution: Article 11.3 (<http://www.kassaa.ca/policies.asp>)

## **E: SCHOOL CLASSIFICATIONS**

- E.1 KASSAA schools will be divided into A, AA and AAA classification based on the OFSAA classification procedure. OFSAA reviews and revises these classifications each year based on the F.T.E. figures provided by each school to the Ministry of Education in October of the previous year.
- E.2 Any team, with league approval, may elect to compete in a higher classification. The KASSAA convenors must notify:
- E.2.1 For **Girls' Basketball**, the involved EOSSAA Girls Championship Co-ordinator and Basketball Championship convener, 14 days prior to EOSSAA championships if any teams request change of classification.
- E.2.2 **For Boys' Basketball**, the involved EOSSAA Boys Championship Co-ordinator and Basketball Championship convener, 14 days prior to EOSSAA championships if any teams request change of classification.
- E.3 Once a team has declared a change in classification to the KASSAA convener, that team shall be ineligible for EOSSAA and/ or OFSAA competition in the lower classification for that school year.
- E.4 The declaration procedure shall be established by the KASSAA convenor, and he or she shall set a KASSAA declaration date deadline that is consistent with the EOSSAA deadline date.
- E.5 For EOSSAA tournament structure, and EOSSAA representatives, see the EOSSAA basketball guidelines (<http://eossaa.ca/documents.php>).

## **F: GAME SITE PREPARATION DETAILS**

- F.1 Make a dressing room (Separate from the home team) available for the visiting team at least 30 minutes before scheduled game time. The gym practice area should be available at least 15 minutes before scheduled game time.
- F.2 Arrange for someone to show the visiting team to its change room.
- F.3 Have sufficient bench space for a minimum of 15 people. Chairs and benches should be below the 28' line towards the baseline.
- F.4 Have the floor in good playing condition.
- F.5 Provide for safety considerations. Ex. Wall padding, adequate space near boundary lines, etc ... Guidelines for Gym Safety with Basketball can be found through the Ontario Physical and Health Education (OPHEA) Safety Guidelines.
- F.6 Have the official KASSAA score sheet (Triplicate) and incident sheet available at least 15 minutes before game time for lineup entries. KASSAA incident report sheets are available at: [www.kassaa.ca](http://www.kassaa.ca).
- F.7 Properly trained minor officials should be available. One minor officials should be tasked solely with operating the shot clock. The scorer's table should be as close to centre court as possible. Guidelines for minor officials operating the shot clock are posted on the KASSAA web site (<http://www.kassaa.ca>)
- F.8 Visiting teams should bring their own basketballs for pre - game and half - time use.
- F.9 Teams are confined to their half of the court for pre - game and half time warm - up. The home team shall be responsible for pre - game music.
- F.10 Have shot clocks visible; on the floor or mounted on the backboard, at each end of the court.

## **G: GAME REPORTING**

- G.1 All games should be recorded on the official KASSAA basketball scoresheet (3 copies). Use a pen, write firmly and at the end of the game, give the top copy (White) to the winning coach, the second copy (Yellow) to the other coach and, when necessary, the third copy (Green with referees' signatures and game scores on the back) will be sent to the KASSAA convener by the home coach.
- G.2 The winning team is to report the game score promptly after the completion of the game. Reporting should be done through the on - line reporting form available on the KASSAA league web site ([www.kassaa.ca](http://www.kassaa.ca)). Scores can also be reported directly to the KASSAA Convener by phone, fax or e-mail.

- G.3 The winning coach is to communicate the game score and related details, on the evening of the game, to local media outlets.
- G.4 For playoff games, the winning coach is to contact the KASSAA Convener immediately following the game to report the score and to receive information regarding future games.

## **H: PROCEDURE FOR ALTERING THE ORIGINAL SCHEDULE**

- H.1 As much as possible alterations to the original schedule should be identified and remedied at the Sport Group meeting that precedes the start the regular season. Changes made at the meeting must be communicated and confirmed by the KASSAA Convener.
- H.2 The coach who initiates the change must contact, through the Athletic Director of his or her school: the Athletic Director of the opposing school and the KASSAA Convener at least 48 hours in advance. After the change is confirmed with the Athletic Directors of each school, the KASSAA Convener will notify the KASSAA webmaster, the officials' convenor, the Whig-Standard sports, TV and radio stations of the change.

Note: The opposing coach should not be pressured into a change.

## **I: OFFICIAL RULES AND EQUIPMENT**

### **I.1 RULES:**

The current FIBA Rule Book, with the inclusion of OFSAA game parameters, shall be the Official rule set governing KASSAA games. Specific regulations relating to OFSAA game parameters can be found in Appendix #1 of these KASSAA Playing Regulations and posted on the KASSAA web site ([www.kassaa.ca](http://www.kassaa.ca)).

### **I.2 BALL:**

For **Boys' Basketball** games, an official size 7 basketball shall be used. For **Girls' basketball** games, an official size 6 basketball shall be used.

I.2.1 Use of the Official OFSAA Basketball for all KASSAA league and playoff games is mandatory. For information on the Official OFSAA Basketball see: [www.ofsaa.on.ca](http://www.ofsaa.on.ca)

### **I.3 UNIFORMS:**

Home teams shall wear white (Light) uniforms and visiting teams should wear dark uniforms. Coaches should communicate with opposing teams in advance of the game to ensure there is a proper contrast between uniforms. If a mistake or conflict arises in uniforms, the home team is encourage to use resources in their building allow the game to take place with contrasting uniforms.

#### I.4 SHOT CLOCK:

All games (Regular season and playoffs), will be contested using a 35 second shot clock, with a full reset after offensive rebounds. OFSAA shot clock parameters can be found in Appendix #2 of these KASSAA Playing Regulations and posted on the KASSAA web site ([www.kassaa.ca](http://www.kassaa.ca)).

#### J: ADDITIONAL INFORMATION

Protests shall be heard by Board of Reference according to the KASSAA constitution. Please see the KASSAA constitution – Article 3 Protests (<http://www.kassaa.ca/policies.asp>)

The following procedures shall be used when a protest situation arises:

All protests must be in writing

All protests must be signed by the Principal or Vice - Principal of the school and the coach (Or other official) of the team making the protest.

Copies of the protest must be forwarded to:

1. The KASSAA Convenor of the activity.
2. Athletic Director at other school concerned.

The protest must be filed within 48 hours from the end of the contest.

Where events are conducted under usual circumstances, protests will be considered if the attention of the referee is drawn to the condition prior to, or as the condition arises, and the event is played under protest and such a statement signed by the referee appears on the official activity report form. Such a statement should contain the date, time (By clock and period of event), the conditions under which the protest is made and the signature of the referee(s) in charge of the competition.

Grounds for protest:

1. Violations of Constitution of KASSAA.
2. Violations of general and specific rules governing KASSAA activities.
3. Violations of playing regulations approved by KASSAA.

## K: APPENDICES

### Appendix #1

### OFSSA Game Parameters

<b>Basic Rule Set</b>	FIBA Rules
<b>Warm-up</b>	Recommended 20 minutes . No Dunking in Warm Up. Technical Foul charged to Player.
<b>Game Length</b>	4 – 8 minute periods and 4 minute extra periods if/as necessary.
<b>Interval between periods</b>	1 minute
<b>Restricted Area (key)</b>	NFHS (one spot up on free throws)
<b>3 point shot</b> (If multiple lines exist, use as per indicated order/preference)	<b>NFHS 19.75'</b> FIBA old 6.25m FIBA new 6.75m
<b>Shot clock</b>	35 second Note: See Details in Shot Clock Attachment.
<b>Team Fouls Penalty (Bonus)</b>	Penalty applied per period and extra period(s) as per FIBA rules.
<b>Substitution</b>	Substitution as per FIBA rules.
<b>Time-outs</b> <b>*Note: Procedure for Time-Outs in “Time Out Attachment”</b>	The Ofsaa time-out rule for 2016-17. • 5 time-outs in regulation time period of game. • 1 time-out per extra period. • no ‘carry over’ of time-outs

### OFSSA Game Parameters

#### Time-Out Procedure (OFSSA)

##### The Rule:

1. Each time-out shall last one minute.
2. A time-out may be granted during a time-out opportunity.
3. A time-out opportunity begins when:
  - a. For both teams, when the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer’s table.
  - b. For both teams, when the ball becomes dead following a free throw.
  - c. For both teams, when a field goal is scored.
  - d. For the team in control of the ball, when the official grants and signals a player’s/head coach’s oral and visual request, and the ball is in control of a player of his team.
4. A time-out opportunity ends when the ball is at the disposal of an opposing player for a throw-in or a free throw.
5. Each team may be granted:
  - a) 5 time-outs during the 32 minute playing time in a game.
  - b) 1 time-out during each extra period.
  - c) Unused time-out may not be carried over into an extra period.

##### Procedure:

1. Before recognizing the request for time-out the official must be certain that the rules permit granting a time-out in the existing situation. The official must see and hear the head coach or player prior to granting the request.
2. For all opportunities where the clock is stopped the official will move to the reporting area, blow his whistle and make the time-out signal, and verbally state "time out" for the team that called it.
3. When the clock is running, the official will simultaneously blow his whistle and raise his arm to stop the clock. Then move to the reporting area and repeat the procedure in step #2.
4. The time-out begins when the official blows his whistle and gives the time-out signal.
5. Officials move to positions opposite the scorer's table, as per the manual.
6. After 50 seconds, the timer sounds the horn and the Referee immediately blows the whistle and beckons the players to return to the court.
7. The time-out ends when the whistle is blown, at this point.
8. The officials return to original positions and resume play at the point of play where the time-out opportunity began.

NOTE: There will be no "advancement of the ball" on a time out taken with 2 minutes or less remaining in the game.

The IAABO manual will include case plays related to both the shot clock and time out rules.

## Appendix #2

## OFSAA Shot Clock Parameters

### 35 Second Shot Clock (OFSAA)

#### The Rule:

Whenever:

- A player gains control of a live ball on the playing court,
- On a throw-in, the ball touches or is legally touched by any player on the playing court and the team of that player taking the throw-in remains in control of the ball, that team must attempt a shot for a field goal within 35 seconds.

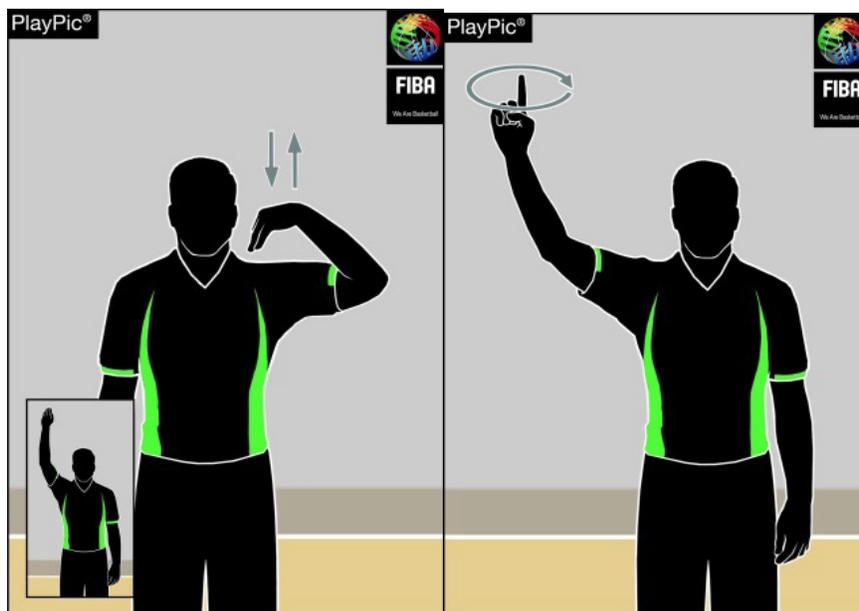
To constitute a shot for a field goal within 35 seconds:

- The ball must leave the player's hand(s) before the shot clock signal sounds, **and**
- After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

When a shot for a field goal is attempted near the end of the 35-second period and the shot clock signal sounds while the ball is in the air:

- If the ball enters the basket, no violation
- If the ball touches the ring but does not enter the basket, no violation. The signal shall be disregarded and the game shall continue.
- If the ball misses the ring, a violation has occurred. However, if the opponents (team on defence) have gained immediate and clear control of the ball, the signal shall be disregarded and the game shall continue.

#### Signals:



**Shot Clock Violation**

**Reset Shot Clock**

## **Shot Clock Operator:**

### **Reset to 35 seconds:**

1. When the ball touches the ring of the opponents basket (unless the ball lodges between the ring and the backboard).
2. When the ball enters the basket.
3. When a team is awarded a throw in as the result of a foul or violation.
4. When the team on defence **gains control** of the ball during play.
  - intercepts a pass
  - steals a dribble
5. When a team is awarded free throws.
6. On instructions from an official.

### **No Reset:**

1. When the ball goes out of bounds and the team that had control will be awarded the ball for the throw-in.
2. On a held ball when the team that had control will be awarded the ball for a throw-in as a result of the possession arrow.
3. On a double foul when the ball is awarded to the team that was previously in control.

### **Starting:**

1. On a throw-in: When the ball **touches** or is **touched** by **any** player on the floor
2. On a rebound: When a player on the floor **gains control**

### **Turn the shot clock off:**

1. When there are less than 35 seconds remaining in any quarter.

### **Advice:**

1. If in doubt, don't reset
2. Don't reset after a whistle until officials have finished any communication on floor and/or to table.
3. Get in the habit of taking a mental note of the time showing on the shot clock (and game clock if/as possible) before you reset it (in case a correction is needed)
4. Pay attention to whether in your judgment, a shot was released before the signal sounds or not (there may be a case where the officials may consult with you such as loud gym and inaudible signal).