

METRO EDMONTON HIGH SCHOOL ATHLETIC ASSOCIATION

Email: metroedm@telusplanet.net website: www.telusplanet.net/public/metroedm

BASKETBALL LEAGUE INFORMATION

GAME TIMES

Single games: 4:45 or 5:00 start time
Double header games: 4:45 / 6:15 or 5:00 / 6:30 p.m.
(only when double header) Jr. Girls late Thurs. Jr. Boys late Tues.
Sr. Girls late Wed., Sr. Boys late Mon.,
** denotes double header
(out of Edmonton games 5:00 / 6:30 starts)

HOME TEAM:

Responsible for:

1. Time keeper and timing/scoring apparatus visible to all players, coaches, and officials;
2. scorekeepers - timing and score table set-up - possession arrow;
3. Game sheet;
4. Thirty second clock operator (clocks visible to players, coaches, and officials)
5. Game ball;
6. Benches or chairs set up for both teams;
7. Ensuring a room is available for visiting team to meet;
8. Ensuring access to gym at 4:15 p.m.
9. Welcoming the visiting team;
10. **Providing room for Officials;**

Home Team is also responsible for sending original score sheet to Athletics Office.

WINNING TEAM RESPONSIBLE FOR PHONING ATHLETICS OFFICE (780-989-3005) AND PUBLICIST (780-378-0181) WITH SCORE. IT IS IMPERATIVE THAT ALL SCORES ARE CALLED IN IMMEDIATELY FOLLOWING THE GAME TO ENSURE MEDIA ARE PHONED AND STANDINGS CAN BE CALCULATED AND WEBSITE UPDATED.

The Playing Rules governing basketball shall be the rules adopted by FIBA with modifications as adopted by ASAA:

No Dunking Policy

Dunking is NOT permitted at any time before or after games or during half time.

A technical foul will be assessed to any player in violation of this rule.

(Note: this policy applies whether or not there is an EBOA Official in the gym)

NCAA jersey numbers recognized;

10 minute half time;

T-shirts of the same color as the uniform may be worn underneath the uniform;

Game ball sanctioned by the ASAA: The Official Basketball to be used for competitions shall be either the Spalding Top Flite 1000 or TF1000ZKPro, size 7 for boys and size 6 for girls.

VISITING TEAM

Will be allowed a **minimum of 15 minute warm-up** on the court prior to game time. Visiting Teams must not enter the home team's gym until 4:15/4:30 (depending on game time) (this allows other school teams sufficient practice time). Visiting Teams are requested to make every effort to ensure games start on time. If a visiting team will be arriving late, they should telephone the home team. Visiting Team has the right to place a person at the scorers table to oversee their team's interest.

UNIFORMS:

In the event of a clash in the color of shirts, the home team shall change. (league play only)
Metro Policy adopted Oct./03 – A no change zone will be in effect in all gymnasiums for all indoor sports. Any players (male or female) who need to change must report to the dressing room.

OFFICIALS

Assignor is Gil Desmarais - Phone: 780- 721 – 3299 Fax: 780- 439 - 3485

ELIGIBILITY:

Eligibility Forms must be submitted to the Athletic's Office **BEFORE** your first league scheduled game. A.S.A.A. Provincial Registration must be provided by February 1.

Junior: Grade 10 or 11 - two years of junior eligibility
Senior: open to all grade levels
students must be under 19.0 as of September 1 of the school year, three (3) years eligibility, minimum of 800 instructional minutes per week;

A Junior player is allowed to play in one game at the Senior level. Once the Junior player participates in two games at the Senior level, they must remain at the Senior level. Games won by teams using "ineligible players" will result in the loss of those games.

NOTE: A.S.A.A. Two Team Policy: To be eligible for school basketball competition, a high school student is not permitted to play on a non-school basketball team during the same season. (not applicable to the Junior Leagues) Where a community/club basketball program exists, students are permitted to play for the community/club basketball team while trying out for an ASAA members school team but can no longer play for the community/club team as of the team's first game or midnight of the Saturday of Volleyball Provincials (November 29, 2008) , which ever comes first.

TIE BREAKING PROCEDURES

If two teams are tied in league standings, the team to advance will be:

1. The team who won the game between the two tied teams.
2. If two or more Teams are tied:
 - a) the winner will be the team who won the most games involving the tied teams only.
 - b) if a tie still exists, the winner will be determined by the DIFFERENCE in points for and against in games involving the tied teams only.
 - c) if a tie still exists, the winner will be determined by the DIFFERENCE in points for and against in games involving the tied teams and the highest common opponent.

RESCHEDULED GAMES

In the event there are game changes, the Athletics Office must be notified. If we do not notify the officials assignor within 24 hours of a game change we may be required to pay referees fees.

2A, 3A, 4A Zone Playoffs

Week following City Finals – March 8 - 13
Provincials: March 18, 19, 20, 2010