

## **ARTICLE FIVE BASKETBALL**

**5.1 TEAMS:** Varsity and Junior Varsity (JV) in both girls' and boys' basketball

**5.2 GAMES:** The basketball schedule will be a ten (10) game schedule. Each school will play each school two (2) times with each game counting toward the League championship. Contacts are limited to the number of games as set forth by Section bylaw 1206-D. Currently the maximum number of games is twenty-eight (28).

**5.2-1** All League basketball games (boys and girls) will be played on Tuesday/Thursday or Wednesday/Friday according to that year's schedule. Gender playing days of the week Tuesday/Thursday and Wednesday/Friday will alternate yearly.

**5.2-2** On game nights where there are Varsity, JV, and Frosh teams, the triple-header will begin at 4:30 p.m. (boys and girls).

**5.3** Organized practices must comply with the Section calendar for practices.

### **5.4 GAME ADMINISTRATION**

**5.4-1** Games will be Freshman:4:30pm/Junior Varsity: 6:00pm/Varsity: 7:30pm

**5.4-2** All games will be eight-minute quarters.

**5.4-3** Any change from eight minutes must be by mutual agreement.

**5.4-4** There will be a fifteen-minute warm-up following all JV games starting after the referees have declared the floor cleared.

**5.5** The game ball will be a Wilson EVO NXT.

**5.6** Only the home team may provide a pep band for games unless there is mutual agreement between schools. The pep band can only play during warmups, timeouts, quarters, and halftime. They cannot play during actual game time. Additionally, each school will set limitations for the number of cheerleaders the visiting team is allowed to bring.

**5.7 OFFICIAL SCORERS:** It is recommended that adult timers and scorers be used for all games involving varsity and JV girls and boys.

**5.8 ORDER OF PRIORITIES IN SCHEDULING:**

**5.8-1** Special placement for rival games.

**5.8-2** Equal number of games on weeknights and Friday nights.

**5.8-3** Equalize home and away games each half at 5 and 5.

**5.8-4** Two teams in the same town do not play at home on the same night.

**5.8-5** Rotate schedule every two years.

**5.9 Scrimmages:** Scrimmages are defined as a practice with another school in which no score is kept on a scoreboard; there is no advance publicity, and game uniforms are not worn. A running clock and officials may be used. Coaches are allowed to interrupt the game for teaching purposes.

**5.10 All-League Selection Process**

**5.10.1** The All-League Meeting will occur the Monday after league play concludes, unless agreed up by the league's coaches.

**5.10.2** The All-League teams (girls and boys) will be made up of 10 deserving players.

**5.10.3** Each school represented at the meeting by a varsity coach will have an opportunity to nominate players from his/her own team. Explanations and statistics are expected.

**5.10.4** Once a list of nominees has been made, each school represented at the meeting will select the most deserving 8 players not on their team using a selection form with a scoring system that gives the best player on their ballot 8 points, the second-best player 7 points, etc.

**5.10.5** All forms will be collected and points will be totaled. The 10 players with the most points will comprise the All-League team. The player with the most points will be named League MVP.

**5.10.6** If there is a tie, at the top or the bottom, additional voting efforts can be made to break the tie. If a tie persists, the nod will go to the player representing the team with the higher league finish.

**5.11** Preseason League Meeting: The league's preseason meeting will occur the Monday before the first day of practice, as determined by the Section.

**5.12** Locker room Supervision: A coach must be always present in the locker room with the team

**5.13** Pregame Court Time: Visiting teams should expect access to the court no earlier than 15 minutes prior to game time. The home team will provide access to locker rooms 45 minutes prior to the first game in a double-header. In a tripleheader, JV B teams are encouraged to arrive dressed and prepared to play to limit the amount of time needed in locker rooms before tip-off.

#### **5.14 MERCY RULE**

**5.14-1** Section rule 1606: At the conclusion of the third quarter or any point thereafter, if there is a point differential of 40 or more points, a running clock shall be instituted for the remainder of the game regardless of the score. This bylaw applies to all levels of play.

#### **5.14-2 MEL Rule Addition:**

By mutual agreement of both schools, the "Mercy Rule" can be instituted at any time before the 4<sup>th</sup> quarter" in basketball.