

# Metro Edmonton High School Athletics

## BASKETBALL

### Basketball League Information

Please see below for complete details for the Metro Basketball League.

#### Divisional Structure for Basketball

- i. Based on our organizational policy limiting volleyball and basketball to 14 regular season plus playoff games, Divisions in which more than 12 twelve teams declare to compete will require an Ability Round.
- ii. The Ability Round will be carried out in a Division if and only if
  - a. More than 12 teams declare their preference to compete in that Division  
OR
  - b. The amount of teams declaring for the Division added to the amount of teams that will filter down from the immediately higher division's Ability Round is greater than 12.
- iii. The Ability Round will operate in consecutive days in the first week of competition. The Regular Season with adjusted Divisions will begin the following week. Schools will accept that the schedule may be released in two or three parts, respecting the short turnaround between the Ability Round and the beginning of the Regular Season.
- iv. A maximum of 16 teams will be allowed to declare for a Division. A team can declare for a Division if:
  - a. They played in that Division the previous season  
OR
  - b. They qualified for the semi-finals in the immediately lower Division the previous season  
OR
  - c. They finished in the top 6 of the regular season in the immediately lower Division the previous season.

Teams can declare "up a division" using points (b) and (c) above in priority order only based on last season's results. For example, if 12 teams from the previous season's Division declare, and all four semi-finalists from the lower Division declare, a non-semi-finalist team in the top 6 from the lower Division would not be able to declare, since the 16 team limit would be reached.

- v. Ability Round Groups will always be two Groups of 4, with each team playing the other 3 teams in their Group.

- vi. Ability Round Groups will be formed using the previous season's results to rank teams. These groups will be presented by the Metro Office to the schools at the preseason meeting.
- vii. Top teams from the previous season will be exempt from the Ability Round. Exempt teams will be selected using the previous season's playoff results where possible, and using the regular season results where teams advanced to the same point in the playoffs. Teams will be exempt, and advance to the desired Division, as follows:
  - 13 teams declare – 5 exempt, top 3 advance from the two groups of 4, and the bottom teams play each other for the 12<sup>th</sup> spot.
  - 14 teams declare – 6 exempt, top 3 advance from the two groups of 4.
  - 15 teams declare – 7 exempt, top 2 advance from the two groups of 4, the 3<sup>rd</sup> place teams play each other for the 12<sup>th</sup> spot
  - 16 teams declare – 8 exempt, top 2 advance from the two groups of 4

The guiding philosophy for this breakdown is based on point (v) above.

- viii. For Divisions 2, 3, and 4:

The number of teams that will be filtered down from the immediately higher Division's Ability round are counted in the 16-team maximum. For example, if Division 1 has 14 teams declared, Division 2 can have a maximum of 14 teams declared since two teams will be filtered down by rule. The 2 filtered down teams will be counted among the exempt from the Division 2 Ability Round (as they would be even if they had not challenged up to Division 1).

## Eligibility

- ASAA Registration on the SRS must be completed for all JUNIOR and SENIOR teams by December 15.
- Junior players must be in grade 10 or 11.
- Senior players can be in any grade.
  - A Junior player is allowed to play one Metro scheduled game at the Senior level. Once the Junior player participates in a second Metro game at the Senior level, they must remain at the Senior level for the remainder of that season.
- Students must be under 19 as of September 1 of the school year, have a maximum of three years of athletic eligibility beginning at the start of grade 10, and must carry a minimum of 800 instructional minutes per week.

- Students on Senior teams may not play on a non-school team in basketball once regular season play has begun; students on Junior teams are still able to participate on non-school teams.
- Games won by teams using ineligible players will result in the loss of those games.

## No Change Zone

- By Metro Athletics rule, all gymnasiums and rented external game facilities are "NO CHANGE ZONES." Students of any gender must report to dressing rooms to change their attire if needed.

## Winning Team

- Must report scores by using the Admin Login at the top right corner on metroathletics.ca. Scores are expected reported the evening of the game, with a deadline of 12:00 PM the following day. Scores during playoffs must be reported immediately at the conclusion of the game.
  - Your Athletic Director has the school login and password.

## Home Team Responsibilities

- At least 3 minor officials
  - Gamesheet official scorekeeper, time and score clock operator, 24 second shot clock operator
- Gamesheet
- Game ball - Spalding Top Flite 1000 or TF1000 ZK Pro
- Benches or chairs to accommodate both teams
- A room for visiting team to meet
- Access to gym for full 15 minute official warmup, Gym should be set up and ready no less than 20 minutes prior to tip off
- A locked room for officials to change and store their personal items

## Visiting Team

Guaranteed minimum 15 minute warmup.

- Must not enter the gym until invited in, or they may enter 20 mins before game time if there is a practice running before the game

Will be provided a room to meet.

- If a visiting team is arriving late, they should phone the home team (most AD's and coaches have provided cell phone numbers).
- Visiting team has the right, should they so choose, to place a person at the scoretable to oversee their team's interest.

## Supervision

- Staff sponsors must be provided for any "out-of-school" coaches and sponsors must be in attendance at all games. Staff sponsors must be employees of the respective school or school district. The staff sponsor must be present during the entire game and present themselves to the opposing team if needed. If there is no staff sponsor present, the game will be considered a default.

## Play Dates and Times

- Game times are typically 5:00 PM for a first game and 6:30 PM for a second game.
- Typical play dates are Seniors on Monday/Wednesday and Juniors on Tuesday/Thursday. In doubleheaders, typically girls will have the 5:00 PM start time on Monday/Tuesday and boys will have the 5:00 PM start time on Wednesday/Thursday.
- If there is only one scheduled game, that game will begin at 5:30 PM.
- Any of the above trends may be altered to accommodate scheduling needs. Refer to the schedules posted.

## Game Rules

- The playing rules governing basketball shall be the FIBA rules with the following notes and modifications:
  - Official FIBA rule change: recognized jersey numbers are 00, 0, and 1-99.
  - As per FIBA rules, 5 minute overtime periods will be used to break ties
  - 10 minute half time
  - Official ASAA Game Ball: Spalding Top Flite 1000 or TF1000ZKPro
    - Size 7 for boys, size 6 for girls
- Games won by default/forfeit will be recorded as 30-0

## Uniform Rules

- In the event of clashing uniforms, the home team shall change (applies to exhibition and regular season games).
- For a detailed description of the accessory rules, click [here](#).
- Full-length undergarments (tops or bottoms) are not permitted.
- Exceptions to the FIBA rules will be made at the discretion of the Metro Executive.

## Rescheduling Games

- If games must be rescheduled, the teams/schools must agree on a valid reschedule date and then report it to the Metro Office. The Metro Office will confirm that the change is acceptable and notify officials.
- Changes made within 24 hours of a game may result in the schools being charged for referee fees.

## Standings and Tiebreakers

- Ties will be broken as follows, starting at the top of this list and stopping as soon as the tie is able to be broken.
  - Win/loss record **in games involving tied teams**
  - Points for minus points against **in games involving tied teams (if all teams have played)**
  - Points for minus points against **in games involving highest 3 ranked common opponents**
  - Points for minus points against **in games involving highest 2 ranked common opponents**

- Points for minus points against **in games involving highest 1 ranked common opponents**
  - Points for minus points against **in all games**
- **Note:** in ties involving 3 or more teams, as soon as a tiebreaking method separates one team from the others involved in the tie, the remaining tied teams return to the top of the list to begin breaking their tie.

## Provincial Representation

- Any team advancing to the Division 1 Championship game will receive a berth to provincials in their classification.
- 4A - will use the Division 1 playoffs to determine representation, with extra games added only as needed.
- 3A - zone playoff will be scheduled based on previous years' format, with top 8 teams ranked by coaches and challenge games possible for the 9, 10, 11, etc ranked teams to challenge the 8, 7, 6, etc ranked teams, respectively, to get into the tournament.
- 2A - zone playoff involving all 2A teams with intent to compete.
- 1A - zone playoff involving all 1A teams with intent to compete.