



GMAA Basketball Handbook

Section 1: Sports Committee

The Basketball Sports Committee shall consist of the chairperson of the above sport and all the coaches for that season of the above sport. The chairperson shall call one meeting prior to the opening of the season. A mid or post season meeting may be called at the discretion of the chairperson of the above sport or at the request of 1/3 of the coaches involved in this sport.

Section 2: Team Entry and Classification

2.1) All official team entries must be submitted on S1 by the deadline

2.2) Classification:

Boys or Girls

Bantam, Cadet, or Juvenile

Division 3 (D3), Division 4 – Level 1 (D4.1), or Division 4 – Level 2 (D4.2)

*** On a 1-year trial, in Juvenile Boys D4.2 Basketball only, if the D4.2 league has more than 12 teams registered, that the GMAA office will evaluate the possibility of opening a D4.3 league. The teams invited to participate in the 4.3 league will be contacted by the office directly. ***

2.3) Exception: Bantam Boys & Girls Division 4.2: Each team is permitted to play three overage players who are under 14 years as of October 1st of that school year ("B2"), however none of these players may be AA, AAA, or Circuit players. These players must be indicated on the score sheet beside the students' name.

Section 3: Player Registration & Eligibility

3.1) Player Registration is due on S1 prior to the teams' first game.

3.2) AA, AAA or Circuit player: is a player who is registered with a AA, AAA or Circuit Team between July 1st and June 30th of that school year.

3.3) AAA, AA, A, MBL and circuit requirements

Girls: If the team has a ranking of A, AA or AAA that will be used to determine player eligibility.

If the team participates in the MBL or Circuit league, that will be used.

D3: Unlimited A/AA/AAA/MBL/Circuit players are permitted per game

D4.1: A maximum of 2 AA/AAA/MBL/Circuit players are permitted per game

D4.2 & D4.3: Unlimited A players, no (0) AA/AAA/MBL/Circuit players are permitted

Boys: If the team has a ranking of AA or AAA that will be used to determine player eligibility. If the team participates in the Circuit league, that will be used.

D3: Unlimited AA, AAA or Circuit players are permitted per game

D4.1: 1 AAA or Circuit player + unlimited AA players are permitted per game

D4.2 & D4.3: 1 AA player is permitted (no AAA or Circuit players) per game

3.4) Playing up: For those schools that have more than 1 team at the same level (Bantam, Cadet, Juvenile) but in a different division (D3, D4.1, D4.2) students are permitted to play 'up' for one game (same rule as people who play 'up' an age category). D4.2 to D4.1, D4.2 to D3, and D4.1 to D3. As soon as they play their second game with the higher division they cannot go back down. Players may not move down in the same age group. For those schools that have two

teams at the same level and in the same Division, there will be no 'transfers' permitted, each team must have a distinct roster.

3.5) Procedure for AA, AAA or Circuit players:

- a) Teams must indicate AA, AAA, or Circuit player on their player registration on S1 in the 'Additional Information' Section. An unlimited number of AA, AAA or circuit players can be registered but the eligibility requirements per game must be followed.
- b) AA, AAA, or Circuit players must be indicated on the game sheet by writing their eligibility beside their name.
- c) Any team playing an ineligible player will lose the game(s) played by this player by default. The coach will also be sent to the Coaches Code of Ethics Committee.

3.6) Proof of identity at all games

If challenged by the opposing school prior to the start of the game, the coach of the team in question must present photo proof of identification of all the students (suggestion school 'Bottin'/GPI). Any individual student who cannot provide proof of identification will not be eligible to play.

Section 4: Uniform (also refer to Governing Rules – Rule VI, Section 5)

4.1) All Uniforms must include common shirt and common shorts. By the 2022-2023 season, all uniforms must have numbers on the front and back.

4.2) All items of jewelry (including hair accessories) are strictly forbidden and must be removed. Using tape to cover jewelry is not acceptable.

Section 5: Scheduling & Starting Time

5.1) The schedule shall be drawn up by the coaches or SAC Reps at a scheduling meeting. Each team is required to have one representative present to do the scheduling (see Governing Rules – Rule VI, Section 6). No scheduling may take place before the meeting begins and no division information will be given out prior to the scheduling meeting.

5.2) Every school is encouraged to play on Mondays and Fridays during the season (exception: Jewish schools). Double-headers should be scheduled as much as possible.

5.3) League games have priority over any exhibition game and/or tournament.

5.4) Teams should play a minimum of 10 (ten) games and a maximum of twelve (12) games (with a crossover if necessary).

5.5) There must be a minimum of 4 teams in a level to draw up a schedule of games for that level, otherwise the level will be eliminated and/or combined with another level.

5.6) Schools will be permitted to enter more than one team in same category (Juvenile, Cadet, or Bantam.) Schools will also be permitted to enter a maximum of two teams at the same level in the same category (example: two Division 3 bantam boys' teams will be permitted from the same school).

5.7) At least two weeks are set aside for tiebreakers and playoffs at the end of the season.

5.8) Coaches are encouraged not to adjust or alter the schedule for any reason other than a school closure. Changes to the schedule can be made during the (5) five working days after the schedule is posted on the website (www.gmaa.ca), assuming both schools involved agree to that

change. Both coaches must notify the GMAA of the change. No changes will be accepted after noon the working day before the scheduled game (except in emergencies). If changes are made after the 5-day grace period, a \$10 charge will be applied to the team requesting the change.

5.9) Starting time as per the GMAA Governing Rules, if a team is not on the court and ready to play within 15 minutes of the scheduled starting time, that team shall lose the game by default.

Section 6: Governing Rules & Rule Modifications

6.1) FIBA rules will be used with the following modifications

6.2) A shot clock or timing device is required. If a shot clock or timing device is not provided by the home school, it will result in forfeiture of the game by the home team.

If a timing device is not visible to both the players and coaches, they should be notified when:

- i) two minutes remain in the quarter
- ii) one minute remains in the quarter

6.3) Quarter-time is two minutes and then the players are to be on the court. Half-time is five minutes.

6.4) All tied games are to be broken as per official rules. No GMAA basketball game can end in a tie. Overtime must be played.

6.5) Any player whose name appears on the Official Score sheet is considered to have officially participated in that game.

6.6) Completion of Game: A regular game will be completed after at least three quarters of the game has been played. If less than three quarters of a game has been played and the referee ends the game, the game will be rescheduled and played over from the beginning.

Completion of Playoff Games: In all sports for playoff games ONLY, a game must be completed from where it stood from the moment it was stopped, at the discretion of the losing team. The same game sheet must be used to complete the game. No players may be added to the lineup.

6.7) A staff member (see Rule VI, Section 4 of General Governing Rules for clarification) must be present and at the bench at all GMAA games (i.e. for each complete game). The staff member must sign the game report. Penalty - Forfeiture of game.

6.8) Participation Rule: A participation rule will be in effect for Division 4.2 competition in all age categories as well as all Bantam Divisions. A team must have a minimum of 8 players at the start of the game. The maximum number of players in order to mathematically meet participation is fifteen (15).

MAXIMUM PARTICIPATION: No player may play more than two (2) complete quarters during the first three (3) quarters of the game.

MINIMUM PARTICIPATION: Every player (8 mandatory) must participate in the equivalent of one (1) full quarter during the first three (3) quarters of the game. (One (1) full quarter = two (2) shifts of four (4) minutes each.)

The minimum participation rule must be met by only eight (8) players on each team. Any other players on the scoresheet may participate in the game (including in the fourth quarter) without having met the minimum participation rule.

6.9) Substitution Rule for Participation Leagues: Substitutions will take place at four minutes during the first three quarters. The clock will be set for 4 minutes, and the buzzer will sound to indicate substitutions.

6.10) All Bantam and Cadet leagues must play man-to-man defense inside the 3-point arc. (as per FBBQ rules). Zone presses and traps are permitted anywhere else on the court. At the Juvenile level only, zone defense is permitted inside the 3-point arc.

6.11) Three-Point Line: The official distances for the three-point lines are: Bantam & Cadet 6.25m, Juvenile 6.75m. If there is only one line on the floor, please use that line as the three-point line.

6.12) Charge Circle: The FIBA regulations regarding the charge circle and offensive fouls related to the charge circle will apply to GMAA leagues **if** the appropriate lines are on the court.

6.13) Mercy Rule: A "mercy" rule will be in effect, should a team be leading by a score of 25 points or more, the team may no longer use a pressure defense. Pressure may not be applied to the ball anywhere on the floor outside the defensive 3-point line. (As soon as the opposition gains control of the ball, the team that is leading by 25 or more, must go back inside their 3-point area.)

If a team continues to apply pressure outside the 3-point line the team will receive an official verbal warning from the referee, if pressure continues the bench will be assessed a technical foul.

6.14) Ball: A number 6 ball will be used for all girls' categories and bantam boys. A regulation size leather ball will be used for boys' cadet and juvenile categories.

Section 7: Regular Season Games

7.1) Number of Players: In cadet and juvenile Division 3 and Division 4.1 a team is required to have a minimum of 5 players at the start of the game. In Division 4.2 and for the Bantam levels, a team is required to have a minimum of 8 players at the start of the game and a maximum of fifteen (15) players in order to mathematically meet participation. Teams not fielding a complete team will default the game.

7.2) Individual Players (i.e. players' names and dates of birth) must be registered on S1 prior to the first regular season game.

7.3) Officials

a) Officials will be from the MMBRA when available. They will be made aware of any rule modifications.

b) Should a coach have a complaint re officials, the coach should write a letter to GMAA stating the cause of complaint. A copy will be sent to the Basketball chairperson, the President of the referee association and the referee assignor.

c) Officials who are also Coaches should not referee basketball games of the same sex and division in which he/she coaches, whenever possible.

Section 8: Championships & Playoffs (see Rule XI Secondary Governing Rules)

8.1) Playoff Court Requirement: the minimum Basketball Court Dimensions to host playoff games is 14m by 25m.

8.2) If possible, Division 3 finals will be played as a showcase on a site having adequate spectator accommodations. If there is no showcase, the games will be played at the home of the higher seed. The dates and sites of these playoff games are to be set at the beginning of the season. There will be no showcase for the Division 4.1 or Division 4.2 Championship games.

8.3) If two undefeated teams meet in the championship game, to determine who would host the game, the tie will be broken by looking at points against in the playoff games of those teams. If

the teams played an uneven number of playoff games, the average points against per game over the playoff games would be calculated.

Section 9: Duties of Home School & Visiting Schools

9.1) Home team responsibilities

- a) The home team shall supply a trained official timer, scorer, game ball, and official clock in working order and score sheets.
- b) The official scoresheet must be printed off S1 by the HOME COACH (listing both teams) and given to the referee before the game starts.
- c) The home team must upload the results and scoresheet to S1 the night of the match.
- d) Provide table and chairs for minor officials and benches for players.
- e) Provide lockers for the visiting team.
- f) Provide changing facilities for officials.
- g) Arrange for staff to control spectators.

9.2) Visiting team responsibilities

- a) Visiting teams must be supervised from the time they arrive to the time they leave the school.
- b) Visiting teams may request that someone from their school sit at the scorer's table to act as an assistant timer and scorer. Errors are not easily corrected unless you have assistant timers and scorers.
- c) All game sheets are to be signed by both staff members and the referee at the end of the game

Section 10: Discipline of Players

10.1) Referees may, without prior warning, send a player off the field for fixed and definite period of time (COOLING-OFF PERIOD) if their conduct or type of play makes it necessary. This is NOT AN EJECTION and should be used only when the referee feels that it would prevent a more serious situation from developing. The player may be replaced on the field by another eligible player. The referee shall determine the length of any such COOLING-OFF PERIOD, i.e. 10 minutes, 15 minutes, the remainder of the half or the balance of the game.

10.2) Both coaches must be notified of any action taken by the referee. N.B. Ejection MUST BE REPORTED to both coaches and on the game report - An ejection carries an automatic 2 game suspension which will be reviewed by the discipline committee and may be increased or reduced.

10.3) The ejection of any player from a game will result in a suspension of that player from at least two following games. It is the coaches' responsibility to keep that student out for the next two games until an official letter is sent to the school outlining the details of the suspension.

Section 11: Provincials

The team winning the GMAA basketball championship, providing all members of the team are eligible will represent GMAA at the school provincial championships without being challenged. If the first-place team is unable to attend, the second-place team can attend in their place. If the second-place team cannot attend, the GMAA will not send a team at that level.

Section 12: All Star

12.1) The basketball all-star tryouts are open to all grade 10 and 11 juvenile basketball players. One tryout location will be organized, per gender, where all participating athletes will attend. Both teams will be chosen at the tryout.

12.2) All students who attend the selection practice are agreeing that they will attend the All-Star game if selected. They will meet the commitment outlined at the tryout, including but not limited to, arriving on time to the game, respecting the rules of the game, the referees, teammates, and opposition.

12.3) Any student who misses the All-Star game has the possibility of being ejected for the remainder of the season upon review of the discipline committee

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