

# THE GREAT NORTHWEST BASKETBALL LEAGUE

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**THE GREAT NORTHWEST**  
**BASKETBALL LEAGUE**

Draft Rules as of June 17, 2011  
(Final Rules will be posted on or before October 1, 2011)

**Rules**

**A) General Administrative**

- 1) **Length of Season.** When meets are scheduled at each grade level is a function of when communities are willing to host and are able to play. The earliest date on which League meets will be scheduled during the 2011-2012 season varies by grade/gender as follows: October 22 for 8<sup>th</sup> and 7<sup>th</sup> grade girls, October 29 for 6<sup>th</sup> grade girls meets, November 5 for 6<sup>th</sup> grade boys meets and December 3 for 8<sup>th</sup> grade boys, 7<sup>th</sup> grade boys, 5<sup>th</sup> grade boys and 5<sup>th</sup> grade girls meets. The latest date on which League meets for grades eight through five, boys and girls, will be played is the last Saturday of March. Fourth grade meets will be scheduled only in the months of January and February.
- 2) **Status of the League.** The League was established for the purpose of facilitating the scheduling of games between individual basketball associations and teams. The local associations and teams maintain legal responsibility for the health and safety of all participants and spectators.
- 3) **Awards.** Each coach at each eighth through fourth grade meet, will receive 12 ribbons to distribute to his/her players inscribed with one of the following: First Place, Second Place, Third Place, Fourth Place, Fifth Place, Sixth Place, Seventh Place and Eighth Place (only four places in 4<sup>th</sup> grade meets and three-game 5<sup>th</sup> grade meets; only five places in mini-meets; and only six places in alternative six-team meets -- for five and six-team meets, see also Paragraph B-5 of these Rules). No trophies will be awarded. Awards will be purchased centrally to achieve the best possible price break. The process to be used for the distribution of awards for the 2011-2012 season is described in Attachment #3 to these Rules.
- 4) **Fees.** For the 2011-2012 season, each team will be assessed a charge of \$110 per meet played (meet fees remain unchanged over the course of the last six seasons), but will also receive a credit of \$65 for each team hosted in an 8<sup>th</sup>, 7<sup>th</sup>, 6<sup>th</sup> or four-game 5<sup>th</sup> grade regular meet (including the host team). Teams playing in 4<sup>th</sup> grade meets, as well as three-game 5<sup>th</sup> grade meets, will be assessed a fee of \$95 per meet (three games instead of four), but will also receive a hosting credit of \$50 for each team hosted (including the host team). If a team plays four total four-game meets, of which one is at home, it will receive a credit of \$80 net to support its local program (\$110 times four meets = \$440 gross expense less \$520 hosting credit = an \$80 credit). On the other hand, if that same team plays in eight meets and hosts none, its fee will be \$880 (\$110 x eight meets). Meet fees are due in October, November or December of each season, within 14 days after the League invoice is received (8<sup>th</sup> and 7<sup>th</sup> grade girls invoices are sent out first; 4<sup>th</sup> and 5<sup>th</sup> grade boys and girls invoices last).
- 5) **Expulsion from the League.** The League will consider expelling a coach, a team or players on a given team if: a) the team drops or misses one or more meets without a legitimate, non-weather related excuse on less than three weeks of notice, or to attend a non-League tournament (see Paragraph C-12); b) if the team leaves a meet early for reasons other than weather, illness or injury and without first consulting with the host's meet director (see Paragraph C-12); c) if a coach or parent is repeatedly disruptive at games (see Paragraph D-10); d) if a coach violates the

League rule (see Paragraph C-2) by having players "play down" or otherwise knowingly uses an ineligible player in a League-sponsored event; e) if a coach breaks the League rule against putting players from multiple communities on the same roster (see Paragraph C-1); f) if a 6<sup>th</sup>, 5<sup>th</sup> or 4<sup>th</sup> grade coach repeatedly and intentionally violates the League rule on the use of half court zone defenses (see Paragraph D-4); g) if a team fails to pay its meet fees, the coach of that team and sponsoring association will be suspended from League participation until all past due fees for that team have been paid -- parents who are in arrears for their proportionate share of a team's fees will not be allowed to have any family member participate in the League until all past due fees have been paid (those teams that had fee payments materially past due, who eventually make full payment and are not expelled from the League, will be required to make fee payments for any subsequent seasons, in advance, when submitting their Enrollment Forms); h) if a team fails to submit a roster (Paragraph C-1) or original, signed Participant Liability Waiver for each rostered player (Paragraph C-17) as required by the League; or i) if a coach is knowingly engaged in conduct detrimental to the best interests of the League. The League will decide whether circumstances warrant immediate expulsion. If expulsion isn't immediate, the League will decide after a season is concluded whether or not a program or a particular team or coach will be invited to participate next season. A local association's entire program may be dismissed from the League if it fails to pay an invoice or fails to control the attendance and/or conduct of all its players and coaches. The League has full discretion to determine participation in League scheduled games.

- 6) **Directions.** By August 1 of each season, each member association will designate the gyms at which any hosted home meets will be played, with detailed directions on how to get to each such gym from all four directions. As part of those directions, each host must provide an exact street address for each venue to facilitate the use of GPS by traveling parents and coaches.
- 7) **Website.** In June of each season, the League will post the following on the League's website (<http://gnbl.org>): a League Enrollment Informational Posting, explaining how teams can join The Great Northwest; a Unified Meet Hosting Preference Form ("UMHPF"), which teams must submit by August 1 if they want to host a meet for that season; a "Power Rating" chart which shows the rating level of each team that played in the League the previous season; and draft Rules for the upcoming season. Team Playing Date Preference Forms (TPDPFs) will no longer be posted on the website. For the 2011-2012 season, TPDPFs have been customized by grade, gender and community and will be emailed by the League to new and returning coaches, which must be submitted by each team that wants to play meets in the upcoming season. In October of each season before meets for the upcoming season commence, the League will post the following: a final version of the Rules, directions to gymnasiums used in League meets (see Paragraph A-6) and a full schedule for the 8<sup>th</sup>, 7<sup>th</sup>, 6<sup>th</sup>, 5<sup>th</sup> and 4<sup>th</sup> grade boys and girls teams.

The League sends each host a "hosting packet" that will be received approximately ten days before each hosted meet. That packet contains the names and phone numbers of the head coach and assistant coach for each visiting team attending that meet, with the name and number of the varsity coach and association contact where we have a listing for one or the other. These customized lists are used by hosts to make the pre-meet phone calls described in Paragraph C-15.

Coaches who want to get the name of another coach or two from neighboring communities for purposes of setting up a scrimmage can request the name and phone number by sending an e-mail to Terri Green at [terri@gnbl.org](mailto:terri@gnbl.org). All such requests must be sent via e-mail or USPS. We will not process voice mail requests. Responses to these requests will not be done by League management (Terri Green or Jerry Engeleiter), but rather by the League's support staff.

The League will generally not publicize other tournaments on the League's website. We will do so on two conditions: a) the event does not conflict with a Great Northwest or Wisconsin Independent Volleyball League event at that grade level and gender on the date in question; **and** b) the community making the request hosts Great Northwest regular-season or specialty meets or tournaments. Posting on the League's website from outside organizations will involve a fee and will only be considered if League management feels it involves a product or service in which League coaches, players or parents may be interested.

- 8) **Names, Addresses and Phone Numbers of Coaches.** Each member association must submit a complete list of names, addresses and various phone numbers of all its head and assistant coaches and other association members who should receive League communications. This information is due for each grade within 30 days after the deadline for submitting TPDPFs for that grade/gender. These submissions from the League's various participants will be compiled into a League-wide contact data base.

**B) Scheduling**

- 1) **Who Can Join the League.** For purposes of hosting a meet, the League will consider any community, association or team that is within a one-hour's driving distance of at least ten other members with teams at a corresponding ability level in the gender/grade level(s) in question. Associations can field multiple teams at each grade level. For grades eight through four, it is up to local associations whether multiple entries for a given grade are divided evenly as to ability, or are assembled on an "A", "B" and/or "C" basis. Communities which do not have sufficient qualified members within a one hour drive, will be allowed to play in meets if space is available, but will not be allowed to host a League meet.

The League reserves the right not to accept members in the following situations:

- Seventh and eighth grade teams that as fifth and/or sixth graders had a traveling team, but played its traveling games outside the League, and
- Any team that currently is part of a program which has its 5<sup>th</sup> and/or 6<sup>th</sup> grade teams play exclusively in non-Great Northwest tournament or league games.

The reason for this rule is simple. Each season we have fewer teams in the lower grade boys and girls divisions than we do for the upper grades. Since our League covers the same geographic area for all grades, 5<sup>th</sup> and 4<sup>th</sup> grade teams can sometimes end up traveling, on average, greater distances for games than the older grades – the very ages that should have shorter travel distances. The League does not expect communities to field traveling teams at the younger age levels just so they can enter teams at all four grade levels. However, for those communities with 5<sup>th</sup> and/or 6<sup>th</sup> grade traveling teams, the League does not feel it's fair to force those younger teams that do play in the League to travel farther than necessary just because a minority of communities want to play in the 7<sup>th</sup> and 8<sup>th</sup> grade divisions of the League only and do not support it at the younger age levels.

In an effort to better serve the interests of the various 5<sup>th</sup> and 4<sup>th</sup> grade teams playing in the League, in 2007-2008, The Great Northwest established a "Pioneer" Division. These were open to all 4<sup>th</sup> grade teams and, to the extent that there was space available, weaker 5<sup>th</sup> grade teams (those teams that anticipated being rated at the "B," "B-," or "C" level by season's end). Teams that opted to play in Pioneer meets were not considered for "A" or "B+" ratings, were not eligible to qualify for the League Championship Tournament and (if from Wisconsin) the Wisconsin State Invitational Championship Tournament. Teams in the Pioneer Division played three games in each meet.

This approach had two primary shortcomings:

- Some stronger 5<sup>th</sup> grade teams opted to play in the Pioneer Division because they preferred to play only three games in a day. A few other 5<sup>th</sup> grade teams, we believe, preferred to play in the Pioneer Division simply to have easier competition.
- Some 4<sup>th</sup> grade teams complained about 5<sup>th</sup> grade teams having the discretion, essentially, to play "down" a grade level, with 4<sup>th</sup> grade teams having no choice in the matter.

To address both of these issues, for the 2011-2012 season, 4<sup>th</sup> grade teams will have three options for meet formatting, while 5<sup>th</sup> grade teams will have two choices:

- Fourth grade meets will again be three-game events, but participation will be limited to 4<sup>th</sup> grade teams only.
- Fifth grade teams will have a choice to sign up to play in either three-game meets or four-game meets. While 5<sup>th</sup> grade teams can state their preference for either three-game or four-game meets, ultimately, how many 5<sup>th</sup> grade meets will offer three games in a day versus four games in a day, will be up to the hosts. In other words, hosts on their Unified Meet Hosting Preference Form (UMHPF), will state whether they want to hold a 5<sup>th</sup> grade meet with four games (\$110 meet fee to play with a \$65 per team hosting credit) or three games (\$95 meet fee to play with a \$50 per team hosting credit). On the 5<sup>th</sup> grade Team Playing Date Preference Form (TPDPF) teams will be asked to choose what they would like to do if they can't get their preferred number of play dates with three games each – do they want to play some of their schedule in four-game meets or play fewer meets? The same question will be asked of those teams that prefer to play in four-game meets relative to playing in some three-game meets.
- Fourth grade teams that can't fill their schedule with 4<sup>th</sup> grade meets (because there aren't sufficient hosts or opponents) will, likewise, need to declare on their TPDPF whether they want to play in 5<sup>th</sup> grade meets (at either the three-games or four-games per meet level), or play fewer meets.

We think this approach will give teams at these younger age levels more input on whether they play three games or four games in a day. Also, it will give 4<sup>th</sup> grade teams more say as to whether they will play against some 5<sup>th</sup> grade teams.

Fourth grade meets will be organized only in the months of January and February. While the majority of regular 5<sup>th</sup> grade meets will also take place in January and February, some 5<sup>th</sup> grade meets will also be scheduled in December and March.

- 2) **Hosting Responsibilities.** The League prefers to have teams volunteer to host meets via the incentive system described in Paragraph A-4. All communities or school districts are strongly encouraged – although not absolutely required – to submit a "Unified" Meet Hosting Preference Form for all teams from their community or school district. A "Unified" Meet Hosting Preference Form means that all teams in a given community/school district submit one of these forms for all the eighth through fourth grade boys and/or girls teams playing in the League. If sufficient hosts can't be secured by the registration deadline to accommodate all the play dates that registering teams wish to play, the number of play dates will be reduced for teams in the following order of priority:

- Non-hosting teams (defined as those eighth through fourth grade teams that are not hosting and were not included in a given community's Unified Meet Hosting Preference Form submission) that have signed up to play only one or two meets will have their play dates reduced first. We do so because we want to give preferential treatment to teams that make a baseline commitment to the League (which we define to be three meets).
- Spots will next be reduced for non-hosting teams that play the most meets in our League. To avoid having non-hosting teams sign up for more meets than they actually plan to play to cushion any possible cuts, the League will use as a team's base starting point, the lower of the number of meets in which they've asked to play in the 2011-2012 season, and the actual number of meets they played during the 2010-2011 season. For new registrants, the League will take the lower of the number registered to play in 2011-2012 and the League average for that grade the previous season (typically 4-6 meets, depending on the grade).

If, on the other hand, the League has too many teams that want to host at a given grade level, whether or not a given community gets to host at a particular grade level, will be determined by the following five factors:

- Date by which the Unified Meet Hosting Preference Form is submitted – the earlier a community/team submits their form, the greater the likelihood that the community/team gets to host and on their preferred date.
- Flexibility on hosting dates is very important. Communities/teams that have only one available date on which they can host, and who are unwilling to trade dates with another team from the same community, reduce the likelihood that we can accommodate their hosting request.
- A community's or association's net League fees will have an impact on our decision. For example, assume that team "A" is part of a basketball association that is hosting at six other grade levels and will have a net refund coming from the League whether team "A" hosts or not. Assume that team "B" is part of an association that will likely have net fees due to the League from the 2011-2012 season because it is not hosting significantly at other grade levels. In this example, team "B" will be given preference over team "A" when determining hosting privileges.
- On the Team Playing Date Preference Form, we ask for feedback from visiting coaches about how communities performed during the 2010-2011 season in their hosting duties. A significant number of bad reviews about a particular team's or community's hosting performance will impact their future ability to host.
- If a community or team openly refuses to follow League Rules in managing its home meet(s), the League will consider suspending hosting privileges. Examples include: refusal to re-format a meet where a participant fails to show, charging a higher admission fee than League Rules provide, allowing referees to knowingly refuse to enforce game rules they may not like, etc.

When hosting, teams should thoroughly review Attachment #6 to these Rules well in advance of their home meet. This Attachment outlines the duties each host needs to perform in order to put on a successful meet.

- 3) **Level of Participation.** Member teams can play as few as three meets or as many meets as there are dates. Teams can play as few as one meet, but must play three or more to qualify for the League Championship Tournament and Wisconsin State Invitational Championship Tournament. While the season is lengthy to accommodate many different preferences regarding when to play, teams will be allowed to play in the part of the season they want and not be forced to play during a month when they want their program to be inactive. As a result, meets won't be scheduled on the weekends during the season when an insufficient number of teams want to play. Fourth grade meets will be organized only in the months of January and February (see Paragraph A-1).
- 4) **Regular Meet Format.** Each host team will generally need to make two courts available for the day they host a regular meet (for 4<sup>th</sup> grade and three-game 5<sup>th</sup> grade meets, two surfaces are required, but the day is shorter – six time slots compared to eight for regular League meets). For communities with only one available gym for hosting, a five team, four game round-robin "mini-meet" format will be substituted so that this community is able to host in the League. Mini-meets will be used only for grades eight through five; there will be no mini-meets for 4<sup>th</sup> grade teams. Meets will generally start at 9:00 a.m., but start times will be adjusted to accommodate gym availability and travel restrictions. At each regular meet, the eight teams will be put into two groups (A & B). Each of the four teams in each group (A or B) will play each other team in their group once for a total of three games. At the conclusion of these round-robin games, the teams will play one tournament-style game. The two teams from Groups A and B with the best records in the three game round-robin will play each other for first place; the two teams with the next best record in their respective groups will play a third place game, etc. As a result, the match ups at each regular meet will track this format:

<u>Group A</u>	<u>Group B</u>		
Team 1	Team 5		
Team 2	Team 6		
Team 3	Team 7		
Team 4	Team 8		
		<u>Court 1</u>	<u>Court 2</u>
9:00 a.m.		1 v. 2	3 v. 4
10:10 a.m.		5 v. 6	7 v. 8
11:20 a.m.		1 v. 3	2 v. 4
12:30 p.m.		5 v. 7	6 v. 8
1:40 p.m.		1 v. 4	2 v. 3
2:50 p.m.		5 v. 8	6 v. 7
4:00 p.m.		7th Place Game	5th Place Game
5:10 p.m.		3rd Place Game	1st Place Game

5) **Alternative Meet Formats.**

The League will use three alternative meet hosting formats for regular four game meets where a host community has an odd number of gym surfaces (one, three or five):

- For League members with only one gym available to host a meet, a round-robin format for grades eight through five will be used, called a "mini-meet." Mini-meets will typically start at 8:00 a.m., but start times will be adjusted to accommodate gym availability and travel restrictions. Five teams will play a four game round-robin format. Ribbons will be awarded based on outcome of cumulative head-to-head competition. The League does not allow two mini-meets to be run on the same date in the same community.

- For communities with three playing surfaces, there will be two separate six-team meets. The one meet will use the 9:00 a.m., 11:20 a.m., 1:40 p.m. and 4:00 p.m. time slots; the other will use the 10:10 a.m., 12:30 p.m., 2:50 p.m. and 5:10 p.m. time slots. In each time slot, the six teams in that meet will play using the three playing surfaces. Each six-team meet will involve round-robin play only (no Consolation or Championship Bracket), with each meet participant playing four of the five other participants. Awards will be distributed using the same tie breaker rules as a reformatted six team meet (see Paragraph C-11 of these rules and Attachment #5).
- Communities with five playing surfaces will host one regular eight-team meet (as described in Paragraph B-4) and two six-team meets (as described in the previous bullet of this Paragraph B-5).

When hosting a 4<sup>th</sup> grade meet, or a three-game 5<sup>th</sup> grade meet, a host will supervise games over only six time slots (starting at 9:00 a.m., then 10:10 a.m., 11:20 a.m., 12:30 p.m., 1:40 p.m. and 2:50 p.m.), compared to eight time slots in a regular meet. Communities with two playing surfaces will host two pools of four. Communities with three playing surfaces will host two six-team pools, similar to the re-formatting option described in League Rule C-18, without the fourth game.

- 6) **Time Between Games.** Each team will have ten minutes to warm up for its first game of the day. After that, at the conclusion of each game, the two teams playing the next game can access the court immediately to begin warm-ups and the clock operator will set the clock at seven minutes and start it running. Within two minutes, coaches and players from the teams playing the previous game must fully exit the bench area so that, at the five minute mark, both teams playing the next game will be able to have access to their bench. The next game must begin after the seven minute intermission, even if that means commencing the game before its scheduled start. In those cases where the meet is behind schedule, the clock operator will run off only five minutes between games and the referee will encourage the players and coaches from the previous game to exit the court immediately.

Players and coaches should not leave the building between games that are scheduled 1:10 apart so that they can be ready to play their next game if the meet is running ahead of schedule. In those host communities where the surfaces being used for a given grade are in two different buildings, a team having its next game in the other building must go immediately to that location after its just completed game and check the status of the preceding game before securing any food or other refreshments. The times listed in Paragraph B-4 represent the latest desired start times of each game. Barring overtime, most meets actually run slightly ahead of schedule and players/coaches must be prepared for that possibility. The meet director has the authority to begin the second, third or fourth game of the day for any team before its scheduled start time, even if one team does not have all its players in attendance (however, the first game of the day for each team will not commence before the scheduled start time unless both teams are present and are willing to begin early).

- 7) **Who Plays Where?** In constructing a schedule, priority will be given to scheduling games in central locations for those teams that have the furthest to travel to play each other. As a result, centrally-located teams will need to travel further on some dates so that those on the geographic fringes of the League don't have an impossible travel schedule. While teams on the geographic fringe may need to travel further than those which are centrally-located, all teams will have a combination of meets that are close by and others that require more significant travel.

While "B" teams and geographically-central teams are fairly easy to schedule, the League often struggles placing teams on our geographic fringe [as well as the very strongest ("A") and weakest ("C") teams] in locations that coaches feel are manageable trips.

The League expects all teams to be able to travel up to 90 minutes on occasion, provided that their average trip is no more than 60-70 minutes (which means there are 15 or 30 minute trips mixed in). However, "A" teams, those teams on the League's geographic fringe, those teams that are in fairly remote locations, and those teams that don't host and aren't part of a program that has submitted a Unified Meet Hosting Preference Form, will be expected to travel further on occasion, provided that the average travel time for all their meets doesn't exceed 75 minutes (again, this means that shorter trips are part of the mix).

- 8) **Who Plays At What Time?** For each meet, the teams assigned to the first time slot are those in the group whose most distant team is closer to the host's location than the most distant team from the other group. Where the two most distant teams are relatively equidistant from the meet site, the host team's group will play in the first time slot.

When a host team is hosting two meets on four courts on a given day in the same town, instead of having half the teams from each of the two meets start at 9:00 a.m., and the other half from each of the two meets start at 10:10 a.m., the League reserves the option of having all eight teams from one meet play their first game at 9:00 a.m., and all eight teams from the other meet play their first game at 10:10 a.m. Some examples of times when this scheduling procedure will not be followed are: a) if to do so will result in a team with a trip of two hours (or more) having to play at 9:00 a.m.; or b) if one or more of the courts at the host's facilities is smaller and is not suitable for use by the older grade being hosted that day.

- 9) **Who Plays Whom.** All 8<sup>th</sup>, 7<sup>th</sup>, and 6<sup>th</sup> grade League teams will be rated at one of the following five levels: "A", "B+", "B", "B-" or "C". A team's rating will be based on a combination of that team's performance the previous season and the community's or association's current season perspective on relative ability. Where possible, the League will attempt to keep teams from playing in a meet where the ratings cover more than three consecutive rating slots. For instance, "A" and "B+" teams (and occasionally "B" teams) will be scheduled to play in "A" meets. "B+", "B" and "B-" teams will be scheduled to play in "B" meets. "B-" and "C" teams (and occasionally "B" teams) will be scheduled to play in "C" meets. The only time that "B+" teams will be scheduled with "C" teams, or "B-" teams with "A" teams, is if to do otherwise would result in some teams traveling too great a distance to play in a meet. In those cases, the League will strive to construct one stronger group and one weaker group, so that, for example, all "B+" and all "C" or "B-" teams are in opposite groups. "A" teams will never knowingly be scheduled to play in a meet with "C" teams. Since 4<sup>th</sup> and 5<sup>th</sup> grade teams do not have ratings from the previous season, 4<sup>th</sup> and 5<sup>th</sup> grade meets are "open scheduled" (i.e., not seeded).
- 10) **Tie Breakers.** When The Great Northwest was established 17 years ago, almost all meets had eight teams playing in two pools of four. Since then, we have established the use of six-team meets to facilitate hosting for communities with three or five available courts. Also, as the League has grown, there are more seven-team meets where an opening in an eight-team meet goes unfilled, or a particular team doesn't attend because of inclement weather. The net result is that there is an increasing number of meets each season where ties are being broken between teams that didn't necessarily play each other. While the different approaches on how to break ties in the various-sized fields were addressed in the 2010-2011 League Rules, they weren't sufficiently detailed to address all eventualities. For example, under the 2010-2011 Rules, it was possible for a team in a six-team meet to lose to two other teams with whom they are tied and still finish ahead of one or both in the final standings.

As a result, for the 2011-2012 season, there will be two separately-articulated tie breaker procedures: 1) one for eight, five and four-team meets (where all teams played each other) and 2) one for six and seven team meets (where poolmates involved in the tie likely did not all play each other). These are the same tie breaker rules that we employed at the 2011 Wisconsin State Invitational Championship Tournaments, where they worked very well.

While both these tie breaker methodologies apply many of the same general principles, there are some significant differences in their application. Outlined below is each methodology and a practical example of how each works. First, however, we'll define some terminology common to both approaches:

- "Overall record" or "overall pool record" – this is the final win/loss record of a team after meet play is completed for six and seven team meets or pool play is completed in eight, five and four-team meets.
- "Head-to-head" competition – this is the result of the game(s) between one or more teams. In eight, five and four-team meets, there is a certainty that all teams being compared played each other in pool play. In six and seven team meets, some of the teams involved in a tie may have played each other, while others haven't.
- "Net tie breaker points" – each team earns (or loses) points based on how they fared in each game against each opponent. A team losing a game by 7 will receive a -7 score. A team winning a game by 11 points will receive a +11 score. All plus and minus points will be capped at 15 so that no team has an incentive to run up the score (past 15 points) on a weaker team.
- "Fewest defensive points" – this is the total number of points scored by opposing teams in all games.
- "Most points scored" – this is the total number of points scored by a team in all games.

In the rare occasion when a team does not play one of its scheduled pool games, a forfeit is recorded with the forfeiting team losing by a score of 2-0 for tie breaker purposes, unless the forfeiting team starts a game but walks out before it is completed, in which case the score will be recorded as the actual score once play was suspended. (If the team that walks out is winning the game in question, a loss will be recorded for the team that walked out by a score of 2-0.)

- **Eight, five or four-team meet / tie breaker procedures** (where all poolmates play each other). After pool play is completed, the teams being ranked are seeded using the following five criteria, in this order:
  1. Overall pool record.
  2. Where two teams tie that have an identical pool record, the winner of the head-to-head match-up wins the tie breaker.
  3. Where three teams tie, the team with the most net tie breaker points gets the top seed. If after applying criterion 3, only two teams remain tied, the team that won the head-to-head matchup between those two teams will get the higher remaining seed. If after applying all the above criteria, the top three teams are still tied, because they have the same number of net tie breaker points, go to criterion 4.

4. Fewest defensive points given up in all pool games.
5. Most points scored in all pool games.

For an illustration of how the eight, five and four-team meet tie breaker rule works, see the results in Paragraph C-9, Option 1.

- In Group B, the rankings are fairly straightforward, because all four teams have different win/loss records. However, note that even though Detroit (+11) has more points than Miami (+4), Miami finishes second because it has a 2-1 record and Detroit finishes third because it was only 1-2. In other words, as noted above, the record within the group takes precedence over any other aspect of the tie breaker rule.
- In Group A, Los Angeles takes first place based on their 3-0 pool record. With three teams tied with 1-2 records, Houston finishes second, because it has the highest total net tie breaker points (-8). As between New York and Chisago, New York is awarded third place because, even though New York had fewer tie breaker points than Chisago (-21 v. -15), New York defeated Chisago in head-to-head competition.
- **Six or seven team meet tie breaker procedures** (where teams did not necessarily play all other teams). After play is completed, the teams being ranked are seeded using the following seven criteria, in this order:
  1. Overall record.
  2. Where two teams that played head-to-head have an identical play record, the winner of the head-to-head match-up wins the tie breaker.
  3. Where three teams tie, and one of the teams defeated the other two, that victorious team wins the tie breaker (if the two remaining teams played each other, go back to criterion #2, otherwise proceed to criterion #5).
  4. Where three teams tie and one of the teams lost to the other two, that losing team gets the lowest seed of the three teams involved in the tie (if the two remaining teams played each other, go back to criterion #2, otherwise proceed to criterion #5); where two teams tie that did not play each other, or where three or more teams tie where one team did not defeat all the other teams involved in the tie, go to criterion 5.
  5. Net tie breaker points (if after identifying the tie breaker winner, the remaining teams that are still tied played each other, go back to criterion #2, if not, proceed to criterion #6).
  6. Fewest defensive points given up to opposing teams in all games.
  7. Most points scored in all games.

For an illustration of how the six or seven team tie breaker works, see the results in Paragraph C-9, Option 2. With a 4-0 record, Atlantic City takes first place. Between the three teams tied at 2-2, even though Philadelphia (-25) has the fewest tie breaker points, since it beat both Cleveland (+3) and Baltimore (+11) (the other two teams with whom they are tied), Philadelphia takes second place. As between the two remaining teams tied at 2-2 (Cleveland and Baltimore), even though Baltimore (+11) has more tie breaker points than Cleveland (+3), since Cleveland defeated Baltimore (30-29) head-to-head, Cleveland takes third place

and Baltimore fourth. As between the two 1-3 teams, Pittsburgh takes fifth and Columbus sixth, not because Pittsburgh (+4) had more tie breaker points than Columbus (-27), but because Pittsburgh defeated Columbus head-to-head (36-20).

The biggest change in the tie breaker procedures in 2011-2012 for long-term Great Northwest members, is in what happens in a three-way tie, where each team involved in the tie beat one of the two other teams and lost to the other. Under the 2010-2011 (and earlier) Rules, if all three teams had identical win/loss records, the team with the most tie breaker points got the highest place, the team with the second most tie breaker points the second highest place, and the team with the fewest tie breaker points the lowest place. Under the 2011-2012 revised Rules, the team with the most tie breaker points still gets the highest place, but after that, which team gets the second highest and third highest place, is determined by head-to-head results – not net tie breaker points.

- 11) **League Championship Tournament.** Each season the League will run a 32-team League Championship Tournament ("LCT") for 8<sup>th</sup>, 7<sup>th</sup>, and 6<sup>th</sup> grade boys and girls teams (one for each of these six grades), with each team playing six or seven games over the course of a two-day weekend. To be included in the Top 32 rankings at each grade level, teams must have played in: a) three League meets during the 2010-2011 season (and have registered to play in at least three meets in 2011-2012); or b) two A/B+ meets during the 2010-2011 season, with a commitment to play in three total meets during the 2011-2012. Invitees to the LCT will be the top 32 ranked teams from the previous season's power ratings chart, whose programs re-enroll in the League to play three or more meets for the upcoming season (2011-2012). Teams ranked #33, #34, etc. will be invited if any of the higher rated teams decline or fail to re-enroll their programs in The Great Northwest for the upcoming season. This season's League Championship Tournament dates are as follows (Note: dates and locations of meets will be finalized by late July or early August, 2011):

- 8<sup>th</sup> Grade Boys – January 14 and 15, 2012, co-hosts Altoona and Osseo-Fairchild
- 7<sup>th</sup> Grade Boys – January 7 and 8, 2012, co-hosts Eau Claire Eagles and Elk Mound
- 6<sup>th</sup> Grade Boys – December 17 and 18, 2011, host Marshfield
- 8<sup>th</sup> Grade Girls – November 12 and 13, 2011, co-hosts Colfax and St. Croix Central
- 7<sup>th</sup> Grade Girls – November 5 and 6, 2011, co-hosts Boyceville and Chippewa Falls
- 6<sup>th</sup> Grade Girls – December 17 and 18, 2011, co-hosts Chippewa Falls and Eau Claire Volunteers

Teams that fail to play in this season's LCT, and offer no legitimate excuse for doing so, will not be included in this season's year-end ranking of top 32 teams at that grade level for purposes of the 2012-2013 League Championship Tournament.

- 12) **Wisconsin State Invitational Championship Tournament.** After the 2000-2001 season, the League helped found the first annual Wisconsin State Invitational Championship Tournament (WSICT). The League will again help organize the 12<sup>th</sup> annual WSICT in the spring of 2012. The dates and locations for all eight WSICT's are as follows (Note: dates and locations of state tournaments will be finalized in early August):

- 8<sup>th</sup> Grade Boys – March 24 and 25, 2012, co-hosts Stevens Point (D1, D3 and D4/5) and Merrill (D2)
- 7<sup>th</sup> Grade Boys – March 31 and April 1, 2012, host La Crosse
- 6<sup>th</sup> Grade Boys – April 14 and 15, 2012, co-hosts De Pere, West De Pere, Ashwaubenon and Wrightstown
- 5<sup>th</sup> Grade Boys – April 14 and 15, 2012, co-hosts Kimberly and Menasha
- 8<sup>th</sup> Grade Girls – March 31 and April 1, 2012, host Stevens Point
- 7<sup>th</sup> Grade Girls – April 14 and 15, 2012, co-hosts D. C. Everest, Wausau East, Marathon
- 6<sup>th</sup> Grade Girls – February 25 and 26, 2012, co-hosts Merrill, Wausau West and Marathon
- 5<sup>th</sup> Grade Girls – February 18 and 19, 2012, co-hosts Neenah, Appleton East and Little Chute

The 2012 WSICT will have an 80-90 team field each for grades 6, 7 and 8 (depending on gym capacity of the host communities), with separate fields for WIAA Division 1, 2 and 3 teams; Division 4 and Division 5 will play in a combined field. At most WSICTs, we have too few Division 5 teams to sustain a separate field, so Division 4 and 5 communities are combined. The 5<sup>th</sup> grade fields are usually somewhat smaller with 70-76 teams in each grade/gender. The WSICT will not be open to our Minnesota members, who have their own State Tournament in early March. Over 680 teams state-wide participated in the WSICT in the spring of 2011.

The League helps organize this tournament to provide our top Wisconsin-based teams the ability to play the top teams from communities their size from across the State of Wisconsin. Approximately 25-30% of the WSICT field comes from Great Northwest League membership, with the remaining teams selected from the best teams in other regions of the state. The Great Northwest invests many hours working with other traveling leagues around the state, and major tournament directors, in identifying and recruiting top teams from outside our League, the cost of which is covered by the WSICT entry fee:

- Invitations are extended to League teams that are the highest ranked teams in the League's annual power rating at their community size. The top five or six League members in each of the four Divisions are guaranteed a spot, and highly-ranked teams just below that level are invited to apply subject to space availability. For Division 1 teams, typically an "A" rating is necessary to make the field. Division 2 teams making the field are typically "A" teams or higher level "B+" squads. For Division 3, an "A" or "B+" rating is required. Occasionally, at the Division 4/5 level, a high "B" rating is sufficient, but most of these teams also have a "B+" or better rating.
- To be eligible for the 2012 WSICT, programs in the area covered by the League must be League members, with individual teams playing in at least three League meets during the current season (2011-2012). League and any non-League competition must be at the "A/B+" level so that the team can validate that it is strong enough to compete effectively in the WSICT.
- Preferential treatment will be given to League teams that attended the previous season's WSICT and performed well, over a League team that is similarly-ranked, but declined to play in the previous season's WSICT.
- Preferential treatment for the 2012 WSICT will also be given to teams that were invited to, attended and performed well at, the 2011-2012 League Championship Tournament.
- Programs residing inside League boundaries, but who fail to participate in The Great Northwest, will not be included in this field.

## C) Meet Organizational Issues

- 1) **Roster Options.** Each team will be allowed to carry as many players on its roster as it wants. However, a maximum of 12 individual awards will be available to each eighth through fourth grade team at each meet. If a team has more than 12 players at a given meet, the head coach will be given all of the individual awards and be responsible for determining who receives them and who doesn't. Teams with more than 12 players on their roster are encouraged to rotate the players they actually bring to each meet so that there aren't so many players on the bench, which will work to decrease the number of mass substitutions and shorten the running time of games. Conversely, teams are expected to have sufficiently large rosters, or have access to players at a younger grade level who can be moved up when needed, so that one or two injuries or illnesses

do not cause them to cancel attendance at a meet. This will not be considered a legitimate, non-weather related excuse within the meaning of Rule A-5.

Girls will not be allowed to play in League meets for boys. Likewise, boys are not allowed to play in League meets for girls.

For the 2011-2012 season, all players on a team playing in the eighth through fourth grade divisions, must be from the same school district or same community, except where:

- A player attends a public school in another community under the state's open enrollment law, or a private school in his/her community of residence or another community, in which case the player in question will have the option of playing for either his/her school's team or playing for the community's team – but not both. An example: a player living in Elk Mound, but attending school at Chippewa Falls Notre Dame, can play for Elk Mound or Chippewa Falls MAXX, but not both. For purposes of this exception, home-schooled children can play either for the team from the school district in which they reside, or for the team associated with the school or community where they are allowed to play school sports, but not for both.

However, no player attending public school, and living and going to school in the same community, can play on two unaffiliated teams during the same season. Some examples: a 7<sup>th</sup> grader from the territory covered by Eau Claire North High School can play on that team's "Blue" team (or "A" team) one week and on its "Red" team (or "B" team) another week, and "up" on the 8<sup>th</sup> grade team another week – these teams are all "affiliated." But that same player cannot play on a different weekend for another Eau Claire team that is not associated with the 7<sup>th</sup> and 8<sup>th</sup> grade teams described above.

- If a player living in School District A applies, for the upcoming semester, to attend school in School District B (either because the player is in the process of moving or is open enrolling), or to attend a specific private school, once that player is accepted in writing at the second school (i.e. either School District B or the private school), that player has the option to play for either the community where he/she is currently living (School district A) or the team associated with the school to which he/she will be attending the next semester (School District B or the private school in question). Where an application process is required (i.e. open enrollment situation and private school matriculation process), acceptance by the new school must be in writing – it's not sufficient that an application has been made or that the player's parents have been informed orally that their son/daughter "will" or "probably will" be admitted at some point in the future.
- Two neighboring or contiguous Wisconsin Division 4 or 5 (Minnesota A) communities – or one Wisconsin Division 3 (Minnesota AA) and one Wisconsin Division 4 or 5 (Minnesota A) community – can combine their players if both communities otherwise would not have enough players to field a team at that grade level. No Division 1 or 2 (Minnesota AAAA or AAA) community can field a team in the League with players from another community, nor can two Division 3 (Minnesota AA) communities put forward a combined team. Teams that decide to use this rule exception must notify the League that they are doing so and include both community names in the team name (e.g. Bruce-Winter). Where combining is allowed, all players from the grade and gender in question in both school districts must be given the opportunity to play on any combined team (it can't be only the best players from one or both communities). That means sending a note home from school to every student of that gender in both communities (or some other effective form of written communication), so no one is precluded from participation.

- No teams from communities with two or more public high schools will be allowed to construct multiple district rosters. Communities with two or more public high schools cannot field teams that draw players from territory that covers more than one of those high schools, unless they can show that one of the junior high schools from which players are drawn includes neighborhoods that are part of the territory covered by more than one of those high schools. In such cases, the students attending that junior high school can play together as a team.
- Certain children of teachers who are paid to teach and be the head varsity basketball coach in a district in which they do not live. For example, in the case of a head varsity coach who lives in District A, but is paid to teach and/or coach District B's girls varsity basketball team, that coach's daughters (not sons) can play on a team representing either District A or B during the 2010-2011 season, but cannot play for both. The same is true of a boys varsity coach's son. The rationale for this rule exception is that the girl (or boy) in question will very likely play for her (his) parent once she (he) gets to high school and should be allowed to play with her (his) prospective high school teammates while younger.

Also, a middle school basketball coach, who lives in District A, but is paid by District B to teach in their schools and/or coach a middle school basketball team, will be allowed to have his/her son or daughter (as long as his/her son/daughter is the same gender and in the same grade as the grade the parent is coaching) play in Saturday League meets, in limited situations, for the team representing District B. For that to be allowed, all three of the following conditions must be met:

- The teacher/coach must receive "significant" compensation to coach this specific team, over and above their teacher's salary. Significant means "not nominal" (i.e. \$25 per season would be "nominal"); it must be consistent with what is paid by neighboring districts to its paid teacher coaches.
- It must be a condition of this teacher/coach's agreement with the school district that he/she not only coaches the team in question at school-sponsored games, but also at Saturday League meets.
- The player in question is not playing "up" solely for the purpose of playing for his/her parent. In other words, a fifth or sixth grader living in District A cannot play on District B's seventh grade team coached by his/her parent, even if all the other conditions above are met.

The rationale for this latter middle school coach exception to the general rule against players from multiple districts playing on the same team, is to allow coaches who are contractually-obligated to coach another team of the same age as his/her son or daughter, the opportunity to spend quality time with his/her child on weekends.

The objective of this rule as detailed in the various bullets above, is to have League teams that are community-based, and not regional or metropolitan area all-star teams.

- 2) **Playing Up or Playing Down.** Players in 7<sup>th</sup> grade and below will be allowed to play "up;" no player, at any grade level, will be allowed to play "down". That means that no 6<sup>th</sup> grade students will be allowed to play on a 5<sup>th</sup> grade team, no 7<sup>th</sup> grade students will be allowed to play on a 6<sup>th</sup> grade team, etc. If a community doesn't have sufficient players at a given grade level, these players must play "up" to the next grade level. If they are 8<sup>th</sup> graders, they will either need to have some of their 7<sup>th</sup> graders play "up" on an 8<sup>th</sup> grade team, at least for some meets, to accommodate their 8<sup>th</sup> graders, or if they are from a small community, they can play with a neighboring small community as outlined in Paragraph C-1, bullet one.

- 3) **Uniform Colors and Numbers.** Teams that wear jerseys which are not reversible must bring to meets an alternate numbered jersey, T-shirt or a transparent mesh vest of a different color that allows the referee to see the number of each player.

Where both teams want to wear the same color in a given game, the referees will conduct a coin flip as far in advance of tip off as possible. If the team losing the coin flip does not have an alternate jersey with them, but the team that won the coin flip does, the latter team will be required to put on their alternate jersey, with the team that lost the flip assessed a bench technical. The team that switches jerseys then will start the game by shooting two free throws and getting the ball out of bounds (i.e. there will be no opening game tip-off).

It is permissible (although not recommended) to use jerseys with numbers only on the back of the jersey, but without a number on the front. It is also permissible to have a number on a jersey with a digit greater than 5. It is not permissible to have more than one player wear the same jersey number.

- 4) **Referees.** There will be two referees officiating each game. Each host community will secure the best referees possible. The ideal official is mature, certified and experienced. Part of being mature includes having cordial interaction with the players and a non-confrontational approach relative to coaches (take command, but no "my way or the highway" attitudes). At the League Championship Tournaments, all referees must be certified, as well as mature and experienced. While WIAA-certified (or the Minnesota equivalent) referees are always preferred in regular (non-"LCT") meets as well, it is understood that some communities will not be able to produce two such referees for each game in a regular meet. Where sufficient certified referees are not available, host communities will, to the greatest extent possible, secure adults with some prior referee and/or coaching experience. Host communities must balance their two-person crews. If experienced, mature, certified officials are scarce, do not have two work together. **Under no circumstances are two inexperienced, non-certified referees allowed to work a game together.** Referees must wear striped shirts or striped vests. Referees are allowed to wear shorts, but are not allowed to wear baseball caps, berets or other headwear. Coaches can insist that such headgear be removed before a game proceeds by talking to the meet director.

The strongest officiating crews should work those games in which the host team plays. The reason for that is the issue of impartiality. Referees must be able to make calls against the host team without being concerned that they may be criticized by the home town fans who they may see on a daily basis, but also to not overcompensate in an effort to appear impartial by giving the visiting team the benefit of the doubt on all close calls.

Host communities which are the subject of repeat (more than one) complaints about referees that don't meet the standards outlined in this paragraph, will receive a warning. Continued violation of this section of the Rules will result in a financial penalty against that community's hosting credit or future restrictions in the ability to host meets.

All referees must read Attachment #7 to these Rules, entitled "Summary of Rules for Referees Officiating Great Northwest Basketball League Meets." This summary cross-references specific paragraphs of the full Rules that the referees may need to consult for more detailed information. A copy of Attachment #7 should be provided to each referee well in advance of each meet, but a copy should also be available at the scorer's table as a reference tool on game day. They should also be given the full text of Sections C and D of the Rules so they can read in more detail about those issues mentioned in Attachment #7 on which they may want clarification.

- 5) **Admission.** Each host community is allowed to charge admission for entrance to each meet, but is not required to do so. If a host community decides to charge an admission fee, it cannot be more than three dollars for an adult and one dollar for a student (high school or under), unless the host community uses **all** ("all" means all, not most, some or a majority) "mature, experienced, certified" officials, in which case, it is allowed to charge up to five dollars for an adult and two dollars for a student. Also, at the League Championship Tournament, hosts are allowed to charge eight dollars per adult for a two-day pass, six dollars per adult for a one-day pass and two dollars per student for a two-day pass. All proceeds from admissions at a given meet are retained by the host community.

If a team charges the higher admission fees (five dollars per adult and two dollars per child) at a regular meet, and does not use exclusively "mature, experienced, certified" officials, visiting teams are encouraged to file a complaint form. If the League determines that the officials were not all "mature, experienced **and** certified", the host will be assessed a \$20 reduction in its hosting credit for each team hosted (so that the credit is reduced from \$65 to \$45), with the \$20 per team credited to each visiting team to reimburse them for the extent to which their parents, fans, etc. were overcharged.

If a host community decides to charge admission, it must use some form of ink stamp to designate who has already paid. Since most attendees will leave the gym area from time to time during the meet, this will avoid disagreements about who has and hasn't paid. All players, and up to two coaches per team, will be admitted without paying an admission fee.

- 6) **Practice Balls.** Each team participating in a meet must bring their own warm up balls.
- 7) **Game Balls.** The host team will provide two game balls at each court. Game balls must be an official women's (28.5") leather ball of the best quality possible, properly inflated, for all girls games and for 6<sup>th</sup>, 5<sup>th</sup> and 4<sup>th</sup> boys games; game balls for 7<sup>th</sup> and 8<sup>th</sup> grade boys games must be an official men's (30.0") leather ball of the best quality possible, properly inflated.
- 8) **Clock Operator and Official Scorer.** Each host team must provide a clock operator for each game whose sole job it will be to start and stop the clock at the appropriate time and change the possession arrow. Each host team will also provide an official scorer whose sole job it will be to record team scores and personal fouls. While it is acceptable to use responsible high school students for this purpose, the individuals working the clock and score book must be instructed that their jobs are as important as that of the referees and their duties must receive their undivided attention. Any cell phones (or other device that can be used to text message, access the internet or listen to music) at the scorer's table must be turned off during the entire game, except during half-time breaks and between games. Allowing clock operators and scorekeepers to make phone calls, text, tweet, etc., during games will be considered a serious dereliction of hosting responsibilities and will affect a community's future ability to host League meets.

No people other than the clock operator and official scorer will be allowed to sit at or near the scorer's table during the game. Hosts will instruct both individuals at the scorer's table that they cannot engage in any activity which would suggest that they are in any way partial to one team or the other. A coach has the right to insist that an individual be removed from the scorer's table if such conduct exists. That right is not limited to games in which the home team is playing. See Attachment #8 for a checklist of responsibilities which each clock operator and scorekeeper should review and comprehend prior to working a Great Northwest basketball meet.

9) **Meet Results Summary.** Each host team will prepare a summary of the game time, participants, locations and results of each game. This summary will be conspicuously displayed at each gym location on poster board large enough to be easily read from a distance (i.e., significantly bigger than 8-1/2" x 11"). Where the two gyms being used at a given meet are in two different buildings, a summary must be posted at each. Where the two gyms being used are in the same building, two summaries must be used in those situations where posting only one summary would make it substantially more inconvenient for attendees in one gym to view the results than in the other. **The summary must be exactly formatted as those shown below:**

- Option 1 shows the meet results summary for a typical (fictitious) eight team meet. Sample team names and scores are listed to show how the summary would look at the end of the third round, but before the fourth round tournament-style games begin. Scores and final round team pairings would obviously be filled in during the meet as results become available.
- Option 2 shows the meet results summary for a typical (fictitious) six team meet.

While other filed options sizes are not shown, they should be displayed identically to the actual schedule page for that meet produced by the League. See Paragraph B-10 to see how tie breaker points are calculated.

**Option 1 – Eight Team Meet**  
**Los Angeles 7th Grade Girls Basketball Meet**  
**Meet Director: George Washington**

**Group A Standings**

<u>TEAM</u>	<u>WINS</u>	<u>LOSSES</u>	<u>POINTS FROM GAME ONE</u>	<u>POINTS FROM GAME TWO</u>	<u>POINTS FROM GAME THREE</u>	<u>TOTAL NET POINTS</u>	<u>FINAL RANK</u>
Los Angeles	111	0	+12	+15	+14	+41	1
New York	1	11	-12	+1	-10	-21	3
Chicago	1	11	+3	-1	-14	-12	4
Houston	1	11	-3	-15	+10	-8	2

**Group B Standings**

<u>TEAM</u>	<u>WINS</u>	<u>LOSSES</u>	<u>POINTS FROM GAME ONE</u>	<u>POINTS FROM GAME TWO</u>	<u>POINTS FROM GAME THREE</u>	<u>TOTAL NET POINTS</u>	<u>FINAL RANK</u>
Miami	11	1	+1	-12	+15	+4	2
Detroit	1	11	-1	+15	-3	+11	3
Phoenix	111	0	+15	+12	+3	+30	1
Seattle	0	111	-15	-15	-15	-45	4

9:00	Gym #1	Los Angeles 31	New York 19
	Gym #2	Chicago 24	Houston 21
10:10	Gym #1	Miami 29	Detroit 28
	Gym #2	Phoenix 41	Seattle 15
11:20	Gym #1	Los Angeles 43	Houston 19
	Gym #2	New York 36	Chicago 35
12:30	Gym #1	Miami 25	Phoenix 37
	Gym #2	Detroit 29	Seattle 11
1:40	Gym #1	Los Angeles 39	Chicago 25
	Gym #2	Houston 52	New York 42
2:50	Gym #1	Miami 51	Seattle 10
	Gym #2	Detroit 28	Phoenix 31
4:00	Gym #1	<b>Lower Bracket Consolation Championship Game</b>	
		Chicago ____	v. Seattle ____
	Gym #2	<b>Upper Bracket Consolation Championship Game</b>	
		New York ____	v. Detroit ____
5:10	Gym #1	<b>Third Place Game</b>	
		Houston ____	v. Miami ____
	Gym #2	<b>Championship Game</b>	
		Los Angeles ____	v. Phoenix ____

**Option 2 – Six Team Meet**  
**Philadelphia 8th Grade Boys Basketball Meet**  
**Meet Director: Ben Franklin**

<u>TEAM</u>	<u>WINS</u>	<u>LOSSES</u>	<u>POINTS FROM GAME ONE</u>	<u>POINTS FROM GAME TWO</u>	<u>POINTS FROM GAME THREE</u>	<u>POINTS FROM GAME FOUR</u>	<u>TOTAL NET POINTS</u>	<u>FINAL RANK</u>
Philadelphia	11	11	+1	-15	+3	-14	-25	2
Pittsburgh	1	111	-4	-10	+15	-15	-14	5
Atlantic City	1111	0	+15	+15	+7	+15	+52	1
Cleveland	11	11	-1	+10	-7	+1	+3	3
Baltimore	11	11	+4	+11	-3	-1	+11	4
Columbus	1	111	-15	-11	-15	+14	-27	6

9:00	Gym #1	Atlantic City 52	Columbus 26
	Gym #2	Philadelphia 39	Cleveland 38
	Gym #3	Pittsburgh 49	Baltimore 53
11:20	Gym #1	Cleveland 50	Pittsburgh 40
	Gym #2	Columbus 26	Baltimore 37
	Gym #3	Philadelphia 41	Atlantic City 61
1:40	Gym #1	Philadelphia 31	Baltimore 28
	Gym #2	Pittsburgh 36	Columbus 20
	Gym #3	Atlantic City 41	Cleveland 34
4:00	Gym #1	Baltimore 29	Cleveland 30
	Gym #2	Columbus 42	Philadelphia 28
	Gym #3	Pittsburgh 19	Atlantic City 52

- 10) **Concessions.** All host teams will run a concession stand for the convenience of the players and spectators, as well as a means to generate income for the host team's basketball program. All costs associated with the running of the concession stand are borne by the host community; likewise all proceeds will be retained by the host community. If, for any reason, a community cannot run a concession stand because of local rules associated with that facility, it must notify all participants in the meet they are hosting at least 72 hours in advance, so each team can make its own food and beverage arrangements.

Since most attendees will not be able to leave the building to eat meals, it's important to offer for sale something other than soft drinks, candy and chips. Milk, juice, fresh vegetable trays, fresh fruit and several nutritious sandwich or other meal choices should also be made available. Fresh pizza (not frozen), if offered, is usually the biggest seller with the players. Walking tacos, spaghetti and sloppy joes are also very popular.

All visiting teams are strongly encouraged to frequent the concession stands of its hosts in an effort to support the host's youth basketball program. If a host offers a poor selection of food and drink, teams can leave the building to get what they feel they need, consume those items off-premises, and then submit a complaint form to the League regarding the adequacy of concessions (see Attachment #1). Teams arriving with coolers filled with food and drink to be consumed between games should likewise be reported by the host team on the complaint form. Teams that bring in food and drink to a meet (other than liquids consumed by team members during games) on a repeated basis will be disciplined with sanctions ranging from loss of hosting privileges to not inviting that team back to play next season.

- 11) **Weather-Related Cancellations and Re-formatting of Meets for Other Reasons.** Since most meets will be held during a time of the year when inclement weather is a distinct possibility, host teams must have one or more of its coaches or other individuals (see Paragraph A-7) available the night before the meet and early the morning of the meet for phone contact by other coaches. Meets should not be canceled, nor should traveling teams indicate an unwillingness to travel, prior to 8:00 p.m. the night before the meet. Attendance should be based on actual weather conditions, not on a forecast. If poor road conditions exist in and around the host community the night before the meet, the meet host should contact all meet participants by telephone to discuss whether either the meet host is going to cancel the meet or if the meet host doesn't cancel, whether visiting teams intend to make the trip. Where appropriate, contact must also be made early the next morning for the same purposes. Every season, someone ends up unhappy relative to financial considerations when a meet is cancelled. Several years ago, we had a basic rule about what happens to meet fees and hosting credits when a meet is cancelled, with a certain amount of discretion for League management to make adjustments based on the circumstance of each meet. While discretionary judgment sounds great in principle, it did not work well in practice. Visiting teams wanted fees waived, but hosts wanted to keep their hosting credits -- we can't do both -- it's one or the other. As a result, starting with the 2005-2006 season, and continuing during the 2011-2012 season, in case of inclement weather, where a meet ends up being cancelled or re-formatted because some teams don't come, the financial issues will be resolved as follows (no discretion, no negotiation and no debate):

- If the host cancels the meet, even though four or more visiting teams were willing to attend, the host gets no hosting credit and all teams scheduled to play in that meet owe no meet fees for that meet.
- If the host is forced to cancel the meet because fewer than four teams plan to attend (the home team, plus three visiting teams), the teams who were unwilling to attend must pay their full \$110 meet fee; the teams that were willing to attend are not required to pay their \$110 meet fees; and the host team gets a pro-rated credit (e.g. if five of the other seven teams are assessed a full \$110 fee for not coming, the host will get a \$65 hosting credit for those five teams, but not for the other two who are not required to pay their meet fees for that event).

A meet will be held so long as at least four teams are willing to participate. If only four teams are in attendance, the teams will each play three games on a round-robin basis. If 7, 6, or 5 teams are in attendance, please see Attachment #5 for directions on how to re-format the pairings.

If fewer than four teams are able to attend a given meet because of inclement weather, the meet will be canceled and not re-scheduled. While this paragraph focuses on meets that have fewer than eight teams because of weather considerations, the same re-formatting options will be used where a team fails to show up at a meet because of a non-weather related excuse - - or no excuse at all. While such teams are subject to sanctions (see Paragraph A-5), and while substitute teams may be approached from the waiting list if there is advance notice of a no show, all meets will be held and will be reformatted as necessary so long as at least four teams are in attendance.

- 12) **Non-Weather Related Cancellations.** Teams that make schedule changes after the League draft schedule has been circulated, will be charged as follows:

- Teams that fail to play in a League meet to attend a non-Great Northwest event, on a date they indicated they originally were available to play in a League meet on their Team Playing Date Preference Form, will be required to pay 100% of any such meet fee, even if they provide more than ten days notice.

- Teams that drop a meet with at least ten days notice (for reasons other than to play in a non-Great Northwest event) will be required to pay 50% of the cost of that meet if they indicated on their enrollment form that they were available to play on that date. Teams that find out that they have a conflict on a given date after they've submitted their enrollment form, but before the schedule for that grade is completed (see discussion of the "Black-Out Period" on the Team Playing Date Preference Form), can effectively amend their registration by sending the League notice in writing via e-mail or the USPS. The 50% penalty will not apply where the League schedules a team on a date they said they'd "prefer not" to play. To the extent the League schedules a team in meets exceeding the distance guidelines outlined in paragraph B-7, that team will be allowed to make more than one schedule change with more than ten days notice, free of charge, to get the team below the maximum and average distances traveled cited in paragraph B-7. Also, when the League sends out schedules, if the League made a mistake and scheduled a team on a date they said they couldn't play (i.e., "CP"), the League will make this schedule change with no charge.
- Teams providing less than ten days of notice will be required to pay the full cost of that meet.
- Teams providing less than 48 hours notice, or no notice at all, unless for weather or serious health-related reasons, risk immediate expulsion from the League as provided for in Rule A-5.
- Teams that leave a meet early for reasons other than legitimate concerns about inclement weather, or a lack of players due to illness or injury, risk expulsion from the League per Paragraph A-5. For such an early departure to be "excused," and not subject to Paragraph A-5 sanctions, the departing team coach must first meet with the host's meet director and persuade him/her that the reason(s) for their early departure is legitimate.

In other words, there are no "free" drops when providing the League less than ten days notice. Teams that intentionally and repeatedly wait until ten days in advance of a meet to drop that meet because the penalty is as high as if they had provided the League more notice, will be considered for expulsion per paragraph A-5 of the Rules (subparagraph g).

- 13) **Meet Director.** All host teams must have a meet director listed on the meet results summary placards posted in each building; or two meet directors if playing surfaces in two different buildings are being used. The meet director must have a thorough working knowledge of all League rules and the authority to act on complaints and rules interpretations. (See Attachment #6 for a checklist of duties that must be performed by the meet director or the host association in order to put on a successful meet.)
- 14) **Reporting Meet Results.** Each host team **must** report the exact score of each game played at its meet to the League no later than 10:00 a.m. on the Monday after Saturday's meet. Teams failing to meet the 10:00 a.m. Monday deadline will be assessed a penalty against their hosting credit of \$100 for each week, or portion of a week, that they are late. For the 2011-2012 season, all scores will again be directed to Tracie Tilton.

Scores must be reported in the order listed on the schedule page in the directory. The best way to report scores is to insert the scores after each team on the League-provided schedule page and then insert the fourth game pairings with scores at the bottom of that sheet. Options for submitting scores are as follows (these are listed in order of League preference, although any option is acceptable as long as it's on time):

- Fax: 715-749-4198
- E-mail: [tracie@gnbl.org](mailto:tracie@gnbl.org)

- Call: 715-749-9048 and leave a voice mail message if Tracie doesn't answer. Those calling in scores have three minutes of space per call to report, so speak quickly, but clearly. Those reporting should leave a phone number at which they can be reached on Monday during business hours if Tracie has a follow-up question (those reporting should take scores with them to work Monday morning so they can clarify any issues).

- 15) **Pre-Meet Phone Calls.** It is the responsibility of each host team to call the coaches or contacts for all teams attending the host's meet not more than ten days, and not less than six days, in advance to verify the attendance of the visiting teams and the start time of each team's first game. The League will provide each host with a list of contacts from the teams attending its upcoming meet about ten days in advance of the event as described in Paragraph A-8 of these rules. If a visiting team is not planning to attend a given meet, the host will immediately notify Terri Green (715-386-4317) so a replacement can be arranged. Host teams that fail to make these calls on a timely basis and have a scheduled visiting team not attend its meet, will have its hosting credit reduced by \$100. When calling, the host team should provide each visiting team coach with the name and number of someone in the host community to call in case of weather issues on Friday night or Saturday morning.

When calling attendees to their meet, hosts must not rely on a voice mail or email message left as an effective means of confirmation. Hosts must actually talk to the coach or other person responsible for the team in question, or receive a specific acknowledgement email confirming attendance. If a host has a difficult time reaching a head coach for a team scheduled to attend their meet, consult the customized contact list provided to you as described above and call the team's assistant coach, varsity coach or association contact to ask for their assistance in obtaining that team's confirmation. If that fails as well, call Terri Green at 715-386-4317 and ask for her assistance.

- 16) **Complaints/Suggestions.** Participants at a meet with complaints about referees, concessions, player/coach conduct, etc. should first voice these to the meet director or the coach of the host team. If the problem persists and satisfaction is not achieved by the complaining party, a written complaint should be filed with the League, using the prescribed form in Attachment #1 to these rules. This form can also be used to make suggestions about how to improve League play.

The League will only accept complaint forms (or letters) from one of the team's coaches; complaints from parents, players or other non-coaching individuals will not be acknowledged or processed.

- 17) **Participant Liability Waiver Forms.** A parent of each rostered player must sign the League's prescribed "Consent for Medical Treatment and Voluntary Release, Acknowledgement and Acceptance of Risks and Indemnity Agreement" ("Liability Waiver") and the head coach of each team must submit these forms as a group for his/her team before their first meet each season. Each coach should also carry to all meets a copy of this form in case a player requires emergency medical treatment and that player's parent is not in attendance. A copy of the required Liability Wavier Form can be viewed as Attachment #2 to the Rules and can be printed from the League's website (gnbl.org), by clicking on "League Rules and Attachments." Once completed, original, signed Liability Waivers must be mailed to: GNBL, PO Box 506, Hudson, WI, 54016. Do not fax – we need the originals.

- 18) **Re-formatting Meets When Less Than 8 Teams Show Up.** While the League has stringent penalties for dealing with no-shows (see Paragraphs A-5 and C-12), and with pre-meet phone calls (see Paragraph C-15) acting as a safety net to prevent most no-shows, at about four or five meets per year (out of a total of more than 650), a participant team fails to show with insufficient

notice. While this may be a relatively remote occurrence, it can make for a very unpleasant day if not handled correctly. When this happens, it is not an option to have the four missed games (three in the case of 4<sup>th</sup> grade, and certain 5<sup>th</sup> grade meets) be forfeits, meaning that four teams lose a game, and three teams have to sit around for a long time between games. If the host, or the League, has notice of a no-show before Saturday morning, the League will assist the host in re-formatting the meet. If the host receives a phone call Saturday morning that a specific team will not be in attendance, the host needs to re-format the meet immediately to keep the meet as much on time as possible. When a specific team fails to show up unannounced on the morning of the meet, hosts are required to take up to one full hour (if needed), delay the start of their meet if necessary, give the tardy team a chance to show up, but, in the meantime, re-format their meet as described in Attachment #5. **Hosts must familiarize themselves with these re-formatting procedures in advance of their meet** so that if they need to be utilized, they are not entirely a foreign concept. While Attachment #5 addresses the most likely re-formatting if one of eight teams fails to show, it also addresses how to re-format in the unlikely event of two or three teams failing to show (these will almost always be limited to weather-related concerns).

On several occasions in the past several years, hosts have unilaterally decided not to re-format because it was "too difficult". That is not an option. For the 2010-2011 season, and continuing into 2011-2012, if a host fails to reformat as prescribed by League Rules, the host will have a choice: either forfeit its entire hosting credit for that meet (usually \$390 or \$520) or be banned from hosting in future years for the remainder of that team's participation in The Great Northwest. If it's an 8<sup>th</sup> grade team, there will be no option: the hosting credit will be forfeited.

- 19) **Three Point Arc.** If a host is using a playing surface without a permanent three-point arc line, the host must put down tape showing where the line should be. The tape need not be in a solid line; the line may be dotted. As the tape gets torn up during the course of the meet, the host must replace that tape.
- 20) **Center and Side Lines.** Some gymnasiums, when divided for cross-court play, do not have well-marked center lines. Where the center line is not obvious, the host must lay a solid piece of tape across each such court, so the center line is obvious for purposes of assisting the referees in making the over and back, and 10 second, calls.

Likewise, when some gymnasiums are divided for cross-court play, player benches are positioned so that the legs of chairs, players and coaches extend over the side court line. In these cases, for safety reasons, the benches should either be moved end court, or a modified side line must be laid with a solid piece of tape in front of the benches so that no part of the benches or coaches'/players' legs extend on to the court of play.

In both cases (center line and side line), as the tape gets worn during the course of the day, the host must replace the tape.

#### D) **Game Rules**

- 1) **WIAA Rules.** Except as specified below, WIAA *high school* game rules (not WIAA *middle school* games rules) will be followed. A copy of such rules can be obtained from your boys' or girls' varsity coach or by contacting the National Federation of State High School Associations ([www.nfhs.com](http://www.nfhs.com), then click on "Basketball.")

- 2) **Length of Game.** Each game will consist of four, seven minute periods with clock stoppages for all time-outs, out of bounds plays, possession arrow changes, free throws and all other times a game clock is normally stopped under official basketball rules. For all grade levels, if one team is behind by more than fifteen points after the third period, the fourth period may be played using a running clock. If this happens, the running clock will be used for the full fourth period, even if the losing team closes the margin to less than sixteen points at some point during the fourth period. Where the running clock is used in the fourth period, the clock will be stopped only for time-outs taken by one of the teams, substitutions, an injury on the court or for any other reason that the referees decide to call an official's time-out. The coach of the losing team, at his or her sole discretion, has the option of waiving the running clock rule, provided that the meet at that point is running on time or ahead of schedule. The clock operator will ask the head coach of any team losing by sixteen or more points at the end of the fourth quarter whether he/she wants the clock run. The only time that the clock will be run without the consent of the losing team's coach is if the Tournament Director (not the game officials) feels the clock must be run to help get a meet that is running behind back on schedule.
- 3) **Overtime.** If a game is tied at the end of regulation, the teams will play one two-minute overtime. During the first three rounds of an eight-team meet (group or pool play), any fourth grade meet, fifth grade three-game meet, five-team mini-meet, six-team meet or seven-team reformatted meet, if a game is still tied at the end of the first overtime, there will be a three point sudden death overtime period, in which the first team to score three points, by whatever means, will win the game. This same procedure will be used in the tournament-style fourth round at standard eight-team meets for the seventh, fifth and third place games. However, in the championship game of an eight-team meet, the teams will continue to play full overtime periods until the game is decided. In the championship game, if after any given full overtime period, the competing coaches decide to use the three point sudden death rule, they can do so, but only if both are in agreement. There will be a jump ball at the beginning of each overtime period.
- 4) **Zone Defenses.** Zone defenses will be allowed in 7<sup>th</sup> and 8<sup>th</sup> grade meets, but generally not in 6<sup>th</sup> and 5<sup>th</sup> grade meets (except during certain press situations as described in Paragraph D-5). Zone defenses of any kind are prohibited in 4<sup>th</sup> grade meets.

For purposes of 6<sup>th</sup> grade, 5<sup>th</sup> grade and 4<sup>th</sup> grade meets, a player will be deemed to be playing a zone if he or she does not come half way out from the basket in defending the person he or she is guarding. If the person being guarded is further away from the basket than the 3-point arc, the defender need only come half way between the basket and the three-point arc, not half way from the basket to the person being guarded. The defender on the weak side (the side of the court opposite the ball) must also come out towards the player he/she is guarding (not the ball), at least halfway between the basket and the arc. When a player on the offensive team below the top of the key (i.e. where the three-point arc intersects the jump circle above each free throw line) drives to the basket, defenders can double-team the ball (or even triple, quadruple, or quintuple team the ball). When that happens, defenders on the weak side have a choice when the ball moves toward the basket – they can guard their man or they can double-team the ball – but they cannot stand in the lane part way in between and play a spot on the floor. A good switching, double-teaming defense is generally not illegal; a team that sets up to play a spot on the floor, rather than a specific opponent, will be considered to be violating this rule.

In 4<sup>th</sup> grade meets, and in those situations in 6<sup>th</sup> and 5<sup>th</sup> grade meets where a full court press is not allowed (see Paragraph D-5 of these rules), when the ball is being brought over the half court line by the offensive team, the defensive team cannot double team the ball above the top of the key, unless the offensive team first brings up a player to set a pick for the ballhandler, in which case both defensive players (the one guarding the ballhandler and the other guarding the player setting the pick) can double team the ballhandler.

Every season, the zone rule still results in more controversy at the 6<sup>th</sup> grade, 5<sup>th</sup> grade and 4<sup>th</sup> grade levels than any other rule issue. There are several reasons for this. Despite our best effort to define what is and what is not a zone in these rules, it is a difficult call for referees to make, particularly for referees who are not accustomed to looking for zone defenses, or are not familiar with the League's definition of what constitutes a zone. In other cases, referees simply refuse to make the call because they don't like the League's definition of what constitutes a zone. In the past, this engendered a great deal of controversy at meets with the referees playing too great a role in the outcome.

Therefore, starting with the 2000-2001 season in 6<sup>th</sup> and 5<sup>th</sup> grade meets, and continuing in the 2011-2012 season in 6<sup>th</sup> grade meets, 5<sup>th</sup> grade meets and 4<sup>th</sup> grade meets (in other words, this Rule has been in effect for the last eleven years), the League uses a unique approach to regulate the use of zones. While zones are still prohibited in 6<sup>th</sup> grade, 5<sup>th</sup> grade and 4<sup>th</sup> grade meets (except during certain press situations in 6<sup>th</sup> and 5<sup>th</sup> grade meets as described in Paragraph D-5 and as described below in this Paragraph D-4), the referees are asked not to make the call even if, in the referees' opinion, the violation is obvious and blatant. Instead, opposing coaches are asked to determine whether or not in their estimation an opponent is playing a zone. When they feel an opposing team has done so, they should complete a complaint form (see Attachment #1) and submit it to the League immediately after the meet in question. A complaint can also be filed by a coach whose team is not a participant in the game in which the alleged zone violation takes place, but is watching the game in question as a participant at that meet. Once multiple (more than one) complaints have been received by the League about a particular team, the League will contact the coach of the team that is allegedly violating the no zone rule and inform him/her of the allegation. That coach will be warned that if the complaints persist and, by season end, a significant portion of that team's opponents have complained about that team using an illegal zone defense, the League will consider expelling the coach of that team for the next season (this will be done even if the coach involved is coaching a 6<sup>th</sup> grade team this season and plans to coach a 7<sup>th</sup> grade team next season where zones are legal). Callous disregard for the rule may even cause the League to decide mid-season to cancel a team's remaining schedule unless the offending coach steps down.

The League understands that this specific rule does not provide immediate relief and that the continued violation of the rule may unfairly win the game in question for the offending team. We believe, however, that this rule has more of a deterrent effect than our previous rule. As a result, coaches need to be more concerned about what the opposing coach thinks of their tactics than what the referees think. Most 6<sup>th</sup>, 5<sup>th</sup> and 4<sup>th</sup> grade coaches have a son or daughter on the team and want to continue their coaching careers for several more years. Realizing that a jury of their peers may cut that career short has done more to generate compliance than a referee's threat of a technical foul.

With all of the above in mind, the League's rule for what constitutes a zone is the same as it has been for the last eleven seasons. If a coach is not certain whether an opposing team is playing a zone, see Attachment #4 to these rules for guidance on how to expose a zone. As a corollary, Attachment #4 also provides 6<sup>th</sup>, 5<sup>th</sup> and 4<sup>th</sup> grade coaches direction on what they should **not** be doing during a game. Coaches should cover this with their teams at their practices so they know specifically what they should not be doing when playing half court defense.

There is one exception to all of the above relative to 6<sup>th</sup> and 5<sup>th</sup> grade meets when full court pressing is allowed. See the last paragraph in Rule D-5 for an explanation of that exception.

- 5) **Pressing.** Full court and half court person-to-person and zone presses are generally allowed in 7<sup>th</sup> and 8<sup>th</sup> grade meets. Full court person-to-person **or full court zone presses** will be allowed in 6<sup>th</sup> grade boys and girls meets only in the third and fourth quarters and at any time in overtime. Full court person-to-person **or full court zone presses** will be allowed in 5<sup>th</sup> grade boys and girls meets only in the fourth quarter and at any time in overtime. Full court pressure of any kind is prohibited in 4<sup>th</sup> grade meets.

During those times when a press cannot be used, players returning to their defensive positions at the other end of the court must not challenge the dribbler or attempt to intercept a direct pass; defenders can, however, pick up a loose ball or muffed pass. At any of the grade levels, any time a team is ahead of its opponent by more than 15 points, it will no longer be allowed to press full court. If a team violates this rule, it will receive a warning at the time of the first violation, after which a technical foul will be assessed against the bench on each subsequent occurrence.

In 6<sup>th</sup> grade, 5<sup>th</sup> grade and 4<sup>th</sup> grade meets, half court zone presses (such as the 1-3-1, or any other half-court trap) are prohibited at any time (except as detailed in the last paragraph of Rule D-5 below). See also the third paragraph of Rule D-4.

In those situations where pressing is not allowed, if a player in-bounding the ball under an opponent's basket, rolls the ball to half court so as not to start the clock until the recipient of the pass catches the ball (usually done at the end of the quarter with several seconds left on the clock to get off a long, last-second shot), the defensive player cannot cross the half court line and attempt to intercept the rolled ball. The rationale for taking the opposite position and saying that the defensive player should be allowed to attempt to pick up the ball is that since the ball is not being dribbled or passed directly (i.e. in the air or on one bounce) to the recipient, that the ball is "loose" and can be picked up by either team.

Since both of the above statements are logically true, players and referees should be instructed to address this situation as follows:

- If all the defensive players have crossed half court and are in their opponent's offensive side of the court, they are not allowed to cross half court to challenge a rolled pass (in those situations where pressing is not allowed).
- If the defensive players have not crossed the half court line, the offensive player in-bounding the ball should:
  - First, ask the referee to not hand him/her the ball until the defensive players have cleared half court, or
  - Second, the player should pass the ball to the recipient at half court in the air, or on one bounce, so that the defensive player cannot consider the ball to be "loose" and, therefore, under our rules, is not allowed to attempt an interception.

Some 6<sup>th</sup> and 5<sup>th</sup> grade coaches, particularly those coaching stronger teams, would like to occasionally be able to play zone defenses generally, and press at any time, during the game when there is a point margin of less than 16. This challenges their players and helps prepare them for tournaments like the Wisconsin State Invitational Championship Tournament where all zones and presses can be used at any time. As a result, for the 2011-2012 season, we are again asking 6<sup>th</sup> and 5<sup>th</sup> grade coaches who would like to have the **option** to press for four quarters, or play a half-court zone defense, to declare their interest in doing so when they register their team. So declaring does not require a team to do so in each game when they play a team that has registered

in the same way. Teams interested in possibly playing a half-court zone will have a "Z" listed after their team name on the schedule page. Those interested in possibly pressing the full game will have a "P" listed (or "ZP" for both). When two teams with a Z and/or a P listed in common play each other, the two head coaches will confer before the game. They will decide whether to allow pressing in the full game and/or allow playing a half-court zone for the full game. Regular League rules (against the use of zones, or pressing in the first half for 6<sup>th</sup> grade teams and first three quarters of 5<sup>th</sup> grade games) will be waived only where both coaches are in agreement. Neither coach can be forced to use the expanded, liberalized rule that game unless he/she agrees during that pre-game discussion. The coaches will jointly inform the referees before the game of their mutual decision. Once the referees have been informed, neither coach can change his/her mind part way through the game about the decision that was made and communicated to the game officials.

- 6) **Fouls.** Each player will be allowed five personal fouls. Technical fouls called on a specific player for poor sportsmanship, foul language or the like, will ***not*** be counted as a personal foul. Any player or coach receiving two technical fouls will be disqualified from the game. A disqualified player may remain seated on the bench, unless he becomes a distraction because of verbal and/or behavioral conduct. A disqualified coach must leave the gymnasium.

If a coach or a player on the bench instructs or shouts to a player on the court to "foul" an opposing player, this will not automatically constitute an intentional or technical foul. Referees, however, have the option of calling an intentional foul if the fouling player overtly fouls his/her opponent without making a legitimate play on the ball or the person he/she is guarding.

- 7) **Time-Outs.** Each team will be allowed two time-outs in each half, one time-out per overtime period, and one time-out in sudden death overtime. Unused time-outs cannot be carried over from one period to the next.
- 8) **Time Between Periods.** There will be a one-minute time-out between each period, whether in regulation or in overtime. The one exception will be between the second and third periods, where there will be a three-minute ("half time") break. In the interest of remaining on schedule, a three-minute break allows a coach extra time for strategy discussions and allows the players to use the rest room, without dragging out the running time of the game unnecessarily.
- 9) **Checking in at the Scorer's Table.** Each player going into the game must first check in at the scorer's table.
- 10) **Conduct.** Players, coaches, parents and others who use profanity; are demonstrative or loud in their criticism of the referees; taunt, use noisemakers, cowbells, whistles or laser lights to distract opposing players, particularly when shooting a free throw; or are in any way belligerent; will be dealt with assertively. The referees should not confront a player, parent or other relevant party in the stands. A coach is responsible for the conduct of all his/her team's fans. The referee will identify for the coach the offending party and the nature of the offense. There will be one warning. If there is a second incident, a technical foul will be called. If the conduct persists, the offending individual or individuals will be instructed by the relevant coach to leave the gym. That person will then be given two minutes to leave the gym; failure to do so will result in the team involved forfeiting the game. The referees involved in officiating the game in question, or the meet director, will make a telephonic report to the League to consider further action against the expelled player, coach or fan. To help set expectations about player, parent and coach conduct, many basketball associations have all three parties sign a Code of Conduct – a sample of such a code can be seen in Attachment #9 to these Rules.

- 11) **Fifth and Fourth Grade Free Throw Line.** At 5<sup>th</sup> and 4<sup>th</sup> grade boys and girls meets, meet organizers will put a piece of tape 13 feet from the basket in the center of the lane to act as the free throw shooting line. Through normal wear and tear, this line needs to be replaced periodically throughout the day. Fifth and fourth grade players have the choice of lining up behind the 13 foot line, behind the 15 foot line, or are even allowed to stand on top of the 15 foot line, so long as they do not cross the 13 foot line before the ball is above the cylinder.
- 12) **Coach's Box.** One coach (not two or more) will be able to move about within the coach's box while the game is in progress to talk to players on the bench and provide brief instruction to players on the court. For purposes of this paragraph, "brief" shall mean running time of not more than 60 seconds per incident and amassed time not exceeding twenty (20) per cent of game time. Referees will use their best subjective judgment to determine if a coach is exceeding either time limit. The coach's box shall consist of that portion of the out of bounds side court running from the scorer's table to five feet past the player seated farthest from the scorer's table. The coach may not stand when the opposing team is in the process of in-bounding the ball within ten feet of any portion of the coach's bench. A coach violating any aspect of the rule in this paragraph will first be provided a warning and, if a second warning is necessary, will be assessed a technical foul, with the other team shooting three free throws and obtaining possession of the ball.

There is one main exception to the Coach's Box rule as defined above. In some divided cross-court gymnasiums, the player benches are end court. In those situations where the benches are end court, in 5<sup>th</sup> and 4<sup>th</sup> grade boys or girls games only, one coach (not more than one) from each team will be allowed to stand side court for as long as they wish, provided they are out of bounds and do not generally pace the length of the side line. This is allowed only in 5<sup>th</sup> and 4<sup>th</sup> grade games because players at this level are just starting their traveling careers and often need more on-court instruction than do more experienced players.

- 13) **Technical Fouls.** Any time a technical foul is called, the opposing team will shoot *two* free throws **and** receive the ball out of bounds. In the case of a double technical, no free throws will be shot, with the ball given to the team that had possession when the double technical was called. If the ball was in the possession of neither team when the double technical was called, the possession arrow will determine which team will receive the ball out of bounds.
- 14) **Official Score.** Some teams keep their own scorebook and some don't. Teams that do not keep their own scorebook must not be disadvantaged by those who do. Also, because most hosts use a volunteer official scorer who is not accustomed to keeping score, mistakes will be made. **As a result, the score posted on the scoreboard will take precedence over what is posted in anyone's scorebook, including the official scorer's book.** Teams should watch the score as posted on the scoreboard and a coach (not the scorekeeper) of whatever team feels it has been disadvantaged must immediately get the referee's attention if a score has been mis-posted. The referee, talking to the official scorer and the coaches, must stop the game and try to decipher the error and correct it on the scoreboard. While the official scorer's book should be consulted, it should not be viewed as controlling if, in the mind of the referees, it may not be an accurate reflection of what the score should be. In no event should a team's coach be allowed to present "evidence" from their scorebook at the end of the period, during a time-out or at an appreciable time (i.e. several minutes or more) after a score was supposedly mis-posted, even if the official scorer's scorebook confirms that the score posted on the board is incorrect. This League rule may seem at conflict with WIAA rules, but given the inexperience of most official scorekeepers at League meets, mistakes occur commonly and must be objected to immediately by the disadvantaged team or not at all. Bottom line: the score on the electronic board controls – not the score in the official scorebook – and errors on the electronic board must be objected to within a short time (a minute or less) of being posted or it must not be changed by the scorer or the referee.

- 15) **No Shoot Arounds.** Meet directors and referees are asked to aggressively monitor the use of basketballs at each meet by anyone not on the roster of a team currently involved in a game. A coach from either participant team can appeal to the referees to take action during the game or before the game proceeds. The following activities are specifically prohibited:

- Players of other teams (those not involved in the current game) and other kids (whether older or younger) should not be allowed to have a basketball in their hands in the stands or along the sidelines. If they do, it's inevitable that a ball will roll out on the court during a game, risking injury.
- Players of other teams (those not involved in the current game), other kids (whether older or younger) and the referees, clock operators and scorekeepers, are prohibited from shooting baskets at either main basket or any side basket between periods, during time-outs or between games.

The League and host teams are not running a rec center. Kids not involved in the ongoing game who feel the need to shoot baskets should do so outside, at home or not come to the meet. For referees, clock operators and scorekeepers, it is no more appropriate to shoot baskets during a break in the action at a League meet than it would be if they were working a WIAA game. For liability and decorum purposes, this is a serious issue. **This rule will again be a point of emphasis during the 2011-2012 season.** Hosts who ignore it will have their hosting privileges curtailed in future years if multiple complaints are received from visiting teams.

- 16) **Bench Selection and Maintenance.** At some meets, teams and coaches disagree about who gets to sit at which bench. While this may seem like an inconsequential issue, there sometimes are competitive reasons to prefer one bench over the other (e.g. location relative to fans, the main entrance, ability to see the clock, etc.). During the 2011-2012 season, bench selection will be prioritized as follows:

- The host team(s) always gets first choice.
- Where both teams are visiting teams, the choices will be done alphabetically:
  - On odd numbered days (e.g., November 5, December 3, January 21, etc.) the team with the community/school name (as listed on the score placard at that meet) nearest the first letter of the alphabet (i.e. "A" gets first choice) will have the first choice as to preferred bench location in each game.
  - On even numbered days (e.g. November 12, December 10, January 14, etc.), the team with the community/school name (as listed on the scoring placard at that meet) nearest the end of the alphabet (i.e. "Z" gets first choice), will have the first choice as to the preferred bench location in each game.

The head coach of each team is responsible for fully cleaning up his/her bench area after each game in a timely fashion. That includes:

- Getting all equipment, clothing, gear, players and fans away from the bench area within two minutes after their game is completed.
- Removing all water bottles, sports drink bottles, whether empty or not from underneath the bench or chairs, or immediately behind the chair or bench. That includes the removal of all such bottles from the previous games. To avoid having to clean up another team's mess, remind the previous occupant of that bench of their responsibility to clean up (if they don't, file a complaint with the League).
- All puddles of water, sports drink, etc. must be wiped up with a towel or toweling before vacating that bench.