**B. A. A. PLAYING REGULATIONS**

**BASKETBALL (BOYS AND GIRLS)**

**Updated by BAA, September 13, 2016**

1. **Venues:**

(1a) Shot clocks must be used (if a school does not have clocks, they can be brought by the visiting team or by the officials)

(1b) The BAA shot clock policy will be followed. (Minimum 10 inch numbers)

(1c) The Host team must train and provide the minor officials (scorer, timer, shot clock)

(1d) The Visiting team will have the option of providing 1 minor official to observe or aid in the scoring and timing of the game.

(1e) The host coach must ensure as early as possible that the gym is available for games, and make necessary arrangements (contacting convener) if there are issues before the official schedule is released.

1. **Eligibility :**

(2a)Age eligibility for Junior and Senior classification will be as defined in the B.A.A. Constitution and By-Laws

1. **Scheduling :**

(3a) The schedule of each division is a home and home format.

(3b) Scheduled dates will be double-headers with junior and senior teams participating at each school involved, when both junior and senior teams are involved in league-play at both schools. If only one team is involved at one school; then there will only be a single game at the same age classification.

(3c) Game start times are 4:00 p.m.( Senior ) and 5:30 p.m. ( Junior ). \*. Any changes after this date must be by mutual consent of both schools involved. It is the responsibility of the home school to inform the convener and assigning referee.

(3d) Half time shall be of eight minutes duration.

(3e) All teams must be scheduled to play all other teams once in their division before playing any school for a second time.

1. **Dates:**

(4a) Finals: The week prior to C.W.O.S.S.A

(4b) Quarter final games: scheduled at least 2 school days prior the finals

(4c) The South Division play their league games on Monday and Wednesday, while the North Division play on Tuesdays and Thursdays.

1. **Playing Rules / Officials** **:**

(5a) Referees: The Grey-Bruce Referees Association will be used for all BAA

regular schedule and play-off games.

(5b) Rules: The OFSAA modified FIBA rule set.

1. **Scoring :**

(6a) Each scheduled game won will receive 2 points

1. **Tie Breaks**

(7a) Tie breaks for teams with the same number of points in the standings at the end of the regular season.

1. record in head to head games

2. points for/against in head to head games. (Point differential)

3. point differential in all league games to a cap of 20 points per game.

4. incase of a 3 team tie refer to the CWOSSA tie break format.

1. Championship Tournament Structure

(8a) Quarter Finals: Using the division standings, in Junior and Senior.

Game 1: 4th place at 1st place (North) Game 3: 4th place at 1st place (South)

Game 2: 3rd place at 2nd place (North) Game 4: 3rd place at 2nd place (South)

(8b) Final tournament location – Host division determined by odd-even format:

North in odd years (girls), even years (boys)

South in even years (girls), odd years (boys)

(8c) Finals Host school determined by highest seeded regular season team remaining in the division after the quarter final games.

(8d) Semi-Finals: Location as determined previously (Host division teams will wear White Jerseys)

Game 5: Winner of game 1 vs Winner of game 4

Game 6: Winner of game 2 vs Winner of game 3

(8e) Finals: Location same as semi-finals

Game 7: Winner Game 5 vs Game 6

(White jerseys to be worn by host division or highest seeded team if both teams are for the same division)

(8f) Scheduling for Semi-Finals and Final:

(Junior): 10:00 am – Closest non-host division team vs scheduled host division team.

(Junior): 11:30 am – Furthest non-host division team vs scheduled host division team.

(Senior): 1:00 pm - Highest seed host division team vs scheduled non-host team

(Senior): 2:30 pm - Second seed host division team vs scheduled non-host team

4:00 pm – JUNIOR FINAL

5:30 pm – SENIOR FINAL

1. **Awards :**

The winner of the B.A.A. championship in each age classification will receive B.A.A. medallions as indicated in the B.A.A. Constitution and By-Laws.

**(10) Advancement to C.W.O.S.S.A.**

(10a) C.W.O.S.S.A. Entries:

Use current CWOSSA Entries format found on the CWOSSA website.

For 2016/17 - “A” – 1 entry and 1 play-in entry with District 4

* “ AA” – 1 entry
* “AAA” – 1 play-in entry vs District 6/11

(10b) Hosting Qualifiers in BAA

North will host in Odd Years

South will Host in Even Years

CWOSSA QUALIFCATION PROCESS

**Any Qualifiers that need to be played will be hosted by the South School for the 2016 year.**

Not making the league playoffs eliminates a team from CWOSSA qualification.

If teams have already played each other in league competition, the results

of that game will determine CWOSSA qualification.

1. For “A” Schools
   1. There is a clear top finisher in the playoffs. The top finisher in the playoffs gains CWOSSA entry #1.
   2. If two teams of the same classification play in the championship game, the loser goes to District 4 for the play in entry.
   3. If there is no clear top finisher in the playoffs the top playoff finishers from each division will play to determine the automatic entry
      1. The loser of will play the 2nd place team from the opposite division. The winner with go to the play in game with District 4.
   4. If there is 1 clear top finisher in the playoffs, the 2nd place team in the same division as top finishing team will play the top finishing team from the opposite division. The winner will play District 4 to determine the play in entry.

Regular season standings will be used to break post playoff ranking ties

between teams from the same division.

1. For “AA” Schools
2. There is a clear top finisher in the playoffs. The top finisher in the playoffs gains CWOSSA entry.
3. If there is no clear top finisher in the playoffs the top playoff finishers from each division will play to determine the automatic entry.
4. For “AAA” Schools

OSDSS will play 3rd place in district 6/11 for the play in entry.

Post Playoff Tie Breaking Formula (For teams of same division)

1. highest finisher in the league

2. record in head to head games

3. points for/against in head to head games