

E.O.S.S.A.A. Boys and Girls Basketball Championships
Junior A, AA, AAA & SENIOR A, AA, AAA,
***PLAYING REGULATIONS* - updated June 2011**

1. **Date:** The EOSSAA Basketball Championships shall be held:
 - i) Not earlier than 10 days prior to the first day of the respective OFSAA Basketball Championship
 - ii) Not later than 24 hours prior to the OFSAA championship entry deadline.

2. **Location:** The location of the Championship shall be decided by the online bid process prior to the spring executive meeting. Final championship location will be approved at the June EOSSAA AGM.

3. **Classifications:** The classifications for EOSSAA schools will comply with OFSAA approved placings. Any team with Local Association approval may elect to compete in a higher classification.

4. **Entries:**
 - a.) The **league convenor** from each local association must notify the Championship Convenor, and the appropriate Championship Coordinator prior to **the last Friday in October for the Girls and the last Friday in January for the Boys** that they will be sending a representative to the championship. A team may play in only one EOSSAA Basketball Championship.

 - b.) An entry will be offered to each and every local association for each and every junior and senior basketball championship at each and every classification.

 - c.) If only 5 associations accept entries to the championship then the convenor **must** follow the wildcard procedure in section 4e in order to **fill the draw to 6 teams**. The convenor will then run a 6 team draw. If no association accepts the wildcard entries then the convenor shall run a 5 team draw as outlined in section 5B. If one team accepts the wildcard entries then the convenor shall run a 6 team draw as outlined in section 5A.

 - d.) If only 4 associations accept entries to the championship then the convenor **must** follow the wildcard procedure in section 4e in order to **fill the draw to 6 teams**. The convenor will then run a 6 team draw. If no association accepts the wildcard entry then the convenor shall run a 4 team draw as outlined in section 5C. If only one team accepts the wildcard entry then the convenor shall run a 5 team draw as outlined in section 5B. If two teams accept the wildcard entries then the convenor shall run a 6 team draw as outlined in section 5A.

 - e.) If only 3 associations accept entries to the championship then the convenor **must** follow the wildcard procedure in section 4e in order to **fill the draw to 6 teams**. The convenor will then run a 6 team draw. If no association accepts the wildcard entry then the convenor shall run a 3 team draw as outlined in section 5D. If only one team accepts

the wildcard entry then the convenor shall run a 4 team draw as outlined in section 5C. If only two teams accept the wildcard entry then the convenor shall run a 5 team draw as outlined in section 5B. If three teams accept the wildcard entries then the convenor shall run a 6 team draw as outlined in section 5A.

f.) If only two teams accept entries to the championship then the convenor **must** follow the wildcard procedure in section 4e in order to **fill the draw to 6 teams**. The convenor will then run a 6 team draw as outline in section 5A. If no team accepts the wildcard entries then the EOSSAA champion will be determined by a single head to head game. If only one team accepts the wildcard entries then the convenor shall run a 3 team draw as outlined in section 5D. If only two teams accept the wildcard entries then the convenor shall run a 4 team draw as outlined in section 5C. If only three teams accept the wildcard entries then the convenor shall run a 5 team draw as outlined in section 5B. If four teams accept the wildcard entries then the convenor shall run a 6 team draw as outlined in section 5A.

e.) Wilcard Procedure : The convenor in consultation with coaches from other associations as well as the appropriate championship coordinator shall:

- i) Consider teams from all six local associations however no more than two teams from any association shall participate at an EOSSAA championship.
- ii) Consider current years performance. This includes W-L record as well as strength of schedule
- iii) Consider the record between or among the teams being considered
- iv) Consider the record against common opponents.

5. **Tournament Structure and Procedure:**

Due to travel time and inclement weather considerations, for all championships involving pool play, the convenor may consider switching the pools. However, all of the games in each pool shall be switched in this case. For all championships in a draw format, game times for games 1, 2 and 3 may be switched while still keeping the integrity of the draw. Any change to game times must be communicated to all coaches of the participating teams immediately.

A. **Six Team Draw**

- i) These teams will be divided into two pools of three. A round robin will be played in each pool.
- ii) The junior tournaments will be one day in length.
EOSSAA Champion- Winner Pool 1 vs. Winner Pool 2
- iii) The Senior tournaments will be two days with round robin games being played Day 1. Semi-finals, Consolation and Final game being played Day 2.

Semi-Finals:

Winner Pool 1 vs. Second Pool2

Winner Pool 2 vs. Second Pool 1

Consolation Final:

Losers of the two semi-final games

Final: Winners of the two semi-final games.

iv) The teams will be seeded in the draw based on performance in league play and tournaments. Participating schools are to forward the information for seeding to EOSSAA Convenor.

Seeding for one day tournament:

Pool 1 - teams 1, 4, 5 Pool 2 - teams 2, 3, 6

Seeding for two day tournament:

Pool 1- teams 1, 3, 6 Pool 2 - teams 2, 4, 5

v) All teams (including additional entries) shall be seeded by the tournament convenors based on performance in league, tournaments, and previous EOSSAA performances. Participating schools shall forward information for seeding to the appropriate EOSSAA Basketball Convenors

vi) No two (2) teams from the same league shall be in the same pool. The seedings must be minimally adjusted to allow for this.

vii) **Games shall alternate between pools.**

viii) **Tie Breaking procedure** shall be:

- a) W-L (head to head) record between 2 teams involved
- b) The best point differential among the 3 tied teams. A team will receive a maximum of a +/- 20 score for a game. If 2 teams are still tied then go to W-L (head to head) record between the 2 teams involved.
- c) If still tied among the 3 teams, the best defensive total among the tied teams. If 2 teams are still tied then go to W-L (head to head) record between the 2 teams involved.
- d) If still tied among the 3 teams, the best offensive total among the tied teams. If 2 teams are still tied then go to W-L (head to head) record between the 2 teams involved.

ix.) **One Day Junior Format**

Games shall alternate between pools. Game Times ARE NOT to be switched.

Game 1 @ 9:00 am 2 vs 3	Game 2 @ 10:30am 1 vs 4
Game 3 @ 12:00am.... 2 vs 6	Game 4 @ 1:30pm 1 vs 5
Game 5 @ 3:00pm 3 vs 6	Game 6 @ 4:30pm 4 vs 5
Game 7 @ 6:00pm Championship (6:30*)	

*** A half hour is permitted between game 6 and the Championship if a team from game 6 is involved. This rest interval may be shortened or waived by mutual agreement of the teams playing in the Championship.**

x.) **Two Day Senior Format:**

Day 1

Games shall alternate between pools. Game Times ARE NOT to be switched.

**Game 1 @ 10:00am1 vs3
Game 3 @ 1:00pm..... 3 vs 6
Game 5 @ 4:00pm 1 vs 6**

**Game 2 @ 11:30am 2 vs 4
Game 4 @ 2:30pm 4 vs 5
Game 6 @ 4:30pm 2 vs 5**

Day 2

Game 7: Winner Pool A vs. Second Pool B @ 10:00 am

Game 8: Winner Pool B vs. Second Pool A @ 11:30 am

Game 9: (consolation) Loser Game 7 vs Loser Game 8 @ 1:30 pm

Game 10: (championship) Winner Game 7 vs. Winner Game 8 @ 3:00 pm

* A half hour is permitted between game 8 and 9. This rest interval may be shortened or waived by mutual agreement of the teams playing in the Consolation Championship.

* The winner of game 10 shall be the EOSSAA Champion. The loser of game 10 shall be the EOSSAA Finalist. The consolation final winner will be considered the 2nd runner-up of the championship.

B. 5 Team Tournament Draw

i) Seeding for One day Format:

Pool 1 : Seeds 1 and 4

Pool 2: Seeds 2,3, and 5

ii) Seeding for Two Day Format:

Pool 1: Seeds 1 and 2.

Pool 2: Seeds 3,4 and 5.

ii) The junior tournaments will be one day in length.

EOSSAA Champion- Winner Pool 1 vs. Winner Pool 2

iii) The Senior tournaments will be two days with round robin games being played Day 1. Semi-finals, Consolation and Final game being played Day 2.

iv) Tie Breaking procedure shall be:

- a) W-L (head to head) record between 2 teams involved
- b) The best point differential among the 3 tied teams. A team will receive a maximum of a +/- 20 score for a game. If 2 teams are still tied then go to W-L (head to head) record between the 2 teams involved.
- c) If still tied among the 3 teams, the best defensive total among the tied teams. If 2 teams are then still tied then go to W-L (head to head) record between the 2 teams involved.
- d) If still tied among 3 teams, the best offensive total among the tied teams. If 2 teams are still tied then go to W-L (head to head) record between the 2 teams involved.

v)

One Day Junior Format

Game 1:	2 nd seed vs 5 th seed	@ 9:00 am	
Game 2:	3 rd seed vs 5 th seed	@ 11:00 am	
Game 3:	1 st seed vs 4 th seed	@ 12:30 pm	
	Break of 1 hour		
Game 4:	2 nd seed vs 3 rd	@ 2:00 pm	
Game 5:	Second of Pool 1 vs Second of Pool 2	@ 3:30 pm	
Game 6:	(Championship) Winner of Pool 1 vs Winner of Pool 2	@ 5:00 pm	

vi)

Two Day Senior Format

Pool A will consist of seeds 1 and 2. Pool B will be made up of seeds 3,4 and 5.

Day 1

Game 1:	3 rd seed vs 4 th seed	@ 10:00 am	
Game 2:	1 st seed vs 2 nd seed	@ 11:30 pm	
Game 3:	4 th seed vs 5 th seed	@ 1:00 pm	
	Break of 1 hour		
Game 4:	3 rd seed vs 5 th	@ 3:30 pm	

Day 2

Game 5:	Winner of Pool A vs Second of Pool B	@ 10:00 am	
Game 6:	Second of Pool A vs Winner of Pool B	@ 11:30 am	
Game 7:	(Consolation) Loser of Game 5 vs Loser of Game 6	@ 2:00 pm	
Game 8:	(Championship) Winner of Game 5 vs Winner of Game 6	@ 3:30 pm	

C.) 4 Team Tournament Draw

- i) The 4 team championship tournament shall be a Winner / Loser draw format
- ii) Teams shall be seeded from 1 to 4.
- iii) The junior tournament will be one day in length
- iv) The senior tournament will be a two day format.

v) **One Day Junior Format**

Game 1: 1st seed vs 3rd seed @ 9:00 am

Game 2: 2nd seed vs 4th seed @ 10:30am

Game 3: Winner of Game 1 vs Loser of Game 2 @ 12:30 pm

Game 4: Winner of Game 2 vs Loser of Game 1 @ 2:00 pm

Game 5: (Championship) Winner of Game 3 vs Winner of Game 4 @ 4:30 pm

vi) **Two Day Format**

Day 1

Game 1: 1st seed vs 3rd seed @ 5:00 pm

Game 2: 2nd seed vs 4th seed @ 6:30 pm

Day 2

Game 3: Winner of Game 1 vs Loser of Game 2 @ 10:00 am

Game 4: Winner of Game 2 vs Loser of Game 1 @ 11:30 am

Game 5: (Consolation) Loser of Game 3 vs Loser of Game 5 @1:30 pm

Game 5: (Championship) Winner of Game 3 vs Winner of Game 4 @ 3:00 pm

3 Team Tournament Draw

Game 1: 1st seed vs 2nd seed @ 10:00 am

Game 2: 2nd seed vs 3rd seed @ 12:30 pm

Game 3: 1st seed vs 3rd seed @ 3:00 pm

*Game 4: Championship to be played **only if needed** between the two winners of the tie-breaker procedure. To be played at 5:30 pm.

*If a team has a W-L record of 2-0 at the end of the round robin they will be deemed the champion. If the W-L record of all three teams is 1-1 then the tie-breaker outlined in section 5Biv) will be followed to determine the two finalists.

6. Expenses:

- a) An entry fee shall be charged sufficient to cover the operating costs of the tournament. accepted expenditures include officials, minor officials, refreshments and awards.
- b) The fee is due prior to competition
- c) The host team shall pay the same team entry fee as all of the entries.
- d) The final budget must be submitted to the appropriate EOSSAA championship coordinator prior to the start of the championship.

7. Individual Eligibility:

In order to represent a school in any EOSSAA Designated Activity, a student must:

a) Be eligible for competition under Constitution, By-Laws, and playing regulations of EOSSAA.

b) Be certified as eligible by Principal of the school..

c) Meet the following age requirements:

Senior The individual's birth certificate indicates that he/she has not yet reached his/her 19th birthday by January 1st prior to the start of the school year in which the competition is held.

Junior The individual's birth certificate indicates that he/she has not yet reached his/her 15th birthday by January 1st prior to the start of the school year in which the competition is held.

d) Be enrolled in grade 9-12

e) Be eligible for a maximum of 5 years

g) Listed on the score sheet in one (1) regular league game, at that level, for an individual to be eligible for that team at EOSSAA.

h) a player may play in only one EOSSAA championship

8. Team Eligibility

A coach must submit to the EOSSAA Convenor, before play:

- a) Code of behavior for
- b) A copy of the eligibility list for the team. The list is to include birth date for each player and the signatures of the coach, the school's Athletic Contact and a school administrator of the team involved. If submitted by the AELS program via email then the signatures are assumed for eligibility ONLY.
- c) The complete Letter of Intent
- d) A team is considered ineligible if the above information is not provided.

9. Rules and Officials:

The current National High School Federation rule book shall be the official rule book governing play at the EOSSAA Championship.

The Convenor shall be responsible for obtaining competent officials who are members of an approved Board of Officials.

10. Uniforms, Equipment and Facilities:

- a) If two (2) opposing teams have the same colour uniforms, the lower seed shall wear the pinnies. To avoid this situation all teams are encouraged to bring a second set of jerseys.
- b) The Convenor will provide the official OFSAA sanctioned game ball. Participants are to bring their own practice balls.
- c) The Convenor shall provide a visible (to both coaches and benches) clock and score board
- d) A regular court shall be used for Championships

11. Awards:

Members of each EOSSAA Championship Team shall receive 15 EOSSAA Medallions. Each Champion school shall receive a plaque. The medallions and plaque are to be ordered by the convenor from Trophycraft (see convenor manual). The convenor shall contact the previous year's champion to locate the trophy. All past champions can be found on the EOSSAA website.

The championship trophies are as follows:

Junior A- Halliday Grocery, Elgin 1974 (tall, brass and natural wood)

Junior AA- Smith Falls Ray Healey, 1970-71 (Square Base, Open Revere Bowl)

Junior AAA- EOSSAA Junior Girls AAA Basketball Champs, 1985-86 (Tan Wood, Brass, 1 Victory, 2 Basketball Figures)

Senior A- Grenville Christian College Commemorative Bowl, 1982-83 (Long Base, Open Revere Bowl)

Senior AA- Smith Falls Ray Healey, 1970-71(Long Base, Covered revere bowl, Handles)

Senior AAA-

Winning schools shall return the trophy prior to the Championship. The trophy is to be engraved and in good repair. Failure to do so will result in a \$25.00 penalty to the school. (Please use both halves of the year when engraving.. 2002-03).

11. Convenor Duties:

see www.eossaa.ca for the convenor manual.

12. Jury of Appeal:

The jury of appeal will consist of three (3) individuals:

1. The Convenor or designate if the convenor is directly involved in the protest
2. The EOSSAA BB SAC Chair or designate
3. An EOSSAA Executive Member

A protest must be submitted in writing together with \$25.00 (refundable if upheld) within 30 minutes of completion of the game in which the incident occurred.

13. Reports:

Each Convenor shall submit a written report to the appropriate EOSSAA championship co-ordinator. A financial statement shall be included. Include the finalist, and champion.

14. Revisions/Amendments:

These Playing regulations may be amended/revised at the AGM of the by a majority vote of member schools present. (1 vote/school)

Proposed amendments must be presented in writing, circulated by movers to all members schools and to the Executive, 14 Calendar days before the AGM. Copies must be made available to meeting delegates, on the meeting day.

Approved amendments/revisions shall be effective immediately.

15. The EOSSAA SAC Chair:

Chair all BB events. Forward updated Playing Regulations at or by the EOSSAA Fall Executive Meeting to:

6 EOSSAA Convenors
President
Secretary
6 League Communication Officers

16. Basketball SAC Committee:

Mark Lewis	Seaway D.H.S	
Deb Walden	MacKenzie	
Kevin Bellamy	Perth	
Mike Hoy	North Grenville	CBA Chair
Suche James	Frontenac	
Deanna Corbett-White	North Dundas	
Larry Henry	Thousand Island S.S.	
Phil Moore	Arnprior	
John Doran	South Grenville	
Chris Morrow	Ernestown S.S.	