

ARTICLE 15
BASKETBALL
BOYS AND GIRLS

revised 10/6/08

Section 1. RULES

All contests under the jurisdiction of the Committee shall be played according to the National Federation of State High School Association Basketball Rules, except for any special rulings adopted by the Committee.

- A. The Committee feels that if the physical welfare of the student-athletes participating in basketball is to receive due consideration, athletes must not be allowed to participate in a junior varsity and varsity game on the same date for a longer period of time than will constitute three (3) halves per game day. Entering any half of a game constitutes a full half.
 - 1. It is the responsibility of the varsity coach to see that this rule is observed or suffer the possible forfeiture of the game.
- B. A visible 35-second shot clock for boys and a 30-second shot clock for girls shall be utilized for all RIIL contest.
- C. Game Rules (Boys and Girls):
 - 1. Two (2) sixteen (16) minute halves
 - 2. Four (4) time outs per game
 - 3. Two (2) thirty-second time outs per game
 - 4. Unused time-outs accumulate and may be used at any time
 - 5. Coaches are allowed to call time outs

D. Rules

The number of adults (certified coaches and scorers) sitting on the bench at all games is limited to a maximum of four (4). Athletic trainer(s) and student scorers are allowed to sit on the bench.

Section 2. SCHEDULE/GAMES

The Director(s) of basketball shall make up the schedules and order of games. No school may make any changes to this schedule without the approval of the Director(s). See Article 1, Section 17 (Home Confirmation Schedule). Any school participating in RIIL basketball shall not play more than two (2) contests per week during the entire season, inclusive of all contests scheduled under the Committee and all outside contests, (except the playoffs to determine the State championship), except with the expressed permission of the Director(s) of Basketball.

- A. The date of the Round Robin Injury Fund basketball game(s) shall be the second Friday in December.
- B. No basketball game(s) shall be scheduled prior to the Round Robin Injury Fund contest. No game(s) other than the Injury Fund contest may be played on this date.
- C. The official starting time for varsity basketball games shall be 7:00 PM for boys and girls games, except by mutual agreement of the opposing school's principals.
- D. The home team must make the playing surface available at least 15 minutes prior to the start of the varsity game, at the risk of forfeiture of the game.
- E. Games played during the regular season may not start earlier than 3:30 PM, except by mutual agreement of the opposing schools' principals.
- F. No school may play more than two (2) contests per week during the entire season, nor may they play on two (2) consecutive days, (except for playoffs to determine the State Championship), except with the expressed permission of the Director(s).

- G. No outside scrimmages/contests are allowed until the eleventh (11th) day of practice, excluding Sunday. Student-athletes must practice a minimum of five (5) days.
- H. All coaches are required to submit a RIIL approved Basketball game report.

Section 3. POSTPONMENTS

The postponement rules contained in Article 4, unless otherwise stated, shall govern all postponed basketball games.

Section 4. OFFICIALS

RIIL assigned officials shall have supervision of the playing facility from the start of the game, unless otherwise designated, until it is finished. It shall be the responsibility of the officials to see that benches are cleared of everyone except coaches, assistant coaches, managers, scorers, players, the school physician, and a representative of the press.

- A. It is suggested that the home team provide a doctor at all basketball games.
- B. The Principal of the home school and/or his/her designee shall be the game supervisor. The supervisor shall not be a student or a coach involved with the game. The supervisor shall identify himself or herself to the game officials(s) thirty (3) minutes prior to the start of the game. The supervisor shall be responsible for game administration. Police protection shall be provided when necessary.
- C. Prior to the start of each game, the Blue Sportsmanship Card shall be read to all coaches and team members at the foul line closest to each team's bench.

Section 5. PLAYOFFS

1. Playoff Format

- Division I
 - The top 4 finishers (won/lost percentage in 18 games) receive a bye.
 - The next eight finishers play off for the other four spots to get to the quarters in a preliminary round (5-12, 6-11, 7-10, 8-9)
 - The prelim games will bring us down to the Quarters: 1-8, 4-5, 2-7, 3-6.
- Division II
 - Teams are seeded by their won-loss records in league games (18 games).
 - Any team with a 40% win/loss record or greater qualifies.
 - If there are more than 8 teams qualifying, there is a preliminary round to determine the 8 teams for the quarters.
- Division III
 - The third division operates the same as the second/middle division

Basketball Tie breaker Formula:

Tie Breaker Formula to be used with teams having COMMON opponents:

1. If there is a tie between two (2) teams, head-to-head competition will be the tie breaker.
2. If there are more than two (2) teams tied for playoff qualification, pool records will be the first tie breaker. Pool records will be the win/loss record among the tied qualifying teams only. If this process leaves two (2) teams still tied, revert back to #1 (head-to-head competition).

3. If pool records do not break the tie among three (3) or more teams, then matching teams' records against teams with a higher league record, starting with the highest ranked team and matching one lower team ranking a team at a time. If this process leaves two (2) teams still tied, revert back to #1 (head-to-head competition).
4. If #3 does not break the tie among three (3) or more teams, then matching teams' records against teams with a higher Division record, starting with the highest ranked team and matching one lower team ranking a team at a time. If this process leaves two (2) teams still tied, revert back to #1 (head to head competition).
5. If pool records do not break the tie among three (3) or more teams, then matching teams' records against teams with a lower league record, starting with the highest ranked team and matching one lower team ranking a team at a time. If this process leaves two (2) teams still tied, revert back to #1 (head-to-head competition).
6. If pool records do not break the tie among three (3) or more teams, then matching teams' records against teams with a lower division record, starting with the highest ranked team and matching one lower team ranking a team at a time. If this process leaves two (2) teams still tied, revert back to #1 (head-to-head competition).
7. Coin toss will be used to break the tie.
8. If two (2) teams are tied for the last playoff spot they will play a "Play-in Game" to determine what team gets the last playoff spot. A coin toss will be used to determine the home team.

Tie Breaker Formula to be used with teams having UNCOMMON opponents:

1. If there is a tie between two (2) teams, head-to-head competition will be the tie breaker.
2. If head to head competition does not break the tie between two (2) or more teams, the teams' records against teams in their league will be used.
3. If # 2 does not break the tie, and there is still a tie among two (2) or more teams. The teams' record against common opponents outside of their league and within their division will be used to break the tie.
4. If there still is a tie, the league with the best overall record will be used will be used to break the tie. When using the win/loss record for an entire league it means adding up the wins and losses for each North, South, East, Central league, and the team coming from the league that has the best combined won/loss record would win the tie-breaker among teams with uncommon opponents.
NOTE: Leagues will be seeded by the overall win/loss record of every team.
5. Coin toss will be used to break the tie.
6. If two (2) teams are tied for the last playoff spot they will play a "Play-in Game" to determine what team gets the last playoff spot. A coin toss will be used to determine the home team.

NOTE:

- Pool records will be the win/loss record among the tied qualifying teams only.
- Divisions I, II, III, & IV are referred to as "Divisions"
- North, South, East, West, & Central are referred to as "Leagues"