



2008 COACHES MANUAL

Mission

Basketball Ontario is the sport governing body for basketball in the Province of Ontario. Created nearly 70 years ago as the Ontario Amateur Basketball Association, the organization is now commonly known as Basketball Ontario. Basketball Ontario is a not-for-profit association and was incorporated as such in 1977.

Basketball Ontario represents the Province of Ontario's amateur basketball interests. Basketball Ontario's membership is made up of athletes, coaches, officials, clubs, camps, local associations, groups, leagues and basketball supporters. As part of its mandate, Basketball Ontario is committed to working with the Toronto Raptors Basketball Club, NBA Canada, Canada Basketball, OCAA, OUA, OABO and OFSAA to further promote and develop amateur basketball in the province.

Basketball Ontario has a sound governance model and is directed by a volunteer Board of Directors who are elected by the membership to represent, guide, govern and manage the affairs of the association. The professional staff of Basketball Ontario, under the guidance of the executive director, manages the daily administrative operations of the Association.

Mission Statement

"To exercise a leadership role in the promotion and development of the sport of basketball in Ontario through programs and services for all levels of athletes, participants, leaders, and volunteers."

Values

Basketball Ontario Values:

Accountability to:

1. The Membership
2. Funding Agencies
 - a. Provincial Government and Corporate Sponsors
 - b. A Strategic Planning Model
 - c. Community Ownership and Partnership
3. Education & Development
4. Equity, Opportunity and Accessibility

Vision

Basketball Ontario is respected for its programs and services throughout Ontario and across Canada. The association represents all basketball interests by providing leadership, coordination and direction in all areas of the sport.

Basketball Ontario is a not-for-profit organization that operates within a sound business framework. The association is directed by a multi-dimensional Board of Directors and is managed by a competent, service-oriented, professional staff.

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2008 PROVINCIAL CHAMPIONSHIP TIMELINES

January 31	REGISTRATION DEADLINE U10 Novice to U14 Major Bantam Boys' and Girls' Teams U15 Midget to U19 Junior Girls' Teams
February 13	Initial Submission of Results U10 Novice to U14 Major Bantam Girls' and Boys' Teams
February 17	Initial Ranking and Seeding Meeting U10 Novice to U14 Major Bantam Girls' and Boys' Teams
March 12	Final Submission of Results U10 Novice, U11 Atom and U12 Major Atom Boys & Girls
March 16	Final Ranking and Seeding Meeting U10 Novice, U11 Atom and U12 Major Atom Boys & Girls
March 26	Final Submission of Results U13 Bantam and U14 Major Bantam Girls
	Initial Submission of Results U15 Midget to U19 Junior Girls' Teams
March 28-30	U10 Novice, U11 Atom and U12 Major Atom Girls' Provincial Championships
March 30	Final Ranking and Seeding Meeting U13 Bantam and U14 Major Bantam Girl
	Initial Ranking and Seeding Meeting U15 Midget to U19 Junior Girls' Teams
March 31	REGISTRATION DEADLINE U15 Midget to U19 Junior Boys
April 5-6	U10 Novice, U11 Atom and U12 Major Atom Boys' Provincial Championships
April 9	Final Submission of Results U13 Bantam and U14 Major Bantam Boys
April 11-13	U13 Bantam and U14 Major Bantam Girls' Provincial Championships
April 13	Final Ranking and Seeding Meeting U13 Bantam and U14 Major Bantam Boys

2008 PROVINCIAL CHAMPIONSHIP TIMELINES

April 16	Final Submission of Results U15 Midget and U16 Major Midget Girls
April 20	Final Ranking and Seeding Meeting U15 Midget and U16 Major Midget Girls
April 23	Final Submission of Results U17 Juvenile and U19 Junior Girls
April 25-27	U13 Bantam and U14 Major Bantam Boys' Provincial Championships
April 27	Final Ranking and Seeding Meeting U17 Juvenile and U19 Junior Girls
April 30	Final Submission of Results U15 Midget and U16 Major Midget Boys
May 2-4	U15 Midget and U16 Major Midget Girls' Provincial Championships
May 4	Final Ranking and Seeding Meeting U15 Midget and U16 Major Midget Boys
May 7	Final Submission of Results U17 Juvenile and U19 Junior Boys
May 9-11	U17 Juvenile and U19 Junior Girls' Provincial Championships
May 11	Final Ranking and Seeding Meeting U17 Juvenile and U19 Junior Boys
May 16-18	U15 Midget and U16 Major Midget Boys' Provincial Championships
May 23-25	U17 Juvenile and U19 Junior Boys' Provincial Championships

"My responsibility is getting all my players playing for the name on the front of the jersey, not the one on the back."

-- Source Unknown

1 GENERAL INFORMATION

1.1 Clubs

A) Club Affiliation

All organizations participating in the Ontario Cup must be a Basketball Ontario Affiliated Member. All clubs should complete their affiliation by using Club Login at <https://www.basketball.on.ca/club/login/index.cfm>. For any Club Affiliation inquiries please contact Liz Raponi at lraponi@basketball.on.ca or (416) 426-7136.

B) Performance Bond

All new organizations affiliating with Basketball Ontario must submit a Performance Bond. The Performance Bond will remain on deposit with Basketball Ontario as insurance to guarantee the appearance of all teams registered for the Ontario Cup under the club's name. Basketball Ontario will hold the Performance Bond until the club no longer exists. A written request must be submitted to Basketball Ontario for its return. See 2.13 Performance Bond and Failure to Appear Policy (p.15).

1.2 Coaches (Bench Personnel)

All head coaches, assistant coaches and managers (bench personnel) participating in the Ontario Cup and/or signed to a Basketball Ontario team roster ARE REQUIRED to become members of Basketball Ontario using the online membership registration system. Every club contact has access to this section of the online membership system. Basketball Ontario encourages all teams to have a chaperone of the same gender as the players. Chaperones are NOT REQUIRED to become members of Basketball Ontario but cannot sit on the bench at the Provincial Championships.

Coach/Manager Membership fee: **\$40.00 /Per Coach/Manager**

1.3 Players

ALL Players participating in the Ontario Cup and/or signed to a Basketball Ontario team roster ARE REQUIRED to become members of Basketball Ontario. All player registrations should be completed on the online membership system. All participants signed to a Basketball Ontario team roster must be residents of the Province of Ontario.

Player Membership fee: **\$15.00 /Per Player**

1.4 Teams

Every team must be registered using the Club Login System and submit their team registration roster and fees prior to their first game of the season. Players' insurance coverage is not in effect until the team is registered online, therefore no games should take place until the team is registered online and the signed team roster is submitted to the Basketball Ontario office. In addition each team registering for the Ontario Cup must register their team using the Events section of the Club Login system.

1.5 Basketball Ontario Age Categories and Team Fees

Category	Age	Team Fee	Ontario Cup Fee
U10 Novice	Under 10 as of January 1, 2008	\$50.00	\$375.00
U11 Atom	Under 11 as of January 1, 2008	\$50.00	\$375.00
U12 Major Atom	Under 12 as of January 1, 2008	\$50.00	\$375.00
U13 Bantam	Under 13 as of January 1, 2008	\$50.00	\$375.00
U14 Major Bantam	Under 14 as of January 1, 2008	\$50.00	\$375.00
U15 Midget	Under 15 as of January 1, 2008	\$50.00	\$375.00
U16 Major Midget	Under 16 as of January 1, 2008	\$50.00	\$375.00
U17 Juvenile	Under 17 as of January 1, 2008	\$50.00	\$375.00
U19 Junior	Under 19 as of January 1, 2008	\$50.00	\$375.00

2 PARTICIPATION REQUIREMENTS

2.1 Teams

- A) Basketball Ontario teams are defined as teams that are members of a Basketball Ontario affiliated club or organization.
- B) Team and player registration **MUST** be completed before any team/player participates in games according to whichever of the following deadlines comes first:
 - i) The team's first sanctioned Basketball Ontario tournament; or
 - ii) The team's first sanctioned league game (where applicable); or
 - iii) The Provincial Championship deadline for submission for the respective age category.
- C) U10 Novice teams must play a minimum of SIX (6) games against Basketball Ontario teams, including one (1) sanctioned tournament. U11 Atom to U19 Junior Teams must play a minimum of TEN (10) games against Basketball Ontario teams, including one (1) sanctioned tournament.
- D) All teams must play a minimum of FIVE (5)/U10 Novice must play a minimum of FOUR (4) different Basketball Ontario teams.
- E) All teams must play a minimum of TWO (2) games against Basketball Ontario teams outside their region.
- F) All teams must play the minimum number of games within their given age category. (i.e. U17 Juvenile teams must play their minimum number of games against U17 Juvenile teams.)
- G) All teams must play the minimum number of games using only players listed on their Basketball Ontario roster that is submitted for the Ontario Cup.
- H) ALL GAMES that teams wish to be used for Ranking and Seeding purposes, must be played before the date of the FINAL SUBMISSION of RESULTS for a given category of play. (See 2008 Provincial Championship Timelines, pp. 4-5)

- I) Teams failing to play the minimum number of games may be disqualified from participating in the Ontario Cup.
- J) Do not include game scores against NON-BASKETBALL ONTARIO teams, or against teams from another age group with the team's submission of results.
- K) Games against teams from other provinces, countries, high schools or elementary schools, do not count for the purposes of ranking and seeding.
- L) To ensure that your team is ranked and seeded appropriately, please make certain that you play a wide range of opponents that are both stronger and weaker than your team.
- M) A list of sanctioned tournaments can be found on Basketball Ontario's web site at www.basketball.on.ca/provincials.
- N) Teams (or clubs) may apply to have their own tournaments sanctioned. For further details, please contact Heather Kaiura, Coordinator, Provincial Competitions at (416) 426-7159 or hkaiura@basketball.on.ca or go directly to www.basketball.on.ca and select the Sanctioned Tournament page for the 2008 Sanctioned Tournament Hosting Package.
- O) Teams must submit all scores using the on-line Team Results system at www.basketball.on.ca. It is mandatory to report ALL GAME SCORES against BASKETBALL ONTARIO teams only. It is recommended that you report all scores within 48 hours of the game taking place. There will be no team results form to be sent in to the ranking and seeding committee member for your age category. A print out of all reported scores will be given to your ranking and seeding representative. The ranking and seeding committee list can be downloaded on the Basketball Ontario web site at www.basketball.on.ca.
- P) Teams failing to submit ALL game scores against Basketball Ontario teams and/or involved in falsification of game scores may be disqualified from participating in the Ontario Cup.
- Q) DO NOT send results to the Basketball Ontario office unless instructed to do so.

2.2 Sanctioned Tournaments Participation Requirements

- A) **NO** team shall be permitted to play in a different age category (i.e. U16 Major Midget against U17 Juvenile) in a Sanctioned Tournament, unless written consent has been granted by Basketball Ontario.
- B) Written consent will be granted for sanctioned tournaments if and only if:
 - i) A team withdraws from the tournament twenty-four (24) hours prior to the start of the first game schedule and,
 - ii) The host has exhausted all other possibilities of finding a team of the same Age Category.
- C) Violation of this rule and process may result in the ineligibility of the team playing in a different age category and/or withdrawal of the team from the Provincial Championships.

2.3 Team Registration Procedure

- | |
|--|
| <p>A) All membership fees include insurance coverage therefore, it is important that players are registered prior to their first game to ensure they are covered.</p> |
|--|

- B) Any team that intends to participate in any Basketball Ontario sanctioned tournament including the Ontario Cup is required to register online using the club login system. Once registered and paid for online, the team must submit a completed team registration form in hard copy to the Basketball Ontario office within ten (10) business days, complete with all team member signatures. Once all the above requirements have been completed the team will be posted as registered on the Basketball Ontario web site.
(www.basketball.on.ca – Provincial Championships – 2007-2008 Registered Teams)

ONTARIO CUP REGISTRATION – Once a team is fully registered with Basketball Ontario, teams may then register for the Ontario Cup Provincial Championships using the events section of the Basketball Ontario web site. www.basketball.on.ca/events

- C) Team registrations must be entered online prior to your first game of the season or before 4:00 P.M. on the published deadline dates, whichever comes first. See Provincial Championship Timelines (pp.4-5).
- D) Teams may register a maximum of fifteen (15) players. See 2.6.2 Minimum and Maximum Player Registration Requirements for the required minimum number of players.
- E) Team registration fees must be submitted with the team registration form or paid using the online events section. Team registration fees are:
- | | |
|---------------------------|-----------------|
| a. Team Registration Fee: | \$50.00 |
| b. Ontario Cup Fee: | \$375.00 |
- F) Teams are encouraged to pay their fees online. Payment can be made by club cheque, money order or Visa/MasterCard. **Please make all club cheques/money orders out to Basketball Ontario. Basketball Ontario does not accept personal cheques.**
- G) Memberships and team registration forms must be completed online at www.basketball.on.ca for **ALL** players, coaches and teams. It is required that a birth certificate for each player be stapled to a copy of their membership form and kept on file with the team or club contact and **NOT** sent to Basketball Ontario. In the case of a complaint about a player's age, the team contact will be required to supply Basketball Ontario with the birth certificate.
- H) Any changes for membership information (i.e. changed address) must be completed online immediately to ensure Basketball Ontario has accurate membership information at all times.
- I) Submit membership fees for **ALL** players and coaches who are listed on the team registration form to Basketball Ontario along with the team registration fee. Player and coach fees are:
- | | |
|-----|----------------------------|
| i) | Player Fee: \$15.00 |
| ii) | Coach Fee: \$40.00 |

2008 REGISTRATION DEADLINES:	
U10 Novice to U13 Major Bantam Teams	January 31, 2008
U14 Midget to U19 Junior Female Teams	January 31, 2008
U14 Midget to U19 Junior Male Teams	March 31, 2008

- J) Please write team name on all cheques (i.e. Barrie Royals U12 Major Atom Boys #1)

K) All players from U15 Midget to U19 Junior must provide photo identification at the time of sign in for the 2008 Ontario Cup, Provincial Championships.

L) One team registration form complete with member signatures must be sent to Basketball Ontario by mail once online team registration is completed.

M) Team registrations and/or fees received after published deadlines will be placed on the Ontario Cup waiting list.

N) Faxed team registration forms will not be accepted.

2.4 Completing the Team Registration Form

The club contact is responsible for the input and registration of all club teams. The information on the Team Registration Form must match the club online data.

A) Team Name

- **City** (Please list the city in which your club is located. – i.e. Kanata, Toronto, Niagara Falls)
- **Team Name** (Cavaliers, Huskies, Red Raiders)
- **Team Number** (i.e. 1, 2, 3 etc... - Hamilton Wildcats #1)
 - Team Number: If your club has three (3) teams within a given gender and age category, please assign the team number based on the relative strength of the teams, with one (1) being the strongest and ten (10) being the weakest.
 - For Example: Blessed Sacrament #1 – Strongest Team (AAA)
Blessed Sacrament #2 – Second Strongest Team (AA)
Blessed Sacrament #3 – Third Strongest Team (A)
- **Region** (CAP = Capital, HW = Hamilton-Wentworth, KAW = Kawartha, YORK = York Region, NIA = Niagara, PH = Peel-Halton, SS = South Simcoe, NN = Near North, NOR = North, STC = St. Clair, HUR = Huron, STL = St. Lawrence, TOR = Toronto, TRI = Tri County)
- **Age Category** (U10 Novice, U11 Atom, U12 Major Atom, U13 Bantam, U14 Major Bantam, U15 Midget, U16 Major Midget, U17 Juvenile, U19 Junior)
- **Team Gender** (Male or Female)

B) Coaches Pre-Season Team Rating

- Please check one of the levels (AAA-highest, AA-middle , A-weakest)

C) Team Contact Information

- Name of team contact
- Address, city and postal code
- Email address (For operational purposes, it is vital that we have a correct email address and/or fax number for the team contact.)
- Telephone numbers – home, business, fax (for home or business). For emergencies, it is vital we have a telephone number at which the team contact can be reached.
- **ONTARIO CUP PARTICIPANTS - PLEASE INCLUDE A CELL PHONE NUMBER YOU CAN BE REACHED WHEN TRAVELLING TO AND FROM THE ONTARIO CUP LOCATION.**

D) Roster – Players

- Player's jersey number
- Player's name
- Date of birth (If the player is a new Basketball Ontario member a birth certificate is required)
- Player's signature (ALL players must sign the roster)

E) Roster – Coaches, Assistant Coaches and Bench Personnel

- Name of coaches, assistant caches and bench personnel

- Coaches, assistant coaches and bench personnel – national coaching certification card number and police check completed
- Coaches, assistant coaches and bench personnel – email address
- Coaches, assistant coaches and bench personnel – signature
- Coaches, assistant coaches and bench personnel – signature at the championships

F) Additions to Team Registration Form

- All Additions to the team registration form must be entered online and a player add form must be in the Basketball Ontario office by the published deadline:

AU10 Novice to U14 Major Bantam Teams	January 31, 2008
U15 Midget to U19 Juvenile Female Teams	January 31, 2008
U15 Midget to U19 Juvenile Male Teams	March 31, 2008

- Only two (2) players may be added to a team registration Form. Teams are **NOT PERMITTED** to drop any player from the team registration form to make space for player additions.
- The maximum number of players on any team registration form is FIFTEEN (15). This number includes any player additions made.
 - Example: 13 players registered, team can add two players to get to 15.
14 players registered, team can only add one player.
- Memberships must be entered for ALL players that are added. A copy of the birth certificate for all players is required to be stapled to their membership form and kept on file with team contact or club contact.
- All membership fees must be submitted online or with the new team registration form. If the membership fees are not submitted the addition will not be granted until the fees are submitted.
- Membership fee player: \$15 per player
- Team additions will not be accepted without the signature of the head coach.
- Faxes will be accepted.

2.5 Sanctioned Tournament Participation Requirements – Single Age Groups

- A) Basketball Ontario expects teams to fulfill all of the Provincial Championships' participation requirements, as detailed in the 2008 Coaches Manual against teams in their own age category.
- B) Basketball Ontario's 2008 Provincial Championship draws will only be comprised of teams in the same age categories. Thus, Basketball Ontario will sanction all tournament draws that are comprised of teams in the same age category; any exception to this policy must be submitted in writing and approved by Basketball Ontario.
- C) Any tournament draw exceptions will not be used in the ranking and seeding process of the Provincial Championships.

2.6 Players

A) Age Categories

<u>Category</u>	<u>Year of Birth</u>
U10 Novice	1998 or Later
U11 Atom	1997 or Later
U12 Major Atom	1996 or Later
U13 Bantam	1995 or Later
U14 Major Bantam	1994 or Later

U15 Midget	1993 or Later
U16 Major Midget	1992 or Later
U17 Juvenile	1991 or Later
U19 Junior	1989 or Later

Note: All ages are as of January 1st of the current calendar year (e.g. January 1, 2008).

B) Minimum and Maximum Player Registration Requirements

Age Category	Maximum Number of Players	Number of Players Required on the Basketball Ontario Team Registration Form
U10 Novice, U11 Atom & U12 Major Atom	15	At least 12
U13 Bantam to U19 Junior	15	At least 10

C) Minimum and Maximum Playing Requirements

Age Category	Minimum Number of Players Required
U10 Novice, U11 Atom & U12 Major Atom	10
U13 Bantam to U19 Junior	5

- Please note that no Basketball Ontario games will start without the number of players required is met. The game shall be considered a forfeit if the playing requirements are not met.
- Team and player registration **MUST** be completed before any team/player participates in games according to whichever of the following deadlines comes first:
 - The team's first sanctioned Basketball Ontario tournament; or
 - The team's first sanctioned league game (where applicable); or
 - The Provincial Championship deadline for submission for the respective age category.

D) Playing for Two Separate Teams

Subject to any permitted transfer, done in accordance with the Transfer Guidelines, any player whose name appears on the score sheets of two or more separate Basketball Ontario rep teams (for clarity, for the purposes of playing for both teams), during the regular season leading to the Provincial Championships, shall be declared ineligible for the Provincial Championships.

E) Playing up

- If a player plays a third game with a higher-aged team during any basketball season leading up to, and including the Provincial Championships, that player has played "up" and must stay up for the balance of that season. There will be no playing up with two separate clubs. If a player is "playing up" the player may only play for one team per tournament, per season including the Ontario Cup, Provincial Championships.
- Any team requesting the use of younger players from within their own club must complete the Temporary Call-Up Permit. This form must be submitted to Basketball Ontario 72 hours prior to the start of the tournament. Requests should only be sent if a team is unable to meet the minimum player requirements for the respective age group. The Temporary Call-Up Permit Form can be found on the sanctioned tournament information page.

F) Identification of Athletes

Athletes from U15 Midget to U19 Junior **MUST** show photo identification at time of signing in at the Basketball Ontario Provincial Championships. Acceptable identification includes: current Student I.D. Card, Driver's License, Ontario Health Card, Citizenship Card or Passport.

2.7 Team Membership & Transfer Policy**A) Joining a Team**

A player who has signed a Basketball Ontario team registration form has joined that team and is committed to that Affiliated Club or Organization for that season.

B) 2007-2008 Basketball Season

The basketball season begins September 1, 2007 and ends May 31, 2008.

C) Goal Statement

The spirit and intent of these guidelines is to encourage commitment and respect between the athletes, their coaches and their affiliated club.

D) Transfer Rules

- A player shall not try out for or practice with another Affiliated Club or Organization once she/he has joined a team.
- The season ends and all players are released on May 31 of each year.
- A player joining more than one team in a season will be suspended for the remainder of the basketball season.
- A coach shall not drop a player off the team's roster once the player has joined the team, however ...

EXCEPTION: the coach may drop a player from the team for disciplinary reasons.

2.8 Coaches**A) Screening Requirements**

- Beginning in the 2006-2007 season, every team official (coach, manager, etc) must abide by Basketball Ontario's requirement of providing proof that they have been screened by their clubs and or leagues.
- Please visit www.basketball.on.ca under 'About Basketball Ontario' and then under 'Policies and Procedures' for a copy of Basketball Ontario's Volunteer Screening Model. Basketball Ontario will also provide a copy with each club affiliation package.

B) Certification Requirements

In order to qualify to coach in the 2007-2008 Basketball Ontario season, coaches must meet certain National Coaching Certification Program (NCCP) requirements. NCCP includes three components: they are technical, practical and theory (Introduction to Competition Part A/B). Coaches must be qualified as follows in order to coach in the 2007-2008 Basketball Ontario season:

Certification Requirements	Theory	Technical	Practical	Certified
U10 Novice to U14 Major Bantam Head Coach	ITC: A (Level 1)	Level 1	Level 1	✓
U10 Novice to U14 Major Bantam Assistant Coach	ITC: A (Level 1)	Level 1	Level 1	✓
U15 Midget to U19 Junior Head Coach	ITC: B (Level 2)	Level 2	Level 2	✓
U15 Midget to U19 Junior Assistant Coach	ITC: A (Level 1)	Level 1	Level 1	✓

C) National Coaching Certification Program (NCCP)

Those coaches and assistant coaches who do not meet the NCCP requirements by the time of their Ontario Cup date will be subject to sanction through the Fair Play Policy and Procedures of Basketball Ontario. All club contacts, coaches and assistant coaches should note that Basketball Ontario will handle the verification of certification requirements under its Fair Play Policy & Procedures.

i) Technical Certification: Technical certification presents sport specific skills and drills, information on the rules of play, equipment and skill development. To achieve technical certification, coaches must attend and complete a certification clinic. There is **NO EXCEPTION** for technical certification. Please note, completion of a “basketball technical” course at a secondary or post-secondary institution does not necessarily satisfy this requirement. Please contact Basketball Ontario if this situation applies to you.

ii) Practical Certification: Practical certification provides coaches with feedback on their ability to apply coaching knowledge through self, peer or third party evaluations. Coaches may only apply for practical certification after they have completed the technical component of each level. A coach may apply to Basketball Ontario to receive Level 1 practical certification provided the following criteria are met:

- The candidate must be certified at Level 1 Technical
- The candidate must complete 1 year of coaching defined as:
 - Training /Practice Component - 60 hours (30 - 40 Practices)
 - Game Component - 30 hours (15 games)
- The candidate must submit a Practical Experience Record.
- The candidate must submit a complete coaching resume.
- The candidate must submit a reference letter from an immediate supervisor.
- The candidate must submit a self-evaluation for level 1; peer evaluation for level 2.

The practical experience record and self-evaluation can be found at the back of each **Technical Manual**.

Theory Certification: Theory courses are held throughout the Province of Ontario on a regional basis. Please note: theory courses have been repackaged and are now presented as Competition: Introduction Part A (formerly Level 1 Theory) and Competition: Introduction Part B (formerly Level 2 Theory). For a complete listing of courses please contact the Coaches Association of Ontario (CAO) at 416-426-7056 or refer to www.coachesontario.ca.

Individuals graduating with a bachelors degree in physical education, kinesiology, sport science or other related degrees from a recognized Canadian postsecondary institution (prior to April 1, 2004) may apply to receive equivalency to Level 1 theory. To receive exemption, individuals must contact the Coaches Association of Ontario at 416-426-7056 or refer to www.coachesontario.ca

For an updated listing of technical clinics please consult our web site at www.basketball.on.ca. If you need to discuss the status of your club coaches or certification requirements, contact Jason Andrade, Manager, Coach Education and Training at 416-426-7199 or by email at jandrade@basketball.on.ca.

2.9 Mixed Teams

- A) In all age groups, teams may compete with boys and girls on the same team, PROVIDED THAT all mixed teams will compete in the boys' division.

- B) Any athlete in any age group, male or female, may play on a male team if the athlete tries out for the team and makes the roster.
- C) In U11 Atom, U13 Bantam, U15 Midget or U17 Juvenile, if a team has one (1) or more players at the U12 Major Atom, U14 Major Bantam, U16 Major Midget or U19 Junior age, the team may ONLY compete at the U12 Major Atom, U14 Major Bantam, U16 Major Midget level or U19 Junior age.

2.10 Wait List

Basketball Ontario will hold all monies and registration forms until you are entered into the Ontario Cup. If, by the start of the respective tournament you are not entered, the package will be sent back to you.

2.11 Withdrawal

- A) Teams withdrawing from January 31, 2008 to the final results submission date in a respective category will be refunded the team registration fees, less a \$100.00 administrative fee.
- B) Teams withdrawing after the final ranking date will be penalized according to the Performance Bond and Failure to Appear Policy in section 2.13.
- C) Teams intending to withdraw from the Ontario Cup should notify Shawn McPhee, Manager of Provincial Competitions immediately at 416-426-7198 or by email at smcphee@basketball.on.ca.

2.12 Team Substitution

- A) If a vacancy occurs in the Ontario Cup prior to the final seeding by the Ranking and Seeding Committee, the vacancy shall be filled from the waiting list. Teams on the waiting list are listed by date of receipt.
- B) If a vacancy occurs in the Ontario Cup after the final ranking and seeding has been completed, it shall be filled from the waiting list by the next team on the waiting list that was seeded in the given division.
- C) If no team that was seeded in the given division is available, the top team from the next lowest division will be moved into the vacancy and so on until all vacancies are filled.
- D) Any team substituted after 12:00pm on the Monday two weeks prior to the tournament weekend, will take the seed of the team they are replacing.

2.13 Performance Bond & Failure to Appear Policy

Any team that withdraws or fails to appear for a sanctioned tournament and/or the Ontario Cup (after the release date of the tournament draw) will be subject to sanctions.

Such sanctions will be implemented as follows:

1. First Occurrence:

- a. The club's performance bond is forfeited, and the monies will be divided equally among the teams which the team in question was scheduled to play.

- b. A performance bond equalling the dollar amount originally bonded must be immediately replaced by the Affiliated Club. Failure to do so will disqualify all other teams from the organization in question from the current year's Provincial Championship tournaments.
- c. The coach of the team in question will not be permitted to coach in any Basketball Ontario sanctioned tournaments for one year and will not be permitted to coach in any Provincial Championships the following year.
- d. The performance bond for the organization in question and the organization for which that coach is coaching, if different from above, will be raised the following year.

2. Second Occurrence:

- a. The replacement performance bond is forfeited, and the monies will be divided equally among the teams which the team in question was scheduled to play, the hosting organization and Basketball Ontario.
- b. The performance bond of double the original bond amount must be immediately replaced by the Affiliated Club. Failure to do so will disqualify all other teams from the organization in question from the current year's Provincial Championship tournaments.
- c. The coach of the team in question will not be permitted to coach in any Basketball Ontario sanctioned tournaments for two years and will not be permitted to coach in any Provincial Championships for two years.
- d. The affiliated club will be suspended from Basketball Ontario's sanctioned tournaments and Provincial Championships for a period of one year.

2.14 Requests for Exemption

The Request for Exemption process is intended to provide Basketball Ontario members with a procedural mechanism by which to request an exemption or exemptions from certain participation requirements and rules and regulations published annually in the Coaches' Manual.

This process is intended to be used in exceptional circumstances and any decision of a panel of the provincial advisory committee in accordance with this policy is final and binding and not subject to further review or appeal.

This policy applies to:

1. **All Members of Basketball Ontario**
2. **Jurisdiction** – The following participation requirements and rules and regulations published in this Coaches' Manual:
 - a. All provincial championship timelines.
 - b. All of the registration requirements.
 - c. All of the participation requirements (excluding coaching requirements, sub-section 2.8.2, and the National Coaching Certification Program, sub-section 2.8.3).
 - d. All of the ranking and seeding requirements (excluding final ranking, sub-section 3.5).
 - e. All of the rules and regulations.

The process is as follows:

- a. All requests for exemption shall be commenced by way of the Basketball Ontario Request for Exemption Application Form (available on the Basketball Ontario web site at www.basketball.on.ca) and must be received in the Basketball

Ontario office at least 14 days prior to the start of the Ontario Cup, Provincial Championship that the exemption refers to and must be accompanied by the prescribed fees.

- b. A request for exemption that satisfies the jurisdictional requirements of the policy shall, within five (5) business days of receipt, be sent to the Chair of the provincial advisory committee who shall, within five (5) business days, assign the Request to a panel consisting of three members of the provincial advisory committee.
- c. The members of the panel will then meet to consider the request for exemption or may communicate with each other by telephone or email.
- d. Any decision made by the panel is final and binding.

3 RANKING AND SEEDING

Please note that the Ranking and Seeding Committee lists will only be published on the Basketball Ontario web site, www.basketball.on.ca, click on 'Provincial Championships' and then 'Ranking and Seeding'.

It is the responsibility of the coach to locate their Regional Representative and ensure that all results have been reported correctly and prior to each respective deadline.

3.1 Team Tracking

The online membership system includes a team results and tracking component. It is the responsibility of every team contact/head coach to input game results for their Club's team to meet the requirements for Ranking and Seeding. Once a team has registered online and Basketball Ontario has received the team registration form, the team contact will be sent a user name and password that will enable the contact to be able to input every game opponents and scores through the team results and tracking login. **The winner of each Basketball Ontario game is responsible for entering the score online.**

3.2 Team Results Online Form

- A) Each team intending to participate in the Ontario Cup must double check their team results entered into the team tracking system and make sure all scores have been entered and can be verified, if needed, before the ranking and seeding submission deadline. Basketball Ontario strongly suggests you keep a copy of all game sheets as a back-up. The ranking and seeding committee member in the respective category of play, gender and region will then take these results to the ranking and seeding meeting.
- B) Team results must be entered online no later than 4:00 P.M. on the published timelines.
- C) Please **DO NOT** send results forms to the Basketball Ontario office unless requested.

3.3 Failure to Submit Results & Falsification of Results

- A) Teams that fail to submit results for the initial ranking and seeding (U15 Midget to U19 Junior Boys excluded) will be ranked N/R (Not Ranked). Teams failing to submit results for final ranking and seeding will **NOT** be permitted to compete in the Ontario Cup, Provincial Championships.

- B) Failure to submit all games scores, or falsification of information, by a coach, is a serious matter which could result in unfair seeding, and may result in sanctions under the Fair Play Policy being imposed upon the coach.

3.4 Initial Ranking

It is important that coaches submit results for the initial rankings and seeding. Not only does it show you where your team is ranked, it provides you with the opportunity to address any concerns you may have with your ranking and seeding. See 2008 Provincial Championship Timelines (pp. 4-5).

3.5 Final Ranking

Once the final ranking is complete and the teams are seeded, there is **NO APPEAL PROCESS**. Please be proactive in your scheduling, reporting of game scores, and communication with your ranking and seeding committee member. All coaches will be asked to submit an initial ranking review form if they feel there are some concerns with the initial rankings. This form is sent to all team contacts and is used at the final ranking meetings to help make the divisions as competitive as possible. For divisions that do not have an initial ranking deadline, there is a ranking review form available to complete and send to your ranking representative within 24 hours of the final ranking release.

3.6 Criteria for Ranking and Seeding

- Head to head results.
- Won vs. loss record.
- Opponent's record.
- Strength of schedule and opponents schedule. Second half results carry more weight.
- Roster changes.
- League results.

3.7 Responsibilities of the Ranking and Seeding Committee

- A) To collect game results from tournaments, leagues and exhibition games for a given category of play in a given region.
- B) To rank and seed teams according to established guidelines in a given category of play for the Ontario Cup.
- C) To solicit feedback on the initial ranking.

3.8 Limitations of the Ranking and Seeding Committee

1. The ranking and seeding committee is responsible for ranking and seeding only. Members should not contact the members of the ranking and seeding committee directly concerning issues in the final ranking. All communications regarding Final Ranking and Seeding concerns should be sent in writing to the chair of ranking and seeding, Chris Barron at cjbhoops@yahoo.com
2. Ranking and seeding committees have no authority to:
 - a. Change Tournament draws after the final seeding meeting.
 - b. Alter roster or payment deadlines.
 - c. Make decisions with financial ramifications

3.9 Office Staff

The Basketball Ontario office staff does not rank or seed teams for the Ontario Cup. For information on ranking and seeding, please contact your local Ranking and Seeding Committee member in the respective category, gender and region.

3.10 Regional Breakdown for Ranking and Seeding

Basketball Ontario Regions	Region, Counties, Districts
Capital	Prescott / Russell, Dundas / Glengary / Stormont, Ottawa / Carleton, Renfrew, Lenark
Hamilton-Wentworth	Hamilton, Wentworth, Dundas, Ancaster, Haldimand
Kawartha & York Region	Haliburton, Peterborough, Newcastle / Northumberland, Victoria, Durham, York Region
Niagara	Lincoln / Niagara South, Norfolk
Peel-Halton	Dufferin, Peel, Halton
South Simcoe, Near North & North	Simcoe, Muskoka, Nipissing, East / West Parry Sound, "All" Points North
St. Clair & Huron	Grey / Bruce, Huron, Perth, Middlesex, Oxford, Elgin / Kent, Lambton / Essex
St. Lawrence	Leeds / Grenville, Frontenac, Lennox / Addington, Prince Edward, Hastings, Cornwall
Toronto	North York, East York, Etobicoke, Scarborough, City of York, City of Toronto,
Tri-County	Waterloo, Brant, Wellington

4 ONTARIO CUP PROVINCIAL CHAMPIONSHIP INFORMATION

1. All Ontario Cup divisions will be classified division 1, 2, 3 and so on....
2. Division 1 is the highest level of play.
3. Provincial Championship tournaments will be offered in multiple divisions where the numbers of teams warrant it.
4. Tournaments may be held in 4, 8, 12 or 16 team standard formats. See 4.1 sample tournament draws (pp. 21-23).
5. Please see Section 4.2 for all tie-break formats.
6. All Ontario Cup division breakdowns are done by the ranking and seeding committee and will be published online at www.basketball.on.ca under the Provincial Championships section. Divisions and schedules are posted online once confirmed after the respective final ranking meeting.
7. All initial and final ranking listings can be found at www.basketball.on.ca within less than two business days after the initial or final ranking meeting for each respective age group.
8. Example:
 - a. April 23rd – U17 Juvenile Girls final submission of results are due.
 - b. April 27rd – U17 Juvenile Girls final ranking and seeding meeting takes place.
 - c. April 28th – U17 Juvenile Girls final rankings are posted at www.basketball.on.ca
 - d. April 30th – U17 Juvenile Girls Ontario Cup Schedule is posted at www.basketball.on.ca.
 - e. May 9-11th – U17 Juvenile Girls Ontario Cup takes place.

Please note once the schedule is released there are possible changes that may occur due to any uncontrollable circumstances. So please make sure you check the Thursday or Friday of the tournament weekend to ensure you have an updated schedule. Basketball Ontario will make every effort to contact you if a change is made, so please make sure you register your team with a valid email and emergency contact number where we can reach you.

9. Volunteer opportunities are available throughout the Ontario Cup championships. Please contact Shawn McPhee, Manager of Provincial Competitions at smcphoe@basketball.on.ca for more information.
10. Ontario Cup Merchandise will be on sale and available on March 1st. Please visit The Basketball Store online at www.basketball.on.ca for prices, sizes and to order online. To avoid missing out on certain sizes, individual orders and team orders may be placed ahead of time using the pre-order form and can be mailed out or picked up at any Ontario Cup weekend.
11. Basketball Ontario and the Westmont Hospitality Group have also teamed up to offer a Basketball Ontario rate for all members for all of your travel needs. Please visit www.basketball.on.ca for all Westmont property locations closest to each sanctioned tournament and Ontario Cup location to save you money. You may use the Basketball Ontario rate all year round for any hotel accommodation needs not just for basketball use.
12. To book simply call 1-866-848-BOOK or email teambookings@whg.com or basketball@whg.com and request the Basketball Ontario rate.

I've missed more than 9000 shots in my career. I've lost almost 300 games. 26 times, I've been trusted to take the game winning shot and missed. I've failed over and over and over again in my life. And that is why I succeed."
-- Michael Jordan

Sometimes a player's greatest challenge is coming to grips with his role on the team.
-- Scottie Pippen

4.1 Sample Tournament Draws

1. Sixteen (16) Team Tournament Draw

Pools consist of four teams each. Each number represents the team's seed in the tournament

POOL A	POOL B	POOL C	POOL D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13

Friday	Gym 1	Gym 2
4:30 P.M.	A1 vs. A16	A8 Vs A9
6:00 P.M.	D4 Vs. D13	D5 Vs. D12
7:30 P.M.	B2 Vs. B15	B7 Vs. B10
9:00 P.M.	C3 Vs. C14	C6 Vs. C11

Saturday	Gym 1	Gym 2	Gym 3
8:00 A.M.	A1 Vs. A9	A8 Vs. A16	D4 Vs. D12
9:30 A.M.	B2 Vs. B10	B7 Vs. B15	D5 Vs. D13
11:00 A.M.	C3 Vs. C11	C6 Vs. C14	
12:30 P.M.	A1 Vs. A8	A9 Vs. A16	
2:00 P.M.	D4 Vs. D5	D12 Vs. D13	
3:30 P.M.	B2 Vs. B7	B10 Vs. B15	
5:00 P.M.	C3 Vs. C6	C11 Vs. C14	

Quarterfinals

7:00 P.M.	(1) A1 Vs. D2	(2) D1 Vs. A2
8:30 P.M.	(3) B1 Vs. C2	(4) C1 Vs. B2

Sunday	Gym 1	
9:00 A.M.	(5) Winner Game 1 Vs. Winner Game 2	Semi Final #1
10:30 A.M.	(6) Winner Game 3 Vs. Winner Game 4	Semi Final #2
1:00 P.M.	Loser Game 5 Vs. Loser Game 6	Bronze Medal Game
2:30 P.M.	Winner Game 5 Vs. Winner Game 6	Gold Medal Game

- Each team will receive at least 3 pool games.
- The two (2) teams with the best records in each pool will advance to the playoff round and play a quarter-final game Saturday evening.
- The winners of the quarter-finals will play 2 games in the medal rounds on Sunday; a semi-final and either a bronze or gold medal game.
- In the event of a tie within pool play, the Basketball Ontario tie-break format will be used.
- The team that appears on the left hand side of the tournament draw shall be the home team.

2. Twelve (12) Team Tournament Draw

Pools consist of four teams each. Each number represents the team's seed in the tournament

POOL A	POOL B	POOL C
1	2	3
6	5	4
7	8	9
12	11	10

FRIDAY	GYM 1	GYM 2
6:00 P.M.	A 1 Vs. 12	A 6 Vs. 7
7:30 P.M.	B 2 Vs. 11	B 5 Vs. 8
9:00 P.M.	C 3 Vs. 10	C 4 Vs. 9

SATURDAY	GYM 1	GYM 2
9:00 A.M.	A 1 Vs. 7	A 6 Vs. 12
10:30 A.M.	B 2 Vs. 8	B 5 Vs. 11
12:00 P.M.	C 3 Vs. 9	C 4 Vs. 10
1:30 P.M.	A 1 Vs. 6	A 7 Vs. 12
3:00 P.M.	B 2 Vs. 5	B 8 Vs. 11
4:30 P.M.	C 3 Vs. 4	C 9 Vs. 10

Quarterfinals

7:00 P.M.	(1) A1 Vs. Wildcard 2	(2) B1 Vs. Wildcard 1
8:30 P.M.	(3) B2 Vs. C2	(4) C1 Vs. A2

SUNDAY	GYM 1	
9:00 A.M.	(5) Championship Semi-Final 1	(Winner "1" Vs. Winner "3")
10:30 A.M.	(6) Championship Semi-Final 2	(Winner "2" Vs. Winner "4")
1:00 P.M.	Bronze Medal Game	(Loser "5" Vs. Loser "6")
3:00 P.M.	Gold Medal Game	(Winner "5" Vs. Winner "6")

- Each team will receive at least 3 pool games.
- The two- (2) teams with the best records in each pool and two wildcard teams will advance to the playoff round and will play a quarter final game on Saturday evening.
- The two wild card teams will be determined by using the Basketball Ontario tie break format.
- In the event of a tie within pool play, the Basketball Ontario tie-break format will be used.
- The team that appears on the left-hand side of the tournament draw shall be the home team.
- In the quarterfinals, Basketball Ontario reserves the right to swap wildcard teams' positions if two teams have previously met within pool play.

3. Eight (8) Team Tournament Draw

Pools consist of four teams each. Each number represents the team's seed in the tournament

POOL A	POOL B
1	2
4	3
5	6
8	7

FRIDAY

GYM 1

4:30 P.M.	A 1 Vs. 5
6:00 P.M.	A 4 Vs. 8
7:30 P.M.	B 2 Vs. 6
9:00 P.M.	B 3 Vs. 7

SATURDAY

GYM 1

8:30 A.M.	A 1 Vs. 8
10:00 A.M.	A 4 Vs. 5
11:30 A.M.	B 2 Vs. 7
1:00 P.M.	B 3 Vs. 6
3:00 P.M.	A 1 Vs. 4
4:30 P.M.	A 5 Vs. 8
6:00 P.M.	B 2 Vs. 3
7:30 P.M.	B 6 Vs. 7

SUNDAY

GYM 1

9:00 A.M.	(1) A1 Vs. B2	Championship Semi-Final 1
10:30 A.M.	(2) B1 Vs. A2	Championship Semi-Final 2
1:00 P.M.	Bronze Medal Game	(Loser "1" Vs. Loser "2")
3:00 P.M.	Gold Medal Game	(Winner "1" Vs. Winner "2")

- Each team will receive at least 3 pool games.
- The two (2) teams with the best records in each pool will advance to the semi-finals and medal rounds on Sunday and play two (2) additional games.
- In the event of a tie within pool play, the Basketball Ontario tie-break format will be used.
- The team that appears on the left hand side of the tournament draw shall be the home team.

4.2 Tie Break Format - Sixteen and Eight Team Draw

4.2.1 Tie Break Format – Sixteen and Eight Team Draw

- **Step 1: Most Wins**
The team with the most wins will be given priority ranking.
- **Step 2: Two-Way Tie - Head to Head Method**
If a tie exists between two (2) teams at the completion of the schedule, the winner of the game played by the two teams involved (head to head match-up) will be given priority ranking.
- **Step 3: Three-Way Tie - Points For and Against Method**
If a tie exists between three (3) or more teams, the points for and against method will be used with a cap at 20 points per game. Example – Team A wins by 32 points, only a point spread of +20 will be used for that game not a +32.
 - Scores against the team(s) NOT involved in the three-way tie are discarded.
 - The total points scored and allowed for each game is calculated of the teams involved in the three-way tie.
 - The team with the highest points for and against value will be given priority ranking.
 - The team with the second highest points for and against value will be given the secondary ranking.
 - **Example: 3 Pool Games of the 3 Teams Tied**
Game 1 - A 50 - B 45 Game 2 - B 60 - C 38 Game 3 - C 45 - A 37

 Team A – Game 1 (+5), Game 3 (-8) = -3 Points For and Against
 Team B - Game 1 (-5), Game 2 (+20) = +15 Points For and Against
 Team C - Game 2 (-20), Game 3 (+8) = -12 Points For and Against

 Team B receives the priority ranking.
 Team A receives the secondary ranking and advances to the playoffs.
 Team C is eliminated from the playoffs.
- **Step 4: Two-Way Tie Persists - Head to Head Method**
If a tie exists between two (2) teams after using the three-way tie - points for and against method, (see method “3” on the previous page) the winner of the game played by the two teams involved (head to head match-up) will be given priority ranking.

<u>Team</u>	<u>Points for</u>	<u>Points Against</u>	<u>Points For and Against</u>
A	90	80	+10
B	100	90	+10
C	80	100	-20

 - The winner of the game between Team A and Team B receives the priority ranking.
 - The loser of the game between Team A and Team B receives the secondary ranking.
 - Team C is eliminated from the playoffs.
- **Step 5: Three-Way Tie Persists – Additional Pool Play Result**
If a tie persists between three (3) teams after the points for and against method is used, the game against the remaining team in the pool will be added to the calculation to determine who is given priority ranking. If a tie persists between two teams after the additional score is used the head to head method will be used to determine the priority ranking.

- **Example:**

Team	Points For and Against of Teams Involved	Additional Pool Play Game Result	Total Points For and Against
A	0	50 – 55 = -5	-5
B	0	68 – 60 = +8	+8
C	0	55 – 52 = -3	-3

- Team B receives Priority Ranking
- Team C receives the secondary ranking and advances to the playoffs
- Team A is eliminated from the playoffs.

- **Step 6: Three-Way Tie Persists - Number Draw**

The numbers one, two and three are written on a piece of paper by a neutral third party and the coaches.

- The coaches then draw one number from the container, beginning with the highest seeded team and ending with the lowest seeded.
- Number one (1) shall represent the priority ranking, number two (2) the secondary ranking and number three (3) will be eliminated from the playoffs.

<u>Team</u>	<u>Points for</u>	<u>Points Against</u>	<u>Points For and Against</u>
A	90	80	+10
B	100	90	+10
C	120	110	+10

- The Team that draws the number one (1) receives the priority ranking.
- The Team that draws the number two (2) receives the secondary ranking.
- The Team that draws the number three (3) is eliminated from the playoffs.

4.2.2 Tie Break Format - Twelve Team Draw

- **Step 1: Most Wins**

The team with the most wins will be given priority ranking.

- **Step 2: Two-way Tie - Head to Head Method**

If a tie exists between two (2) teams at the completion of the schedule, the winner of the game played by the two teams involved (head to head match-up) will be given priority ranking.

- **Step 3: Three-Way Tie - Points For and Against Method (Cap 20 points per game)**

Once the two teams with the best record in each pool have been determined, if two or more of the remaining teams in the three pools are tied in wins, ranking of those teams to determine the wildcard teams is based on the team with best points for and against record using the scores from all the round-robin games of each team. With a maximum plus 20 score per game.

- **Step 4: Three-Way Tie persists – Points For and Against Method**

If ranking based on points for and against results a tie remaining between two teams in different pools, or among more than two teams, ranking of those teams to determine the wildcard teams is based on the (highest) difference between total points scored and total points allowed for each team using the scores from all the round-robin games of each team.

- **Step 5: Two-Way Tie Persists - Head to Head Method**

If ranking based on points for and against or points allowed results in a tie remaining between two teams that are in the same pool, the winner of the head-to-head game has priority ranking.

- **Step 6: Tie Persists - Number Draw**
Any remaining ties are broken by ranking numbers drawn by the affected coaches.

5 BASKETBALL ONTARIO RULES (ALL AGE CATEGORIES)

Basketball Ontario Rules and Regulations – All Age Categories

All Provincial Championship games will be governed by FIBA (International Basketball Federation), whose rule books are adopted for use at all Basketball Ontario sanctioned games and/or tournaments. Basketball Ontario has added and made certain modifications to the FIBA Rules to include components of the FIBA Mini Rules Manual for Novice-Major Atom division games in order to meet the needs of young players and its membership. The rules and modifications for each specific age category can be found in each age category's rules and regulations section.

FIBA rule books can be purchased from Basketball Ontario. Please contact Steve Hopkins at 416-426-7200, press "1" then "0" or by email at shopkins@basketball.on.ca

The Intent of the Young Player Rule Modification:

These rules apply to the U10 Novice, U11 Atom, U12 Major Atom, U13 Bantam and U14 Major Bantam categories of play and are formulated with the best interests of the **CHILDREN** playing the game in mind. It is expected that each coach and club will respect the intent of these rules and adhere to them. Officials' boards that are responsible for calling Provincial Championship games have been provided with a copy of the Young Player Rule Modifications in order to familiarize themselves with the Basketball Ontario game rules.

5.1 Uniform Numbers and Jerseys

FIBA Approved Numbers:

4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 21, 22, 23

As per agreement with the Ontario Association of Basketball Officials (OABO), Basketball Ontario games will be able to use the following numbers for the up-coming 2007-08 season but FIBA numbers will be mandatory starting with the 2008-09 season:

0 or 00, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55

Note: A team list shall not have both numbers 0 and 00.

5.2 Game Forfeiture Score

- A fifteen (15) minute grace period from the scheduled start of the game will be permitted for a late team.
- At a sanctioned tournament, the tournament convener shall decide if a forfeit is to be called after the fifteen (15) minute grace period has expired.
- At a Provincial Championship, Basketball Ontario shall decide if a forfeit is to be called after the fifteen (15) minute grace period has expired.

- D) In forfeit games, the score shall be recorded as 20 – 0 or the score existing when the game is forfeited with the difference being less than 20 points.
- E) If both teams are forfeit (due to insufficient players) the score shall be recorded as 0 – 0.

5.3 Time-Outs

- A) Each team receives:
- B) Two (2) sixty (60) second time outs in the first half.
- C) Three (3) sixty (60) second time outs in the second half.
- D) Any unused time-outs do not carry over into overtime periods. One time-out per overtime period is granted.

5.4 Free Throws after Time Has Expired

- A) Free throws shall be attempted after time has expired in the last period of the game provided a foul occurs:
- i) So near the expiration of time that the timer could not stop the clock before game time had expired.
 - ii) After time expired but while the ball was in flight, during a try or tap for a field goal.

5.5 FIBA Rule Changes Highlights

*** Please note that these are not all of the rule changes, but they are the most common differences that you will experience in a game. Please make sure you read the FIBA rule manual for complete rule changes.**

RULE	FIBA	NFHS
Starting each half	Jump Ball at the beginning of the game. AP for the rest	Jump Ball at the beginning of the game and all overtimes, AP for the rest
Jump ball	Players may move onto or around the circle prior to toss.	Players may not move onto or around the circle until the ball has left the official's hand.
Throw-in spot	Point nearest to infraction At free throw line extended following cancelled basket or free throw violation by free throw shooter At mid-court following <ul style="list-style-type: none"> • technical foul • unsportsmanlike foul • time-out granted to team entitled to the ball in final 2 minutes 	Point nearest to infraction At mid-court following intentional technical foul
Throw-ins	Front court throw-in – cannot throw the ball to the back court. Allowed to throw ball over backboard on throw-in.	Can be thrown anywhere on the court. Cannot throw ball over rectangular backboard on throw-in. Can be thrown over fan-shaped backboard.
Substitution	Permitted during any stoppage of play Subs not allowed during free throw activity but permitted prior to free throw activity and after free throw activity if last free throw successful or followed by throw-in Last 2 minutes of 4 th period or overtime, subs permitted for team scored upon.	Permitted during any stoppage of play. Subs permitted prior to any free throw or after last free throw if successful. During time-outs – player must report prior to 15 sec. warning.
Time outs	2 in the first half and 3 in the second half. No carry-over. T.O. must be requested at the scorer's table	3 full (60 sec.) + 2 Mini (30sec.). Warning issued 15 seconds prior to end of a 60-second time-out and 10 seconds prior to the end of a 30-second time-out.

	by the coach. Granted <u>only</u> at the next stoppage of play or if scored upon. No T.O. between free throws. T.O. is 1 minute in duration- warning at 50 seconds. Teams must stay in their huddle for 50 seconds. One T.O per overtime	Used anytime during the game. May be granted at request of player or coach while a player on the requesting team is in control or during dead ball. T.O. may be granted between free throws. T.O. can be shortened if both teams are ready to play. Add one T.O. per overtime T.O. can be carried over Extra T.O. may be "bought" at the expense of an indirect technical foul.
Free throws	Maximum 5 players in designated lane spaces. Spaces are exclusive to each team. Violation by either team (excluding the shooter) is called <u>only</u> if free throw is unsuccessful. Violation by free-thrower takes precedence over other violations	Maximum 6 players in lane spaces (Max. 2 offensive players). First 2 spaces must be occupied by defense. Open spot may be taken by opponent. No player shall occupy the fourth space. Players not in the marked lane spaces must be behind the 3-point line and the free throw line extended. Violation on offensive team called immediately. Delay against defensive team. No free throws on a team control foul. Ten seconds to release the try. Restrictions end when ball touches rim, backboard, or free throw ends.
Timing	Clock stops last 2 minutes of 2 nd half & extra periods on made field goals.	No rule.
Overtime	Overtime rule to be implemented and enforced as indicated in Basketball Ontario Coaches Manual	Same direction & jump ball. 4 minutes. (3 minutes for a game with 6 minute quarters.) 1 additional 60 sec. T.O.
Airborne shooter	Considered in act of shooting until both feet return to the floor.	No longer airborne shooter when one foot returns to the floor. Airborne shooter charges after release of ball, disallow basket, player control foul
Blocked shot	Player returning to floor without losing control of ball – Travel	Player returning to floor without losing control of ball – Held Ball = AP
Closely guarded ** New for 2007-2008 Season	5 second count only on a player holding the ball anywhere on the court. ** NFHS closely guarded rule will be enforced during all Basketball Ontario games where a shot clock is not present.	5 second count on a player holding the ball in front court only.
Count in back court	8 seconds to advance into front court Count continues if ball deflected out of bounds and returns to same team	10 seconds to advance into front court New count if play stoppage
Back court	Front court status once ball or either foot crosses division line.	Front court status once 3 points (ball +both feet) cross division line. A player from the team not in control may jump from the front court, catch a tapped jump ball or a throw-in and land in the back court (even with one foot touching in the front court first)
Basket Interference	Offense and defense may touch ball once it contacts rim unless a period ending horn or a whistle has sounded before. In that case, nobody may touch the ball as long as it has a chance of entering the basket.	Neither team may touch ball within imaginary cylinder above the basket, except when the hand is on the ball and brought it into the cylinder—as in a dunk or dunk attempt or in blocking a dunk attempt
Faking during free throw	Free-thrower may not fake free throw.	Free-thrower may not fake free throw Violation if player along lane fakes to draw a player into lane early.
Personal fouls	Contact by an opponent during a live or dead ball.	Contact by an opponent during a live ball only.
Penalty (bonus)	2 shots starting on the 5th team foul in each quarter.	1 + 1 starting on the 7th team foul in each half and 2 shots starting on the 10th.
Technical foul	Non-contact fouls – live or dead ball. Player on the court and bench – 2 shots plus possession at division line.	Dead ball- contact & non-contact fouls Live ball- non-contact fouls Technical = 2 shots and resume play at point of interruption. Intentional Technical Foul – Contact by a player during a dead ball = 2 shots + ball at division line. Flagrant Technical Foul = ejection + 2 shots + ball at division line.
Unsportsmanlike foul	2 (3) shots and possession at division line. Exception: Made field goals = 1 shot + possession	2 shots, even if a basket was scored at the time and possession at point of foul.
Falling	Player with ball permitted to fall.	Player with ball travels if falls

6 U10 NOVICE RULES AND REGULATIONS

6.1 Playing Court Dimensions

Minimum 44' x 74'
Maximum 50' x 84'

6.2 Free Throw Line - U10 Novice 13'

6.3 Three-Point Line - U10 Novice – three-point shot is not in effect

6.4 Ball Size – Size 5

6.5 Entire Game

- A) The Equal Participation rule will be in effect for the entire game.
- B) The game will be eight (8) periods of three (3) minutes each.
- C) During the eight (8) periods, substitution will only occur at the end of each period.
- D) Substitutions are permitted for medical reasons at any time and if an injury occurs during the eight (8) periods.
- E) The time between quarter 2 (period 4) and quarter 3 (period 5) is halftime.
- F) Periods two (2) to eight (8) will start in the direction of the possession arrow.
- G) The throw-in shall be from the out-of-bounds at the division line in the backcourt opposite the scorer and timer's table.

6.6 Players Playing Time

Coaches are required to provide playing time for all players present at the game who have been registered with Basketball Ontario.

6.7 Players Equal Participation Rule

- A) This rule will be in effect for the entire game.
- B) Each eligible player must play the minimum number of shifts required. For clarity, see chart below.
- C) All U10 Novice teams must abide by this rule for all Basketball Ontario games including exhibition games, sanctioned tournaments, and the Provincial Championships. If any team is found with a player(s) shift totals exceeding the maximum number of shifts per player or any player(s) that do not meet the minimum number of shifts per player, this game will be considered a forfeit game. Please see 5.2 for game forfeiture scores.

D) Minimum/Maximum Shifts for U10 Novice

Number of Players	Minimum Shifts per Player	Maximum Shifts per Player
15	2	3
14	2	3
13	3	4
12	3	4
11	3	4
10	4	4

Note: An eligible player is defined as one who is registered for the Provincial Championships and, by virtue of same, shall, subject to injury or illness, be placed on the team roster and/or score sheet for all games.

6.8 Back-to-Back Shift Substitution

A) Players may not play back-to-back periods in the game.

Exceptions:

- i) The periods immediately before and immediately following half time are not considered to be back-to-back in the U10 Novice level of play because of the half time break. Free substitutions may occur at half time. This rule is contingent upon equal participation conditions being met for all team members.
- ii) A player may play in back-to-back periods as a result of medical reasons and/or injuries and then only if the coach has no other player to substitute.
- iii) For the purpose of shift assignment for equal participation only, each shift shall be divided into three one-minute intervals, and assignment of the shift shall take place as follows:
 - If substitution occurs during the first two minutes, the shift belongs to player 2 (“the Substitute”).
 - If substitution occurs in the last minute, the shift belongs to player 1 (“the Intended Player”).

6.9 Overtime

- A) The length of each extra period shall be three (3) minutes long.
- B) Time-outs do not carry over to the overtime period. Each team receives one (1) time-out per overtime period.
- C) Teams are not required to provide playing time for all players in overtime.

6.10 Faking an Injury and Not Dressing Players

- A) The equal participation rules were formulated with the best interests in mind of the CHILDREN playing the game at the U10 Novice level.
- B) Every child who is registered for the Provincial Championships must participate under the equal participation rules. Every Basketball Ontario registered club and coach must respect the intent of these rules and adhere to them.

6.11 Late Players

Although adding eligible player(s) after the game has started to the official score sheet is permitted, the equal participation rule must be met for all players including the late player(s).

6.12 Tracking Playing Time – U10 Novice

- A) The scorer is required to track all of the players' shifts including substitutions due to medical reasons and/or injuries.
- B) Each time a player is on the court for a shift, a checkmark will be made in the space provided on the score sheet.

Example:

Team:		Date:				Location:			
Player	First Quarter		Second Quarter		Third Quarter		Fourth Quarter		
Shift	One	Two	Three	Four	Five	Six	Seven	Eight	
McPhee		✓		✓		✓		✓	
Jansson	✓		✓		✓		✓		
Andrade	✓		✓		✓		✓		
Raponi		✓		✓		✓		✓	
Barron		✓		✓		✓		✓	
Jones	✓		✓		✓		✓		
Watt		✓		✓		✓		✓	
Perrier	✓		✓		✓		✓		
Kaiura		✓		✓		✓		✓	
Hopkins	✓		✓		✓		✓		
Total	5	5	5	5	5	5	5	5	

6.13 Person-to-Person Rule

Basketball Ontario requires its registered clubs and coaches to have as one (1) of their most important priorities, the development of long-term basketball skills.

For this reason:

- A) Basketball Ontario believes that teaching person-to-person defensive skills is critical to children's overall skill development, enjoyment and success in the game of basketball.
- B) Registered member clubs and coaches are required, therefore, to teach their players the necessary skills needed to use only person-to-person defense during Basketball Ontario's U10 Novice games.

6.13.1 Definition of Person-to-Person

The following defenses are illegal and not allowed (see 6.13.3 regarding the consequences for Person-to-Person Defense Rule violations):

[A] zone defenses (defensive players covering an area of the court rather than an offensive player)

Each defensive player must guard an offensive player inside the boundaries of the three (3)-point field goal line (or in the approximate area where a three (3)-point line would be marked on the floor of the frontcourt) and make all of the defensive moves associated with the offensive player.

[B] pressing an opponent

Note the exception to [B] "pressing an opponent":

During the last three (3) minutes of the game (or shift 8) and overtime shifts, both teams may press unless one team is leading by more than fifteen points.

In that case, the leading team must not continue to press.

Examples of above illegal defenses [A] and [B]:

[A] If an offensive player crosses the court, a defensive player does not follow.

[B] Once the defensive team secures control of the ball (dribbling and/or holding the ball) in its backcourt, the opposing team's players shall immediately retreat to their defensive end of the court behind the eight (8)-second line.

The "new" offensive team shall be allowed to dribble the ball unimpeded across the eight (8)-second line and establish frontcourt status.

Note:

If any or all of the defensive team's players deliberately or intentionally presses the new offensive team, the team is in violation of the person-to-person rule.

If any or all of the defensive team's players do not retreat fast enough, the offensive team will receive the ball where the infraction occurred.

6.13.2 Consequences for Person-to-Person Defense Rule Infractions

First infraction:

- a. The game official will provide one (1) warning to the offending team.
- b. The scorer must then notate the warning on the game sheet.

Subsequent infraction(s):

- a. A team technical foul will be assessed against the defensive team for each and every infraction of the rule.
- b. Two free throws and possession of the ball at half court will be awarded to the offensive team.

6.13.3 Procedures to the Consequence for Person-to-Person Defense Rule Infractions

- Any player of the offensive team listed on the game sheet (on or off the court) may shoot one or both of the free throws.
- In offensive player coming on to the court from the bench to take one or both of the free throws must return immediately after the free throw(s) have been taken and before play resumes.
- Coaches are not to use this violation as a substitute opportunity.
- The team's coach, whose team receives three (3) or more team technicals as a result of person-to-person infractions in any one game, will be reported to Basketball Ontario by the sanctioned tournament convener or league representative and investigated under Basketball Ontario's Fair Play Policy.

6.13.4 Person-to-Person Recommendations

- Coaches must take a more active role in reminding their young players throughout the game to play according to the rules and guidelines as set out in this manual.
- For example:
 - Coaches should monitor their score and remind their players during the 8th shift to stop pressing whenever the score warrants (see 6.13.1 exception to "pressing an opponent" section).

- Coaches should remind their players to defend their offensive opponent throughout the game to avoid Person-to-Person Defense Rule Infractions --- see 6.13.1

7 U11 ATOM AND U12 MAJOR ATOM RULES AND REGULATIONS

7.1 Playing Court Dimensions

Minimum **44' x 74'**
Maximum **50' x 84'**

7.2 Free Throw Line - U11 Atom and U12 Major Atom 15'

7.3 Three-Point Line - Is in effect

7.4 Ball Size - Size 5

7.5 Entire Game

- A) The game will consist of four quarters of play. Each quarter will be divided into two (2) periods of four (4) minutes each resulting in eight (8) periods of play.
- B) During the first seven (7) periods, substitution will occur only at the end of each period.
- C) The time between period four (4) and five (5) is halftime.
- D) Substitutions are permitted for medical reasons at any time and if an injury occurs during the first seven (7) periods
- E) Final period of play. Open substitution will only be permitted in the eighth, and final four (4) minute period of the game or any overtime periods.
- F) The throw-in shall be from the out-of-bounds at the division line in the backcourt opposite the scorer and timer's table.

7.6 Players Playing Time

Coaches are required to provide playing time for all players present at the game who have been registered with Basketball Ontario.

A) Players Equal Participation Rule

- i) This rule will be in effect for the first seven periods.
- ii) Each eligible player must play the minimum number of shifts required. For clarity, see chart below.
- iii) All Atom/Major Atom teams must abide by this rule for all Basketball Ontario games including exhibition games, sanctioned tournaments, and the Provincial Championships. If any team is found with a player(s) shift totals exceeding the maximum number of shifts per player or any player(s) that do not meet the minimum number of shifts per player, the game will be considered a forfeit game. Please see 5.2 for game forfeiture scores.

B) Minimum/Maximum Shifts for U11 Atom & U12 Major Atom

Number of Players	Minimum Shifts per Player	Maximum Shifts per Player
15	2	3
14	2	3
13	2	3
12	2	3
11	3	4
10	3	4

Note: An eligible player is defined as one who is registered for the Provincial Championships and, by virtue of same, shall, subject to injury or illness, be placed on the team roster and/or score sheet for all games.

7.7 Back-to-Back Shift Substitution

- A) Players may not play back-to-back in the game.
Exceptions:
- i) The shifts immediately before and immediately following half time are not considered to be back-to-back in the U11 Atom/ U12 Major Atom level of play because of the half time break. Free substitutions may occur at half time. This rule is contingent upon equal participation conditions being met for all team members.
 - ii) A player may play back-to-back shifts as a result of medical reasons and/or injuries and then only if the coach has no other player to substitute.
 - iii) For the purpose of shift assignment for equal participation only, each shift shall be divided into four one-minute intervals, and assignment of the shift shall take place as follows:
 - If substitution occurs during the first three minutes, the shift belongs to player 2 (“the Substitute”).
 - If substitution occurs in the last minute, the shift belongs to player 1 (“the Intended Player”).

7.8 Overtime

- A) The length of each extra shift shall be four (4) minutes long.
- B) Teams are not required to provide playing time for all players in overtime.
- C) Time-outs do not carry over to overtime period. Each team receives one (1) time-out per overtime period.

7.9 Faking an Injury and Not Dressing Players

- A) The equal participation rules were formulated with the best interests in mind of the CHILDREN playing the game at the U10 Novice, U11 Atom and U12 Major Atom level.
- B) Every child who is registered for the Provincial Championships must participate under the equal participation rules. Every coach must respect the intent of these rules and adhere to them.

7.10 Late Players

Although adding eligible player(s) after the game has started to the official score sheet is permitted, the equal participation rule must be met for all players including the late player(s).

7.11 Tracking Playing Time – U11 Atom/U12 Major Atom

- A) The scorer is required to track all of the players' shifts including substitutions due to medical reasons and/or injuries.
- B) Each time a player is on the court for a shift, a checkmark will be made in the space provided on the score sheet.

Example:

Team:		Date:				Location:			
Player	First Quarter		Second Quarter		Third Quarter		Fourth Quarter		
Shift	One	Two	Three	Four	Five	Six	Seven	Eight	
McPhee		✓		✓		✓		✓	
Jansson	✓		✓		✓		✓		
Andrade	✓		✓		✓		✓		
Raponi		✓		✓		✓		✓	
Rana		✓		✓		✓		✓	
Young	✓		✓		✓		✓		
O'Keefe		✓		✓		✓		✓	
Perrier	✓		✓		✓		✓		
Kaiura		✓		✓		✓		✓	
Hopkins	✓		✓		✓		✓		
Total	5	5	5	5	5	5	5	5	

7.12 Person-to-Person Rule

Basketball Ontario requires its registered clubs and coaches to have as one (1) of their most important priorities, the development of long-term basketball skills.

For this reason:

- A) Basketball Ontario believes that teaching person-to-person defensive skills is critical to children's overall skill development, enjoyment and success in the game of basketball.
- B) Registered member clubs and coaches are required, therefore, to teach their players the necessary skills needed to use only person-to-person defense during Basketball Ontario's U11 Atom/U12 Major Atom games.

7.12.1 Definition of Person-to-Person

The following defenses are illegal and not allowed (see 7.12.3) regarding the consequences for person-to-person defense Rule violations):

[A] zone defenses (defensive players covering an area of the court rather than an offensive player)

Each defensive player must guard an offensive player inside the boundaries of the three (3)-point field goal line (or in the approximate area where a three (3)-point line would be marked on the floor of the frontcourt) and make all of the defensive moves associated with the offensive player.

Examples of above illegal defenses [A]:

[A] If an offensive player crosses the court, a defensive player does not follow.

[B] Defensive players yell switch immediately rather than trying to get around screens.

7.12.2 Consequence for Person-to-Person Defense Rule Infractions**First infraction:**

- a. The game official will provide one (1) warning to the offending team.
- b. The scorer must then notate the warning on the game sheet.

Subsequent infraction(s):

- a. A team technical foul will be assessed against the defensive team for each and every infraction of the rule.
- b. Two free throws and possession of the ball at the division line in the backcourt will be awarded to the offensive team.

7.12.3 Procedures to the Consequence for Person-to-Person Defense Rule Infractions

- Any player of the offensive team listed on the game sheet (on or off the court) may shoot one or both of the free throws.
- An offensive player coming on to the court from the bench to take one or both of the free throws must return immediately after the free throw(s) have been taken and before play resumes.
- Coaches are not permitted to use this violation as a substitute opportunity.
- The team's coach, whose team receives three (3) or more team technical fouls as a result of person-to-person infractions in any one game, will be reported to Basketball Ontario by the sanctioned tournament convener or league representative and investigated under Basketball Ontario's Fair Play Policy.

7.12.4 Person-to-Person Recommendations

- Coaches must take a more active role in reminding their young players throughout the game to play according to the rules and guidelines as set out in this manual.
- For example:
 - Coaches should monitor their score and remind their players during the 8th shift to stop pressing whenever the score warrants (see 7.12.1 Exception to "pressing an opponent" section).
 - Coaches should remind their players to defend their offensive opponent throughout the game to avoid person-to-person defense rule infractions --- see 7.12.1)

7.13 Drop Back Rule

- A) Pressing is permitted except when one (1) team leads by fifteen (15) points or more, its players must "drop back" behind the eight (8) second line.
- B) Once the losing team secures player control of the ball (dribbling or holding the ball) in its backcourt, the winning team players must retreat immediately into their backcourt behind the eight (8) second line.
- C) The losing team shall be allowed to dribble the ball unimpeded across the eight (8) second line and establish frontcourt status.

7.13.1 Drop Back Rule Penalty

Violation of the rule as stated in 7.13 will result in the ball being awarded out of bounds to the losing team behind the frontcourt end line at the junction of the extended free throw lane.

8 U13 BANTAM AND U14 MAJOR BANTAM RULES AND REGULATIONS

8.1 Playing Court Dimensions

Minimum 44' x 74'
Maximum 50' x 84'

8.2 Free Throw Line - U13 Bantam and U14 Major Bantam 15'

8.3 Three-Point Line - Is in effect

8.4 Ball Size - Size 6

8.5 Entire Game

- A) The game will consist of four quarters of play. Each quarter is eight (8) minutes long.
- B) After the first quarter, each quarter will start in the direction of the possession arrow.
- C) The throw-in shall be from the out-of-bounds at the division line in the backcourt opposite the scorer and timer's table.

8.6 Overtime

- A) The length of each extra shift shall be four (4) minutes long.
- B) Time-outs do not carry over to overtime period. Each team receives one (1) time-out per overtime period.

8.7 Drop Back Rule

- A) When a team leads by twenty (20) points or more, its players must 'drop back' behind the eight second line.
- B) Once the losing teams player secures control of the ball (dribbling or holding the ball) in its backcourt, the winning team players must retreat immediately into their backcourt behind the eight (8) second line.
- C) The losing team shall be allowed to dribble the ball unimpeded across the eight (8) second line and establish frontcourt status.

8.7.1 Drop Back Rule Penalty

Violation of the rule as stated in 8.7 will result in the ball being awarded out of bounds to the losing team behind the frontcourt end line at the junction of the extended free throw lane.

"I never looked at the consequences of missing a big shot . . . when you think about the consequences you always think of a negative result."

-- Michael Jordan

9 U15 MIDGET, U16 MAJOR MIDGET, U17 JUVENILE, U19 JUNIOR RULES AND REGULATIONS

9.1 Playing Court Dimensions

Minimum	50' x 84'
Maximum	50' x 94'

9.2 Free Throw Line - U15 Midget, U16 Major Midget, U17 Juvenile, U19 Junior 15'

9.3 Three-Point Line - Is in effect

9.4 Ball Size

U15 Midget to U19 Junior Girls - Size 6
U15 Midget to U19 Junior Boys - Size 7

9.5 Entire Game

- A) The game will consist of four quarters of play. Each quarter is eight (8) minutes long.
- B) After the first quarter, each quarter will start in the direction of the possession arrow.
- C) The throw-in shall be from the out-of-bounds at the division line in the backcourt opposite the scorer and timer's table.

9.6 Overtime

- A) The length of each extra shift shall be four (4) minutes long.
- B) Time-outs do not carry over to overtime period. Each team receives one (1) time-out per overtime period.

9.7 24-Second Shot Clock Rule

- A) Standard FIBA rules still apply minus the shot clock when participating in games where a shot clock is not available.
- B) Please refer to Article 29, Page 32 of the FIBA Manual for the full 24-second rules and procedures.

Rule 29.1.1 – Whenever a player gains control of a live ball on the court, his/her team must attempt a field goal within twenty-four (24) seconds.

- C) To constitute a shot for a field goal within 24 seconds:
 - i) The ball must leave the player's hand(s) before the 24 second device signal sounds, and after the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

- D) When a shot for a field goal is attempted near the end of the 24-second period and the signal sounds while the ball is in the air:
- i) If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
 - i) If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
 - ii) If the ball hits the backboard (not the ring) or misses the ring, a violation has occurred unless the opponents have gained immediate and clear control of the ball, in which case the signal shall be disregarded and the game shall continue.

9.8 24-Second Shot-Clock Procedure

- A) If the game is stopped by an official for any valid reason not connected with either team (24 second device reset in error, etc.) or connected with the opponents of the team in control of the ball possession of the ball shall be awarded to the team that previously had control of the ball with a new 24 seconds.
- i) However, if in the judgment of the officials, the opponents would be placed at a disadvantage, the 24 second device shall continue from the time it was interrupted.
- B) If the 24 second device sounds in error while a team has control of the ball or neither team has control of the ball, the signal shall be disregarded and the game shall continue.
- i) However, if in the judgment of the officials, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the 24 second device shall be corrected and the ball shall be awarded to that team.

9.9 24-Second Shot-Clock Penalty

The ball shall be awarded to the opponents for a throw-in at the place nearest to where the game was stopped by the official, except when directly behind the backboard.

BASKETBALL ONTARIO FAIR PLAY PENALTIES

The following Penalties will be in effect for the 2008 Ontario Cup Provincial Championships and Sanctioned Tournaments. These penalties are in accordance with Basketball Ontario's Fair Play Policy.

Player

Incident	Penalty
The player is ejected from the game.	That player is ineligible to compete in the next game.
A player receives a flagrant foul and is ejected from the game for fighting. Fighting includes, but is not limited to combative acts such as: a. An attempt to strike an opponent with the fist, hands, arms, legs or feet. b. An attempt to punch or kick an opponent, regardless of whether contact is made. c. An attempt to instigate a fight by committing an unsportsmanlike act toward an opponent that causes an opponent to retaliate by fighting.	That player is ineligible to compete for the remainder of the tournament.

Coach

Incident	Penalty
A coach is ejected from the game.	That coach is ineligible to coach in the next game.
A coach receives a flagrant foul and is ejected from the game for fighting. Fighting includes, but is not limited to combative acts such as: a. An attempt to strike an opponent with the fist, hands, arms, legs or feet. b. An attempt to punch or kick an opponent, regardless of whether contact is made. c. An attempt to instigate a fight by committing an unsportsmanlike act toward an opponent that causes an opponent to retaliate by fighting.	That coach is ineligible to compete for the remainder of the tournament.

Parent

Incident	Penalty
A parent is ejected from the gym for verbal or physical abuse of an official, player, coach, minor official or site supervisor or other spectator.	That parent will not be permitted in any Basketball Ontario facility for the remainder of the tournament.

* Please note it is the coach's responsibility to ensure that his or her parents are aware of the policies of Basketball Ontario.