

Newfoundland and Labrador

Basketball Association

Rules and Regulations

2012

Provincial Minor

Tournaments

Updated November, 2011

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INTRODUCTION

With the growth of basketball increasing at a rapid pace the Newfoundland and Labrador Basketball Association have developed this Minor Rules and Regulations Handbook as a means of regulating the sport of basketball at all grades. As the skill level develops over the next few years' rules will be altered to suit the needs of that specific grade category. Please remember that the sport of basketball is relatively new and changes will be a regular component of the minor programs for the next few years. This handbook is to be used for all provincial tournaments and will be reviewed and up-dated annually until the system is perfected in the best interests of the participants and the sport.

Enclosed the NLBA addresses rules for each specific grade category, general information, hosting responsibilities and special requests. All coaches entered in provincial play are asked to review the rules in their grade category as well as other additional information related to billets, grade restrictions, etc.

Individuals who would like to add or see rules changed for future years are asked to state their case in writing and send it to our provincial office for review. It will then be presented at the Annual General Meeting for discussion.

As stated above, basketball is a thriving sport and our association is attempting to keep up to date with the constant changes on an annual basis. However, the NLBA requires your input if we are to act in the best interest of the athletes and the sport. If you disagree or agree with one or more of the rules in this booklet please make us aware of your views in a professional manner.

HOST RESPONSIBILITIES

The deadline for submitting applications to Host Provincial Tournaments will be set at October 31st of each year. The following is a list of responsibilities that would be expected in any site hosting a Provincial Championship.

1. To complete a Tournament Host Application prior to the date indicated and forward it to the provincial office.
2. To provide all Minor Officials for the tournament.
3. To oversee the smooth operation of the event. The NLBA will have a representative present when possible.
4. To notify the teams regarding accommodations. The hosts are no longer mandated to billet teams.
5. To notify the provincial office of competent/experienced officials in the area and are available to officiate in the tournament. These should be individuals outside of the school setting if possible. If this is not possible NABO will not be permitted to slot these officials in

home games. They will officiate with an experienced NABO official in the round robin portion of the event. NABO officials will officiate in the playoffs and the championship game when available. Local officials will receive an equal amount of game assignments during the round robin event to ensure maximum experience of officiating with certified officials. This will assist in providing the host with a base to develop local officials for local tournaments. **The development of local officials is critical for the continued development of the sport.**

6. To provide a legal size Spalding basketball in accordance with the current NLBA sponsor.
7. To provide all travelling officials accommodations for the tournament. A maximum number of 2 officials per room is adequate but 3 may be used in some cases. An example of this is if 5 officials travel to the event 2 double rooms is suitable. If officials choose to drive back home in place of the hosts accommodations then the official will be reimbursed up to the amount of the accommodations. The meals (\$36.00 per day) and the gas mileage (.35 cents per kilo) along with game fees will be paid by the NLBA.
8. To complete a **HOST REPORT** provided by the NLBA immediately upon completion of the event and return it to the provincial office in a timely fashion (2-weeks after tournament completion.)
9. To return all banners and additional medals or awards that are not presented after the championship game. The NLBA will forward them to the award winners not present at the conclusion of the tournament.
10. To establish a **Protest Committee** for the event comprised of an NLBA representative (when possible) a member of NABO and one from the host committee. The rules regulating this committee will be structured as instructed under the FIBA rulebook.
11. To notify the office, in writing, any problems with officials during the course of the tournament. This would include activities such as (tardiness, not adhering to the minor rules, lack of professionalism, etc.). This includes both local and NABO officials. Information sent to the office will be directed to the NABO executive where it will be addressed.
12. To secure an officials assignment list from the NLBA office 7 days prior to the event to ensure the accuracy and presence of officials at all games.
13. It is the hosts' responsibility to ensure mature individuals are present to minor officiate and that they be trained prior to the event.
14. It is the hosts' responsibility to ensure there are no electronic devices at the minor officials table. The game is so fast today that many people get distracted and make errors on the clock and score sheets.

ACCOMMODATIONS

1. Hosts, in regions where hotels are at a premium, must block off the rooms for teams wishing to travel to the event. In larger areas, St. John's/Corner Brook hosts may still block a number of rooms at a specific hotel but it is not mandatory. Billeting is no longer mandatory but may be provided in consultation with the host and the teams travelling.

ATHLETES ELIGIBILITY

- 1) Athletes are permitted to compete in more than one grade category as long as they meet the specific grade requirements.
- 2) Teams must compete as a school team. **Club championships will be offered separate from the school championships.** Schools are permitted to add athletes from feeder schools. Feeder schools are defined as elementary schools entering junior high schools and junior highs entering high schools. Schools are not permitted to add players from other schools of the same grade.
 - a) **School Teams:**
 - i) Grade 5 & 6 school teams are not permitted to add players from other elementary schools of the same grade.
 - ii) Grade 7, 8 & 9 school teams are not permitted to add players from other junior highs. They are permitted to add players from the feeder elementary school. They are permitted to apply for athletes in non feeder schools under the guidelines outlined in section (v) of this section.
 - iii) Grade 10, 11 school teams are not permitted to add players from other high schools. They are permitted to add players from the feeder junior high schools. (In some cases Grade 9 may be included in this category). They are permitted to apply for athletes in non feeder schools under the guidelines outlined in section (v) of this section.
 - iv) Schools with a total enrolment of a population of under 50 students may apply in writing for an exemption of this rule. The committee will decide these cases on an individual basis.
 - v) Schools wishing to use players on their Junior High or High School rosters, outside the feeder school system, must provide the following at least 30 days prior to the start of the tournament:
 1. Written confirmation from the principal of the school and the coach of the team entering the event. The letter must provide confirmation of the athletes acceptance to that school the following September.
 2. Written confirmation from the school district that the athlete in question received approval to enter the school in question the following September.
 3. The Committee has the right to limit this request to one per school.

- b) **Club teams:** A club is a registered affiliated member of the NLBA, which pays a registration fee annually for their program.
- i) U11–U14 age groups are permitted to register as club teams and may be enrolled in any school.
 - ii) Championships will be offered separate from the schools in these age groups.
- 3) Athletes are to compete within their own gender categories. For example, females will not be permitted to enter into a male tournament nor will males be permitted to compete in female events.
 - 4) While feeder schools are permitted, teams are not permitted to use feeder schools if it interferes with the feeder school entering another provincial event on the same date. ***Teams are not permitted to use feeder schools if they have adequate numbers to compete.*** In other words schools are not permitted to cut athletes from their normal school team in order to pick up athletes from feeder schools. Schools are not permitted to call players back down from higher grade levels.
 - 5) Adult supervision is mandatory at all times. If a coach is ejected from a game he / she are permitted 10 minutes to place an adult as their replacement. If no adult can be located, the game will be forfeited.
 - 6) Athletes are not permitted to compete in the same grade category in both the East and West championships. For example no athlete is permitted to play in the East Coast U16 and then compete in the West Coast U16. Athletes are permitted to play in multiple grade categories as long as they are on different weekends.
 - 7) Athletes are only permitted to compete in one provincial championship per weekend. In the past coaches have attempted to manoeuvre schedules to allow the same athlete to compete in more than one event. This could lead to serious fatigue and ultimately a serious injury and is not permitted under the rules and regulations of the NLBA.
 - 8) Once an event commences no additions to team rosters is permitted under any circumstances. If coaches neglect to add a player before the start of the event the player is considered ineligible. Coaches are not permitted to seek approval from the host or the team they are playing. Once the event starts the provincial office does not have the authority to approve ineligible athletes so please do not call for approval.

Any games the ineligible player competed in will be automatically forfeited. In a case where a coach intentionally plays an ineligible player that particular team will not be permitted to advance to the playoffs. This will be the case even if the coach decides not to play the ineligible player in some round robin games.

The playing of an ineligible player is not protestable and the tournament host and officials will enforce this rule on site. Coaches who abuse this rule will be disciplined by the NLBA discipline committee.

SPECIAL REQUESTS AND GENERAL INFORMATION

Over the past few years the NLBA have had to deal with a number of special requests that were legitimate in nature and so meetings were held on a regular basis to discuss these situations. Historically these requests are similar in nature so we have compiled a list below that may answer your questions before you contact the provincial office. Needless to say, this will save both parties time and money and will clarify any questions you may have regarding this particular topic. If your request is not addressed below please feel free to contact our office for further direction.

- **GRADE RESTRICTIONS:**

As long as the athlete is in that specific grade, they can participate with their grade team. For example, an athlete in grade 8 who may have been kept behind a year or so for whatever reason is permitted to play with their grade 8- team. Individual athletes and teams are able to play up into a higher grade category, but they are not allowed to participate in the lower grade categories.

- **SCHEDULING:**

Each year the association is inundated with requests for schedule changes. Teams entering events must place requests on the reverse side of the Entry Application in the space provided. The association will do everything in its power to accommodate teams. Teams not completing the scheduling request portion of the form may do so in a written format and forwarding it to the Minor Chairperson. The NLBA reserve the right to make any changes to schedules as they deem fit. Teams travelling the furthest will obviously compete in the late games unless otherwise requested.

Teams may have to compete in a maximum of 4 games in one day. It will not be mandatory for teams to compete in any more than 4 games in one day unless extenuating circumstances arise (snow storm, flights delayed etc.) The association believe with the fair play rule the athletes are able to handle the amount of physical activity involved. We fully understand the athletes will be in the gymnasium for a large part of the day but this is unavoidable under certain circumstances.

- **COMPETING OUTSIDE YOUR REGION**

Recently an increased number of teams from the west coast have been applying to travel to the east coast for provincials. The main reason is usually to find stronger competition for their teams. Many times this places the west coast event in jeopardy with a reduction in the number of teams participating. Teams wishing to travel to an event outside their region are asked to apply to attend a higher grade category. For example if a Bantam team wanted to travel east for competition they are asked to apply to attend the Intermediate category. A written letter to the Minor Committee will still have to be submitted. In cases where there is not enough teams to have a competition on either coast the committee will endeavour to provide space as long as there is room.

No team is permitted to enter the same grade category in both the East and West Divisions. Teams may also enter more than one category in the East or West. For example, a Grade 7 (Bantam) team may decide to compete in the Grade 8 (Intermediate) event as well as their own Grade 7 (Bantam) tournament.

Labrador Region: Once a tournament has been awarded to any school in Labrador all teams in Labrador are expected to compete in that event. No team will be given permission to compete outside the Labrador region.

- **FINANCES:**

Hosts are responsible for all costs associated with the tournament except game fees, officials' travel and meals. The host is responsible for travelling official's accommodations. Hosts incurring costs over the above mentioned are to be covered by the host.

- **TOURNAMENT FEES:**

The cost to enter provincial tournaments is \$275.00 per team for Grade 11 (Juvenile), Grade 10 , Grade 9 (Midget), Grade 8 (Intermediate) and Grade 7 (Bantam). The cost to enter Grade 5 and 6 (Mini) Tournaments will be set at \$225.00. Teams hosting any provincial tournament will pay the normal registration fee. Affiliated clubs are clubs that have a dual status. In some cases these clubs are all from the same school. They will pay \$235.00 to enter provincial championships above the Mini categories and \$185.00 for Mini tournaments. The \$40.00 reduction to the clubs is due to previously paid fees for insurance and is applicable to the entire school team under a club system.

- **TOURNAMENT DEADLINES:**

The deadlines for registration fees are:

- *January 31st for all events.*
- *A \$50.00 late fee will be charged to all teams wishing to enter after the January 31st deadline if space is available.*

- **REFUND POLICIES:**

- Teams requesting refunds prior to Feb 14th will receive a full refund.
- Teams requesting a refund after the Feb 14th will be subjected to a \$100.00 administration fee.
- Teams requesting refunds after the Feb 14th MUST submit a letter in writing to the Minor Committee Chair. The \$100.00 administration fee will be enforced and the maximum refund available for teams will be \$175.00 in the U13 and above categories.
- After February 28th there will be absolutely no refunds. Unless changes are made to the event by the NLBA or host committee.

- **AWARDS:**

The NLBA will provide all awards to the host including: Championship Banner, (15) 1st place medals, 2nd place medals, MVP, Sportsmanship Award and Player Certificates (U15 and down).

- **MERCHANDISE:**

The NLBA will provide T-shirts to the hosts on consignment. A specific number of shirts will be provided to the host for selling purposes. The host will not be responsible for any costs associated with purchasing, printing or shipping to the venues. The host will be responsible for shipping any unsold merchandise back to the office immediately after the event. This will allow time to redistribute the merchandise to the next venue. The Provincial Association will determine costs of any merchandise provided by the NLBA. Hosts will be responsible for displaying and distribution of the merchandise.

- **RANKING TEAMS:**

As our minor tournaments continue to grow our association will be responsible for the number of teams permitted in each event. An ideal number of teams in any basketball event are 8. Tournament hosts that only have one facility in the general area will be limited to 8 teams. The first 8 paid applicants will be accepted. The NLBA have implemented numerous “B” and “C” events in specific grade categories for a total of 44 school tournaments. This will provide all teams with a much more competitive environment and ultimately will eliminate lopsided scores. In turn, the coaches, athletes and the sport will benefit as the end result.

In any team sport the ranking system is one of the most difficult policies to perfect. This season the NLBA will review the teams applying to enter a “B” or “C” tournament. The NLBA will not permit teams to enter the “B” event simply because it is closer to home or because the date is more obliging. We will not jeopardise the spirit of the competition to accommodate teams in this manner.

This year the Minor Committee will go through the usual process for ranking teams in their appropriate divisions. Criteria used include last year’s scores and written feedback from the coaches. Coaches must remember that if 24 teams apply for a specific division, 8 teams will be placed in A, B and C events. While there may be a discrepancy in skill levels from the top team to the 8th placed team this is the only method available to us at this time. Teams dropping out of an event will receive no refund simply because they did not like the ranking provided by the committee. All decisions in the ranking process are final.

- **PLAYING UP IN OLDER GRADE CATEGORIES:**

Athletes and teams are permitted to move up and compete in older grade categories. At times there are athletes and teams that are physically able to move up and play in older grade categories. This coupled with the declining population in rural NL has prompted the association to remove the grade restrictions to teams and athletes playing in older grade categories. Teams

who are picking up athletes in lower grades must keep in mind the size and maturity level of the team or individual. At times certain schools may need to call up lower grade athletes simply to floor a team. Coaches and administrations are asked to consider safety concerns when placing young athletes on their rosters.

COURT SIZE:

Due to the various court sizes in regions of the province a decision will be made by the NLBA executive during the **HOSTING APPLICATION** phase to determine what sites are suitable for the specific grade categories.

- **SCHEDULING:**

All teams will receive a minimum of three games when they enter any Provincial Championship. Games will be played on Friday, Saturday and Sunday. Thursdays may be utilised in events where there are more than the usual number of teams.

Due to the time limits and travelling involved with any provincial championship, special requests tend to have an impact on the scheduling of the event. The NLBA will attempt to meet the needs of each individual team however once the schedule is completed there will be no changes due the **SNOWBALL EFFECT** it has on other teams. Teams travelling long distances to the site along with host requests for prime times will always be taken into consideration. If you do have a special request regarding scheduling please make a note of it on your **Tournament Entry Application**. Back to back games will not be scheduled unless absolutely needed. There will be at least one hour and fifteen minutes break for teams competing in the final.

- **ROSTERS:**

Team rosters **MUST** be in to the provincial office no later than 14 days prior to the tournament. This will allow the host ample time to produce a brochure for the tournament. Teams may register up to 18 individuals for the tournament but only 15 are permitted to be registered per game.

Rosters must contain all addresses, and MCP numbers for medical emergencies. They must also show school grade for grade verification. Coaches are also urged to carry a list of all athletes MCP numbers in case of an emergency on site. Athletes should also be asked to carry their MCP number with them to all events for medical emergencies.

- **SOCIALS:**

In the event a host would like to organise some form of social, (meal, dance etc.) it must in no way interfere with the smooth running of the tournament. No changes will be made to a schedule once it is formulated and has left the provincial office. Teams **MUST NOT** be placed at a disadvantage in order to conduct a social event, (ex. play back to back games). If socials are going to be conducted hosts may have to provide two facilities to free up to 2-3 hours on a

Friday evening. All socials should be conducted on Fridays since most teams are eliminated on Saturday and usually depart the host community on that day. Hosts should be aware that if an additional facility is required to meet the needs of a social event extra officials might be required to operate the second facility. The NLBA promotes the concept of a social and believe that interaction amongst the athletes is healthy for on and off court activities.

- **TOURNAMENT TIE BREAKING RULES:**

The usual NLBA tie breaking rules will break ties during all tournaments. They are as follows:

Two Way Ties:

For First Place- the team that won the game when the two teams in question played each other will be awarded first place.

For Second Place- the team that won the game when the two teams in question played each other will advance.

Three Way Ties:

For First and Second Place- “Point Spread” between each of the three teams tied will determine which team is awarded first and second places. Games in the round robin not involving the teams in the 3-way tie do not count. Point Spread is defined as “points against subtracted from points scored.” Any 3-way ties that remain after these calculations will then be determined by taking all games played into the Point Spread Formula. Head to Head will determine placings if there are only 2 teams tied after determining the original point spread.

3-Way Tie Breaking Process (Example)

For First and Second Place- “Point Spread” between each of the three teams tied will determine which team is awarded first and second places. Games in the round robin not involving the teams in the 3-way tie do not count. Point Spread is defined as “points against subtracted from points scored.” Any 3-way ties that remain after these calculations will then be determined by taking all games played into the Point Spread Formula. Head to Head will determine placings if there are only 2 teams tied after determining the original point spread.

Round Robin Scores with 3 teams tied:

Game 1	Team A	55	Team B	58
Game 2	Team C	40	Team A	46
Game 3	Team B	37	Team C	43

Tie Breaking Process:

Team A	Game 1 (-3)	Game 2 (+6)	Total (+3)
Team B	Game 1 (+3)	Game 3 (-6)	Total (-3)
Team C	Game 2 (-6)	Game 3 (+6)	Total (0)

According to the above example Team A would be awarded 1st place, Team C would be 2nd place and Team B 3rd place.

Extended scenario for 3- way ties:

If there was a situation where the 1st and 2nd place teams were tied (both were +3) then 1st place would be awarded to the team that won head to head. The other team would be second.

If there was a situation where 2nd and 3rd place were tied (both had -3) then 2nd place would be awarded to the team that won head to head.

- **INCLEMENT WEATHER:**

Because of our unique weather conditions teams are asked to notify both the host and the office at their earliest opportunity if they are unable to attend a tournament. Many school districts have policies that prevent schools from travelling during weather advisories. Please note that weather advisories could be restricted to a small region and many teams may travel to the event under clear conditions. Your cooperation with the host and the provincial office would be greatly appreciated during these advisories. This will provide all parties the opportunity to make alternate arrangements for the tournaments. Once a tournament starts it is impossible to cancel the event if one or two teams are unable to attend. The host committee will have the authority to redo the schedule as best they can within the scheduled time frame to ensure the event is concluded. In this case it will not be necessary to contact the provincial office as it is closed on weekends. Teams not attending will have to apply in writing to the NLBA executive for a tournament refund.

- **UNIFORMS:**

All teams entered in provincials are asked to wear uniforms and numbers outlined by the FIBA rulebook. FIBA numbers include 4-15, 20-25, 30-35, 35-45, 45-55. Teams should also have numbers on the front and back to avoid on court confusion in the transition and defensive zones.

- **TEAM EQUIPMENT:**

All teams must supply their own basketballs and medical kits at the tournaments. Host teams are to supply a suitable game ball for the tournament. The cost of lost basketballs and medical tape for injuries has escalated over the past couple of seasons and this has placed undo expenses on several hosts. It is the responsibility of the individual teams to be prepared for warm-ups and medical supplies.

- **HOME TEAM:**

The first team listed in the schedule for each game is the home team. The home team has the choice of the bench - they will use this bench for the entire game. Teams warm-up at the opposite end of the floor from their bench and shoot in this direction for the first half of the game (the first three periods). The teams will change the direction in which they shoot in the second half of the game (the last two periods) and remain shooting in that same direction until the game is completed (including overtime).

- **COMPLETION OF SCORE SHEETS:**

Due to several situations concerning the completion of team rosters prior to games the following will be followed.

- Each team will be presented with individual score sheets simultaneously prior to the game by the minor officials or the host.
- Coaches will complete their team roster on the score sheets and pass them directly to the minor officials at the scorer's table.
- Under no circumstances are coaches permitted to review the opposing team's line-ups prior to the start of the game.
- The first 5-7 names placed on the scoresheet will be referred to as line 1. The remaining names will be referred to as line 2.

- **TEAMS WITHDRAWING ONCE EVENT HAS COMMENCED**

- Once an event commences teams are not permitted to withdraw. Teams must attend all games even if they do not impact the standings for teams advancing to the playoffs. This does not apply where inclement weather is impending.
- Teams who defaults games or withdraw from the tournament may be subject to discipline by the NLBA. This could include a sanction or fine and a report will be sent directly to the school principal and the athletic director of that school.

- **COACHES/OFFICIALS CODE OF COMMUNICATION**

Over the past few years it has become common practice for coaches to approach officials following a game and question calls that took place during the game. At times, these conversations become heated and resolve nothing and usually take place in a public setting. Coaches have to learn that nothing can be changed at the end of the game by discussing missed or inaccurate calls. Immediately following a game is NOT the appropriate time to have these discussions. Coaches must remain courteous and respectful to officials during all phases of the game. Violations of this code could result in sanctions by the NLBA.

NLBA DISCIPLINE POLICY

PREAMBLE

The Newfoundland and Labrador Basketball Association is committed to providing a sport environment which is athlete-centered, and which is characterized by the values of fairness, integrity, open communication, and mutual respect. Membership in the Newfoundland and Labrador Basketball Association, as well as participation in the activities of the association, brings with it many benefits and privileges. At the same time members are expected to fulfill certain responsibilities and obligations, including but not limited to complying with the Code of Conduct, policies, rules and regulations of the Newfoundland and Labrador Basketball Association. The “Code of Conduct” identifies the standard of behaviour, which is expected of members of the Newfoundland and Labrador Basketball Association. Members who fail to meet this standard will be subject to the disciplinary sanctions contained in the **NLBA’s Policy and Procedure Manual**.

Disciplinary Procedures

1. The procedure below has been developed to assist in dealing with unruly behavior at a game or tournament site. Incidents have to be dealt with immediately or prior to the next game. The following procedures must be followed at all NLBA events.
2. All tournament hosts will be responsible for establishing a **Protest/Discipline Committee** in conjunction with the NLBA prior to the event. Individuals should consist of an NLBA representative (if available on site), NABO representative and a member of the host committee. If no NLBA representative is present the host convenor will chair the meeting.
3. Athletes or coaches ejected from a game or removed for excessive technical fouls will automatically sit out the next game of the tournament. Officials must complete a written report on any ejection and submit it to the **Protest /Discipline Committee**. If the ejection took place during the last game of the tournament the ejected party is to sit out the next game involving their team, wherever it will take place. All ejection reports must be forwarded to the NLBA office immediately following the tournament.
4. If the official ejects an athlete or coach a written report must be presented to the Protest/Discipline Committee within 30 minutes upon conclusion of the game. The official will make a recommendation as to the number of games the athlete or coach should be suspended in his report. This recommendation will be made in accordance with the **Misconduct Guidelines** outlined below, but will not be restricted to this document.

5. The Protest/Disciplinary Committee will meet and must make a ruling on the report prior to the team's next game. Any individual on the committee involved in the incident must be removed citing a conflict of interest. The Host will be responsible for replacing this committee member in consultation with the NABO representative.

Disciplinary Hearing

If the appellant does not avail of the opportunity to discuss the incident with the Committee a decision will be made without a hearing.

If the individual (s) accused in the incident request an opportunity to be heard the format to be followed by the committee will be:

- A. The appellant must notify the Committee they would like to present their case involving the incident within 30 minutes after the game in question.
- B. The Chair will conduct the meeting and appoint an individual to take minutes.
- C. The Committee will review the report prior to discussion with the official.
- D. The Committee will have a discussion with the official involved.
- E. The Committee will have the option to discuss the incident with the second official if they so choose. This discussion will be held without the presence of the reporting official.
- F. When the officials have left the meeting the committee will discuss the incident with the accused if he or she so chooses. A coach or club representative may accompany the accused.
- G. The chair will read the report to the individual and provide an opportunity for the accused to respond to the incident reported by the official.
- H. The Committee will meet privately to decide the appropriate disciplinary action. Each member of the committee will have one vote.
- I. When a decision has been reached the chair will inform all parties involved.
- J. The committee will notify the NLBA of all incidents involving suspensions of more than one game. In situations where the suspension involves games outside of the event hosted, all reports will be forwarded to the NLBA within 2 days upon conclusion of the event.

Appeals Procedure

At all NLBA tournaments the Protest/Disciplinary Committee shall have the authority to take such disciplinary action, including suspension of players and team officials for a designated number of games, a designated period of time, or sine die, as an offence may warrant. This disciplinary action may be appealed to the NLBA but whatever action has been imposed shall remain in effect during the specified event.

The NLBA will follow the appeals procedure outlined in the associations' Policy and Procedure Manual.

Misconduct Guidelines

The information provided below are intended to be guidelines for officials and committees to assist with incidents that may occur within your facility during a competition. There are always a wide range of incidents and reactions by individuals to a specific situation. Below are recommendations developed by NABO and the NLBA to assist with the decision making process in case of an infraction.

Persistent criticism and persistent disputing of game officials' decisions.

First offence	one game suspension
Second offence	two game suspension
Any repetition	four game suspension

Deliberate insulting conduct towards game officials - e.g. personally insulting remarks and/or allegations and/or physical actions but without physical contact -

First offence	four game suspension
Second offence	eight game suspension
Any repetition	twelve game suspension

Deliberate sustained and/or repeated physical action with game officials with no degree of violence -

First offence	eight games
Second offence	sixteen games

Deliberate small violent physical conduct against officials - e.g. striking, kicking, charging, pushing, etc. -

First offence	one year suspension
Second offence	two year suspension

Very serious physical violence against game officials - e.g. where official is knocked to the floor or requires treatment of an injury received -

First offence	indefinite suspension not to be renewed for three years.
Second offence	indefinite suspension not to be renewed for five years.

Grade 5 and 6 (Mini)

- 1.0 **BALL SIZE:** Spalding 1000 (Size 5 For Boys & Girls)
- 2.0 **PARTICIPANTS:**
- 2.1 Teams must have a minimum of ten (10) players dressed and ready to play at the start of the tournament. Teams not meeting this requirement will be permitted 15 minutes. After 15 minutes the game will be defaulted.
- 2.2 Teams will default a game if they cannot floor a five person line-up at any point during the game, including overtime. Players can only compete in 3 periods.
- 2.3 Teams defaulting games under 2.1 or 2.2 must play the game to ensure all teams compete in the scheduled games. The game will be automatically awarded to the team able to floor a complete team. No protest is required to enforce this rule.
- 2.4 Teams who start the event with 10 players, and lose an individual due to uncontrollable circumstance are still eligible to compete as long as they abide by the rules in 2.2. This does not apply to the first game outlined in 2.1
- 3.0 **GAME TIME:**
Each game will consist of five (5) periods. The first four (4) will be 6-minute stop time periods. The fifth will be an eight (8) minute stop time period. There will be a one-minute break after the 1st and 2nd periods. Half time will consist of a five-minute break between the 3rd and 4th period. There will be a one-minute break after the fourth period.
- 4.0 **OVERTIME:**
Overtime will be a 4-minute stop time period with a jump ball to start. All players are eligible to compete in overtime if they have not fouled out. Teams must be able to floor a complete team in all overtime periods. All other rules will be FIBA.
- 5.0 **SCORE SHEETS:**
Coaches **MUST DESIGNATE**, on the score sheet, before the game starts, two (2) line-ups or teams which will play alternatively each of the first four periods (line one plays the 1st and 3rd periods). Any five-(5) players may be used in the last period, providing they have not played or participated in 3 periods or fouled out. If a team has more than ten players (11 plus) the extra players are to be assigned to a specific line and substituted on that line at the discretion of the coach.
- 6.0 **SUBSTITUTION SITUATIONS:**
Once a player is designated to a specific line a coach may substitute at will during that period.
In the event of a player fouling out or being injured the following rules apply:
- 6.1 **TEAMS WITH MORE THAN TEN PLAYERS:**
A coach must use any additional players on the same line as the player(s) that were fouled out or injured. In the event this option has already been exhausted than the substitute(s) from the second line must be utilised. No player is permitted to compete in more than three periods.

- 6.2 **TEAMS WITH ONLY 10 PLAYERS:**
No player may participate in more than three of the five periods.
Ex. If a player from line 1 replaces a player from line 2 during the second period due to fouling out or injury then the player from line one (1) may only participate in one of the remaining three periods. In other words the maximum number of periods an athlete can participate in is 3 of the five periods.
- 7.0 **3-POINT & JUMP BALLS:**
Three-point rule is **NOT** in effect. There will be no jump balls, except at the start of the game and at the beginning of overtime. The "Alternative Possession Arrow" will be used and will be awarded to the team losing possession of the opening jump.
- 8.0 **TIME OUTS:** One time-out for each of the first four periods and two in the fifth period. One time out for each overtime period.
- 9.0 **PRESSING:**
Pressing is **NOT** permitted at this grade category until the last two minutes of the game. This will permit the team trailing at the end of a game to have a legitimate chance at winning. Only man to man presses are permitted. If a team is up by more than 20 points pressing is not permitted.
- 9.1 **TRAPPING/DOUBLE TEAMS:**
Trapping and or double-teaming the basketball outside of SHOOTING RANGE (usual 3-pt. area) is **NOT PERMITTED** at this grade category except in the final two minutes of regulation or overtime. If a team is up by more than 20 points trapping is not permitted.
NOTE: Hedging: This is not a form of double-teaming. It is initiated by the offensive team and is permitted on screen and roll plays.
- 10.0 **SCOREBOARD:** Scoreboard not to show more than a 20 (twenty) point spread. An accurate score will be registered by the minor officials (scorekeeper).
- 11.0 **DEFENCE:** Only man to man defence is permitted along the guidelines outlined in Appendix "A" of this booklet.
- 12.0 **BASKET HEIGHT:** The basket height will be set at 8 feet for the Mini (Grade 5) and 9 ft. for the Mini (Grade 6) category. This will be a component that will be evaluated prior to announcing a host.
- 13.0 **FREE THROWS:** Teams will shoot the penalty from 12 feet as opposed to the normal 15 feet. The Host Team will be responsible for placing a line or tape 12 ft from the basket so officials and participants can identify the line.
- 14.0 **8/24 SECOND VIOLATIONS:** Officials will enforce the 8-second back court violation and the 24 second shot clock.
- 15.0 **PENALTY SITUATIONS:** Teams will shoot free throws on the 10th team foul in the first half (1st three periods) and on the 8th team foul during the second half (Periods 4 & 5). Teams in the penalty situation will remain in the bonus situation for overtime.
- 16.0 In all other cases **FIBA Rules** will apply.

Grade 7 (Bantam)

- 1.0 **BALL SIZE:** Spalding 1000 Size 6 (BOY & GIRLS)
- 2.0 **PARTICIPANTS:**
- 2.1 Teams must have a minimum of ten (10) players dressed and ready to play at the start of the tournament. Teams not meeting this requirement will be permitted 15 minutes. After 15 minutes the game will be defaulted.
- 2.2 Teams will default a game if they cannot floor a five person line-up at any point during the game, including overtime. Players can only compete in 3 periods
- 2.3 Teams defaulting games under 2.1 or 2.2 must play the game to ensure all teams compete in the scheduled games. The game will be automatically awarded to the team able to floor a complete team. No protest is required to enforce this rule.
- 2.4 Teams who start the event with 10 players, and lose an individual due to uncontrollable circumstance are still eligible to compete as long as they abide by the rules in 2.2. This does not apply to the first game outlined in 2.1
- 3.0 **GAME TIME:**
- Each game will consist of five (5) periods. The first four (4) will be 6-minute stop time periods. The fifth will be an eight (8) minute stop time period. There will be a one-minute break after the 1st and 2nd periods. Half time will consist of a five-minute break between the 3rd and 4th period. There will be a one-minute break after the fourth period.
- 3.1 **OVERTIME:**
- Overtime will be a 4-minute stop time period with a jump ball to start. All players are eligible to compete in overtime if they have not fouled out. Teams must be able to floor a complete team in all overtime periods. All other rules will be FIBA.
- 4.0 **SCORESHEETS:**
- Coaches **MUST DESIGNATE**, on the score sheet, before the game starts, two (2) line-ups or teams which will play alternatively each of the first four periods (line one plays the 1st and 3rd periods). Any five (5) players may be used in the last quarter, providing they have not played or participated in 3 periods or fouled out. If a team has more than ten players (11 plus) the extra players are to be assigned to a specific line and substituted on that line at the discretion of the coach.
- 5.0 **SUBSTITUTION SITUATIONS:**
- Once a player is designated to a specific line a coach may substitute at will during that period.
- In the event of a player fouling out or being injured the following rules apply:*
- 5.1 **TEAMS WITH MORE THAN TEN PLAYERS:**
- A coach must use any additional players on the same line as the player(s) that were fouled out or injured. In the event this option has already been exhausted then the substitute(s) from the second line must be utilised. No player is permitted to compete in more than three periods.

- 5.2 **TEAMS WITH ONLY 10 PLAYERS:**
No player may under any circumstance participate in more than three (3) of the five periods.
Ex. If a player from line 1 replaces a player from line 2 during the second period due to fouling out or injury then the player from line one (1) may only participate in one of the remaining three periods. In other words the maximum number of periods an athlete can participate in is 3 of the five periods.
- 6.0 **PERIOD OF PLAY:**
A period of play constitutes any playing time within that period.
- 7.0 **3-POINT & JUMP BALLS:**
Three- (3) point rule is **NOT** in effect. There will be no jump balls, except at the start of the game and at the beginning of overtime. The "Alternate Possession Arrow" will be used and will be awarded to the team losing possession of the opening jump.
- 8.0 **TIME OUTS:** One time-out for each of the first four periods and two in the fifth period. One time out for each overtime period.
- 9.0 **PRESSING:** Zone presses are permitted in the front court only. Half court Zone Presses in the defensive court are not permitted. Teams must fall back into a man to man defence when the ball crosses the half court line. Man to Man pressing is permitted anywhere on the court. There will be no pressing permitted (by the team leading) if there is more than a twenty-(20) point spread.
- 10.0 **DOUBLE TEAMS** are permitted anywhere on the court, outside of the normal scoring range (usually around the 3-point line). Once a team sets their offence (in the scoring range) Appendix "A" comes into effect.
- 11.0 **SCOREBOARD:**
Scoreboard not to show more than a 20 (twenty) point spread. The minor officials (scorekeeper) will register an accurate score.
- 12.0 **DEFENCE:**
Only man to man defence is permitted along the guidelines outlined in Appendix "A" of this booklet.
- 13.0 **PENALTY SITUATIONS:** Teams will shoot free throws on the 10th team foul in the first half (1st three periods) and on the 8th team foul during the second half (Periods 4 & 5). Teams in the penalty situation will remain in the bonus situation for overtime.
- 14.0 In all other cases **FIBA Rules** will apply.

Grade 8 (Intermediate)

- 1.1 **BALL SIZE:** Spalding 1000 Size 6 (BOY & GIRLS)
- 2.0 **PARTICIPANTS:**
- 2.1 Teams must have a minimum of ten (10) players dressed and ready to play at the start of the tournament. Teams not meeting this requirement will be permitted 15 minutes. After 15 minutes the game will be defaulted.
- 2.2 Teams will default a game if they cannot floor a five person line-up at any point during the game, including overtime. Players can only compete in 3 periods
- 2.3 Teams defaulting games under 2.1 or 2.2 must play the game to ensure all teams compete in the scheduled games. The game will be automatically awarded to the team able to floor a complete team. No protest is required to enforce this rule.
- 2.4 Teams who start the event with 10 players, and lose an individual due to uncontrollable circumstance are still eligible to compete as long as they abide by the rules in 2.2. This does not apply to the first game outlined in 2.1
- 3.0 **GAME TIME:**
Each game will consist of five (5) periods. The first four (4) will be 6-minute stop time periods. The fifth will be an eight (8) minute stop time period. There will be a one-minute break after the 1st and 2nd periods. Half time will consist of a five-minute break between the 3rd and 4th period. There will be a one-minute break after the fourth period.
- 3.1 **OVERTIME:**
Overtime will be a 4-minute stop time period with a jump ball to start. All players are eligible to compete in overtime if they have not fouled out. Teams must be able to floor a complete team in all overtime periods. All other rules will be FIBA.
- 4.0 **SCORESHEETS:**
Coaches **MUST DESIGNATE**, on the score sheet, before the game starts, two (2) line-ups or teams which will play alternatively each of the first four periods (line one plays the 1st and 3rd periods). Any five- (5) players may be used in the last quarter, providing they have not played or participated in 3 periods or fouled out. If a team has more than ten players (11 plus) the extra players are to be assigned to a specific line and substituted on that line at the discretion of the coach.
- 5.0 **SUBSTITUTION SITUATIONS:**
Once a player is designated to a specific line a coach may substitute at will during that period.
In the event of a player fouling out or being injured the following rules apply:
- 5.1 **TEAMS WITH MORE THAN TEN PLAYERS:**
A coach must use any additional players on the same line as the player(s) that were fouled out or injured. In the event this option has already been exhausted than the substitute(s) from the second line must be utilised. No player is permitted to compete in more than three periods.

- 5.2 **TEAMS WITH ONLY 10 PLAYERS:**
No player may under any circumstance participate in more than three (3) of the five periods.
Ex. If a player from line 1 replaces a player from line 2 during the second period due to fouling out or injury then the player from line one (1) may only participate in one of the remaining three periods. In other words the maximum number of periods an athlete can participate in is 3 of the five periods.
- 6.0 **PERIOD OF PLAY:**
A period of play constitutes any playing time within that period.
- 7.0 **3-POINT & JUMP BALLS:**
Three- (3) point rule is **NOT** in effect. There will be no jump balls, except at the start of the game and at the beginning of overtime. The "Alternate Possession Arrow" will be used and will be awarded to the team losing possession of the opening jump.
- 8.0 **TIME OUTS:** One time-out for each of the first four periods and two in the fifth period. One time out for each overtime period.
- 9.0 **PRESSING:** Zone presses are permitted in the front court only. Half court Zone Presses in the defensive court are not permitted. Teams must fall back into a man to man defence when the ball crosses the half court line. Man to Man pressing is permitted anywhere on the court. There will be no pressing permitted (by the team leading) if there is more than a twenty-(20) point spread.
- 10.0 **DOUBLE TEAMS** are permitted anywhere on the court, outside of the normal scoring range (usually around the 3-point line). Once a team sets their offence (in the scoring range) Appendix "A" comes into effect.
- 11.0 **SCOREBOARD:**
Scoreboard not to show more than a 20 (twenty) point spread. The minor officials (scorekeeper) will register an accurate score.
- 12.0 **DEFENCE:**
Only man to man defence is permitted along the guidelines outlined in Appendix "A" of this booklet.
- 13.0 **PENALTY SITUATIONS:** Teams will shoot free throws on the 10th team foul in the first half (1st three periods) and on the 8th team foul during the second half (Periods 4 & 5). Teams in the penalty situation will remain in the bonus situation for overtime.
- 14.0 In all other cases **FIBA Rules** will apply.

Grade 9 (Midget)

- 1.0 **BALL SIZE:** Spalding 1000 Size 7 (BOYS) Size 6 (GIRLS)
- 2.0 **PARTICIPANTS:**
- 2.1 Teams must have a minimum of ten (10) players dressed and ready to play at the start of the tournament. Teams not meeting this requirement will be permitted 15 minutes. After 15 minutes the game will be defaulted.
- 2.2 Teams will default a game if they cannot floor a five person line-up at any point during the game, including overtime. Players can only compete in 3 periods
- 2.3 Teams defaulting games under 2.1 or 2.2 must play the game to ensure all teams compete in the scheduled games. The game will be automatically awarded to the team able to floor a complete team. No protest is required to enforce this rule.
- 2.4 Teams who start the event with 10 players, and lose an individual due to uncontrollable circumstance are still eligible to compete as long as they abide by the rules in 2.2. This does not apply to the first game outlined in 2.1
- 3.1 **GAME TIME:**
Each game will consist of five (5) periods. The first four (4) will be 6-minute stop time periods. The fifth will be an eight- (8) minute stop time period. There will be a one-minute break after the 1st and 2nd periods. Half time will consist of a five-minute break between the 3rd and 4th period. There will be a one-minute break after the fourth period.
- 3.2 **OVERTIME:**
Overtime will be a 4-minute stop time period with a jump ball to start. All players are eligible to compete in overtime if they have not fouled out. Teams must be able to floor a complete team in all overtime periods. All other rules will be FIBA.
- 4.0 **SCORESHEETS:**
Coaches **MUST DESIGNATE**, on the score sheet, before the game starts, two (2) line-ups or teams which will play alternatively each of the first four periods (line one plays the 1st and 3rd periods). Any five- (5) players may be used in the last quarter, providing they have not played or participated in 3 periods or fouled out. If a team has more than ten players (11 plus) the extra players are to be assigned to a specific line and substituted on that line at the discretion of the coach.
- 5.0 **SUBSTITUTION SITUATIONS:**
Once a player is designated to a specific line a coach may substitute at will during that period.
In the event of a player fouling out or being injured the following rules apply:
- 5.1 **TEAMS WITH MORE THAN TEN PLAYERS:**
A coach must use any additional players on the same line as the player(s) that were fouled out or injured. In the event this option has already been exhausted than the substitute(s) from the second line must be utilised. No player is permitted to compete in more than three periods.

- 5.2 **TEAMS WITH ONLY 10 PLAYERS:**
No player may under any circumstance participate in more than three (3) of the five periods.
Ex. If a player from line 1 replaces a player from line 2 during the second period due to fouling out or injury then the player from line one (1) may only participate in one of the remaining three periods. In other words the maximum number of periods an athlete can participate in is 3 of the five periods.
- 6.0 **PERIOD OF PLAY:**
A period of play constitutes any playing time within that period.
- 7.0 **3-POINT SHOT & JUMP BALLS:**
Three- (3) point rule **IS** in effect at the Midget grade category. The regulation three-point line will be used for both male and female participants. There will be no jump balls, except at the start of the game and overtime. The "Alternate Possession Arrow" will be used and will be awarded to the team losing possession of the opening jump.
- 8.0 **TIME OUTS:** One time-out for each of the first four periods and two in the fifth period. One time out for each overtime period.
- 9.0 **PRESSING:** Zone presses are permitted in the front court only. Half court Zone Presses in the defensive court are not permitted. Teams must fall back into a man to man defence when the ball crosses the half court line. Man to Man pressing is permitted anywhere on the court. There will be no pressing permitted (by the team leading) if there is more than a twenty-(20) point spread.
- 10.0 **DOUBLE TEAMS** are permitted anywhere on the court, outside of the normal scoring range (usually around the 3-point line). Once a team sets their offence (in the scoring range) Appendix "A" comes into effect.
- 11.0 **SCOREBOARD:**
Scoreboard not to show more than a 20 (twenty) point spread. The minor officials (scorekeeper) will register an accurate score.
- 12.0 **DEFENCE:**
Only man to man defence is permitted along the guidelines outlined in Appendix "A" of this booklet.
- 13.0 **PENALTY SITUATIONS:** Teams will shoot free throws on the 10th team foul in the first half (1st three periods) and on the 8th team foul during the second half (Periods 4 & 5). Teams in the penalty situation will remain in the bonus situation for overtime.
- 14.0 In all other cases **FIBA Rules** will apply.

Grade 10 (Level I)

- 1.0 **BALL SIZE:** Spalding 1000 Size 7 (BOYS) Size 6 (GIRLS)
- 2.0 **PARTICIPANTS:**
- 2.1 Teams must have a minimum of ten (10) players dressed and ready to play at the start of the tournament. Teams not meeting this requirement will be permitted 15 minutes. After 15 minutes the game will be defaulted.
- 2.2 Teams will default a game if they cannot floor a five person line-up at any point during the game, including overtime. Players can only compete in 3 periods
- 2.3 Teams defaulting games under 2.1 or 2.2 must play the game to ensure all teams compete in the scheduled games. The game will be automatically awarded to the team able to floor a complete team. No protest is required to enforce this rule.
- 2.4 Teams who start the event with 10 players, and lose an individual due to uncontrollable circumstance are still eligible to compete as long as they abide by the rules in 2.2. This does not apply to the first game outlined in 2.1
- 3.0 **GAME TIME:**
Games will consist of five (5) eight-minute stop time periods. There will be a one-minute break after the 1st and 2nd periods. Half time will consist of a five-minute break between the 3rd and 4th period. There will be a one-minute break after the fourth period.
- 3.1 **OVERTIME:**
Overtime will be a 4-minute stop time period with a jump ball to start. All players are eligible to compete in overtime if they have not fouled out. Teams must be able to floor a complete team in all overtime periods. All other rules will be FIBA.
- 4.0 **SCORESHEETS:**
Coaches **MUST DESIGNATE**, on the score sheet, before the game starts, two (2) line-ups or teams which will play alternatively each of the first four periods (line one plays the 1st and 3rd periods). Any five-(5) players may be used in the last quarter, providing they have not played or participated in 3 periods or fouled out. If a team has more than ten players (11 plus) the extra players are to be assigned to a specific line and substituted on that line at the discretion of the coach.
- 5.0 **SUBSTITUTION SITUATIONS:**
Once a player is designated to a specific line a coach may substitute at will during that period.
In the event of a player fouling out or being injured the following rules apply:
- 5.1 **TEAMS WITH MORE THAN TEN PLAYERS:**
A coach must use any additional players on the same line as the player(s) that were fouled out or injured. In the event this option has already been exhausted than the substitute(s) from the second line must be utilised. No player is permitted to compete in more than three periods.

- 5.2 **TEAMS WITH ONLY 10 PLAYERS:**
No player may under any circumstance participate in more than three (3) of the five periods.
Ex. If a player from line 1 replaces a player from line 2 during the second period due to fouling out or injury then the player from line one (1) may only participate in one of the remaining three periods. In other words the maximum number of periods an athlete can participate in is 3 of the five periods.
- 6.0 **PERIOD OF PLAY:**
A period of play constitutes any playing time within that period.
- 7.0 **3-POINT & JUMP BALLS:**
The three point rule **IS** in effect at the U16 category. The regulation three-point line will be used for both male and female participants. There will be no jump balls, except at the start of the game and overtime. The "Alternative Possession Arrow" will be used and will be awarded to the team losing possession of the opening jump.
- 8.0 **TIME OUTS:**
One time-out for each of the first four periods and two in the fifth period. One time out for each overtime period.
- 9.0 **PRESSING:**
All forms of pressing is permitted in this grade category. There will be no pressing permitted (by the team leading) if there is more than a twenty- (20) point spread.
- 10.0 **SCOREBOARD:**
Scoreboard not to show more than a 20 (twenty) point spread. The minor officials (scorekeeper) will register an accurate score.
- 11.0 **DEFENCE:**
Teams are permitted to utilise all zone or man defences (full and half court) at this grade category.
- 12.0 **PENALTY SITUATIONS:** Teams will shoot free throws on the 10th team foul in the first half (1st three periods) and on the 8th team foul during the second half (Periods 4 & 5). Teams in the penalty situation will remain in the bonus situation for overtime.
- 13.0 In all other cases **FIBA Rules** will apply.

Grade 11, Level II (Juvenile)

- 1.0 **BALL SIZE:** Spalding 1000 Size 7 (BOYS) Size 6 (GIRLS)
- 2.0 **PARTICIPANTS:**
- 2.1 Teams must have a minimum of ten (10) players dressed and ready to play at the start of the tournament. Teams not meeting this requirement will be permitted 15 minutes. After 15 minutes the game will be defaulted.
- 2.2 Teams will default a game if they cannot floor a five person line-up at any point during the game, including overtime. Players can only compete in 3 periods
- 2.3 Teams defaulting games under 2.1 or 2.2 must play the game to ensure all teams compete in the scheduled games. The game will be automatically awarded to the team able to floor a complete team. No protest is required to enforce this rule.
- 2.4 Teams who start the event with 10 players, and lose an individual due to uncontrollable circumstance are still eligible to compete as long as they abide by the rules in 2.2. This does not apply to the first game outlined in 2.1
- 3.0 **GAME TIME:**
Games will consist of five (5) eight-minute stop time periods. There will be a one-minute break after the 1st and 2nd periods. Half time will consist of a five-minute break between the 3rd and 4th period. There will be a one-minute break after the fourth period.
- 3.1 **OVERTIME:**
Overtime will be a 4-minute stop time period with a jump ball to start. All players are eligible to compete in overtime if they have not fouled out. Teams must be able to floor a complete team in all overtime periods. All other rules will be FIBA.
- 4.0 **SCORESHEETS:**
Coaches **MUST DESIGNATE**, on the score sheet, before the game starts, two (2) line-ups or teams which will play alternatively each of the first four periods (line one plays the 1st and 3rd periods). Any five- (5) players may be used in the last quarter, providing they have not played or participated in 3 periods or fouled out. If a team has more than ten players (11 plus) the extra players must be assigned to a specific line and substituted on that line at the discretion of the coach.
- 5.0 **SUBSTITUTION SITUATIONS:**
Once a player is designated to a specific line a coach may substitute at will during that period.
In the event of a player fouling out or being injured the following rules apply:
- 5.1 **TEAMS WITH MORE THAN TEN PLAYERS:**
A coach must use any additional players on the same line as the player(s) that were fouled out or injured. In the event this option has already been exhausted than the substitute(s) from the second line must be utilised. No player is permitted to compete in more than three periods.

- 5.2 **TEAMS WITH ONLY 10 PLAYERS:**
No player may under any circumstance participate in more than three (3) of the five periods.
Ex. If a player from line 1 replaces a player from line 2 during the second period due to fouling out or injury then the player from line one (1) may only participate in one of the remaining three periods. In other words the maximum number of periods an athlete can participate in is 3 of the five periods.
- 6.0 **PERIOD OF PLAY:**
A period of play constitutes any playing time within that period.
- 7.0 **3-POINT & JUMP BALLS:**
Three (3) point rule is in effect. The regulation three-point line will be used for both male and female participants. There will be no jump balls, except at the start of the game and overtime. The "Alternative Possession Arrow" will be used and will be awarded to the team losing possession of the opening jump.
- 8.0 **TIME OUTS:**
One time-out for each of the first four periods and two in the fifth period. One time out for each overtime period.
- 9.0 **PRESSING:**
All forms of pressing is permitted in this grade category. There will be no pressing permitted (by the team leading) if there is more than a twenty- (20) point spread.
- 10.0 **SCOREBOARD:**
Scoreboard not to show more than a 20 (twenty) point spread. The minor officials (scorekeeper) will register an accurate score.
- 11.0 **DEFENCE:**
Teams are permitted to utilise all zone defence (full and half court) at this grade category.
- 12.0 **PENALTY SITUATIONS:** Teams will shoot free throws on the 10th team foul in the first half (1st three periods) and on the 8th team foul during the second half (Periods 4 & 5). Teams in the penalty situation will remain in the bonus situation for overtime.
- 13.0 In all other cases FIBA will apply.

Basketball Minor Officials Information Guide

Please photocopy and distribute as necessary

Being a minor official (scorekeeper & timekeeper) at a basketball game holds many responsibilities. All new and experienced minor officials to eliminate potential problems should review this information.

CHECKLIST

1. Arrive at least 20 minutes prior to the scheduled tip-off of the game (or earlier)
2. Ensure that the scorer's area has all the proper equipment:
 - One table
 - Two chairs
 - Functional clock
 - Basketball score sheet(s)
 - Two working pens
 - One possession arrow
 - Stopwatch or a wrist watch with a second hand - for time-outs
 - Game schedule (if at a tournament)
 - List of specific rules (if at a tournament or if available)
 - Game program for team rosters (if available)
3. Check to see if the score clock is fully operational
 - Check horn
 - Be sure all the lights are working (bonus, period, time and score)
 - * If a problem arises with the clock, contact the gym's supervisor, the "home" team coach or the game referee
4. Be sure that the score clock's cord is in good condition and is protected from being knocked out during play (use tape if needed to cover the area and keep people away from the outlet)
5. Keep the table neat and in good order (free of garbage)
6. **Only the scorer and timer are to be at the score table.** All people not directly involved with the game are not permitted to be around the scorekeepers. This will avoid potential distractions.
7. There are no electronic devices permitted at the minor officials table. The game is so fast today that many people get distracted and make errors on the clock and score sheets.

Responsibilities of the “Timer”

The “timer” is responsible for operating the game clock including the game time, scores, periods, fouls, etc. It is suggested that you keep your hand on the clock “on/off” switch at all times, ready to react and that you communicate regularly with the “scorer” to ensure you both have the same information.

GAME TIME REQUIREMENTS

1. Notify the referee with 3 minutes remaining so the referee may notify the teams. Do this by sounding the horn three times. Sound the horn at 2 minutes (two “honks”) and at one minute (one “honk”).
2. Once the time has expired, set the clock to the correct time as indicated below (recommended):
 - a. **Mini-Midget** Periods 1-4 (6 min. stop time) Period 5 (8 min. stop time)
 - b. **U16 and 17** Periods 1-5 (8 min. stop time)
 - c. All overtime will be 4-minute periods with stop time.
 - * Times listed are recommended. Tournament play, exhibition or league games may be played with a different time. Contact the Tournament Convenor or “home” team coach for clarification.
3. Follow the instructions posted on the clock on how to set the game time.

WHEN TO START AND STOP THE CLOCK

It is suggested that you keep your hand on the clock “on/off” switch at all times, ready to react.

1. You are to always start the clock when the game referee drops their hand (in a chopping motion). The clock is to be stopped at the sound of a whistle only except for the last 2 minutes of the game when it stops for every basket. When the game referee raises their hand, (fouls, out-of-bounds, violations) stop the clock instantly. Don’t stop the clock because you felt it should be stopped.
2. The clock is to start once the ball makes contact with a player on the court. Be sure to watch the referee (that hands the ball into play) closely to ensure accuracy as they will indicate when to start the clock by dropping their arm (“chopping in” time).
3. The clock continues to run after a team scores except for the last 2 minutes of the game.
4. You are to start the clock during the jump ball when the tossed ball is tapped by either of the “jumpers”. The referee is to signal this start by dropping their raised hand (“chopping in” time).
5. If the play is to be resumed by a “throw-in”, the clock is to be started when the ball touches, or is touched by a player on the court. Watch for the referee (that hands the ball into play) to drop their arm (“chopping in” time) to signal the start of the clock.
6. During a free-throw, the clock is to remain stopped. It is to be started on a missed free throw once a player on the court (e.g. during a rebound) touches the ball.
7. Make eye contact with the game referee with the ball when you are ready for the game to begin after each stoppage.

WHAT TO DO WITH SUBSTITUTIONS

1. Substitutes are only permitted to enter the game during a stoppage in play.
2. If a player wishes to enter the game, sound the horn to get the attention of the referees during a stoppage in the action.
3. During time outs, either team can substitute at will, as long as the referee is aware of the change(s) and beckons the substitutes onto the floor.
4. If a player wishes to substitute another player that is shooting a free-throw at the time, sound the horn before the official enters the free throw area and let the referee know that there is a "sub for shooter". During multiple free throws, subs can only be made during the final attempt in the sequence and after the final attempt has been converted. If the shooter makes their free throw, the substitution will take place. If the shots are not made, play continues and the sub will wait until the next stoppage in play.
5. Additional substitution Opportunity: A team that has been scored upon during the final two minutes of the fifth period or overtime shall be permitted to initiate a substitution provided the request is made before the ball again becomes live following the field goal. If that team does substitute, then the opponents may also substitute.

WHAT TO DO DURING TIME OUTS

1. Each team is permitted to receive (1) full time out for each of the first 4 periods and 2 timeouts in the fifth. Each timeout will be 1 minute with the call to resume play at 50 seconds. The team calling the time out may not end the timeout early.
2. Timeout Following Field Goal - Following a field goal, the team that has been scored upon may be granted a timeout provided the request for a timeout is made before the ball again becomes live.
3. Scorers should take this opportunity to check the running score to ensure accuracy.

WHAT TO DO WITH THE POSSESSION ARROW

1. It is your responsibility to control the "possession arrow".
2. At the start of the game, immediately after the jump ball, point the arrow to the team's basket that DID NOT win the tip (not to their bench).
3. If you don't have a possession arrow, you can draw an arrow on another piece of paper and use that (as long as the referees are aware!)
4. At each jump ball, (two players getting tied up with the ball) switch the arrow to face the opposite direction. Wait until the referees see in which direction the arrow was pointing before flipping it.
5. The possession arrow will also be used to determine possession at the beginning of each period except at the start of the game and overtime. NOTE: Flip the arrow at halftime. You must do this because the teams are switching baskets, but the possession remains with the team that ended the half with it. Communicate this to the referees, so that everyone is aware of what's going on!

HOW TO MARK THE GAME SCORE

1. Add the correct amount of points to the scoring team's side on the score clock. Add the appropriate points for each of the following:
 - a. one (1) point for every made free throw
 - b. two (2) points for every made field goal inside the three-point line
 - c. three (3) points for every made field goal behind the three-point line. This will only count in under 15, 16 and 17 events.
* to determine whether the made shot is a two-point or a three-point shot, watch for the referee's signal (either with two fingers or three)
2. Follow the instructions posted on the score clock on how to add the points to the scoreboard.
3. No points are scored if the referee waves off the points.
4. Be sure you and the scorer have the same score on both the scoreboard and the game sheet. Check this continually throughout the game (the score sheet is the official record).

WHAT TO DO AT HALFTIME

1. Halftime will be at the end of the third period and will be 5 minutes long. Put 5 minutes on the clock and start the time running. Be sure to do this as soon as the game time expires as to keep the game on schedule.
2. On the scoreclock, reset the "team fouls", "individual fouls", "bonus lights" .
3. Keep track of the game ball and please avoid going onto the gym floor to "shoot around". You are at the game to work and must act professionally to maintain the respect of coaches, players and especially the spectators.
4. Sound the horn with three, two and one minutes remaining in the half.

WHAT TO DO DURING OVERTIME

1. Reset the clock to the appropriate time indicated by the referees (4-minute periods in overtime). Teams will have one minute to begin play once the regulation time expires.
2. The teams will begin the overtime with a jump ball at mid-court, so be prepared to point the "possession arrow" the appropriate way. The game continues as normal.

WHAT TO DO AT THE END OF THE GAME

1. If there is a game following the one you just worked, start the clock with the amount of time remaining until the next game tips-off. Ask the "home" coach for the timelines.
2. Leave the final score of the game that just completed on the clock for at least 5 minutes.
3. If this game was the last for the day, assist the school with putting the clock away and cleaning up the score table's area. Remember to put the clock into a locked area!

*Be sure to ask the game referee any questions or concerns you may have about your job. Do this by buzzing the horn and waving them over to the score table. You should consult the referee at any time (if there is a difficulty) during the game, **WHEN THE CLOCK IS STOPPED.***

Responsibilities of the “Scorer”

The “scorer” is responsible for marking the appropriate sections on the game sheet throughout the game. It is recommended that you use a pen and write hard on the sheet, to ensure the copies on the below sheets are clear and that you communicate regularly with the “timer” to ensure you both have the same information.

1. Have each team coach (or manager) complete the game sheet roster while the teams are warming up. **FULL NAMES SHOULD BE USED.** Coaches **MUST DESIGNATE**, on the score sheet, before the game starts, two (2) line-ups or teams which will play alternatively each of the first four periods (line one plays the 1st and 3rd periods). Any five-(5) players may be used in the last period, providing they have not played or participated in 3 periods or fouled out. If a team has more than ten players (11 plus) the extra players are to be assigned to a specific line and substituted on that line at the discretion of the coach.
2. Completely fill out the required sections on the score sheet (league / tournament, division, gender, location, date, etc.). This will assist league organizers in keeping track of the results.
3. Have both referees print their names at the top of the score sheet (they will sign the score sheet at the end of the game).
4. Once EVERYTHING has been completed on the sheet, you are ready to begin the game.

HOW TO MARK POINTS ON THE GAME SHEET

1. **ALWAYS MARK THE “RUNNING SCORE” FIRST.** Do this by stroking out the points on the sheet as they are scored. Mark it with a simple slash over each number (“/”).
2. Add the correct amount of points to the scoring team’s side. Mark the appropriate points for each of the following:
 - a. one (1) point for every made free throw
 - b. two (2) points for every made field goal inside the three-point line
 - c. three (3) points for every made field goal behind the three-point line. This will only apply in U 16 and 17 events.

* To determine whether the made shot is a two-point or a three-point shot, watch for the referee’s signal (either with two fingers or three)
3. To record a two-point basket or a three-point basket, mark a “2” or a “3” in the box beside the scoring player’s name. Print clearly.
4. To mark a free throw, draw a small circle in the box beside the shooting player to represent each free throw taken. Fill the circle in if the shot is made or leave it open if the shot is missed.
 - e.g. = two MISSED free throws
 - = two MADE free throws
 - = first shot was MISSED, second shot was MADE
 - = first shot was MADE, second shot was MISSED

HOW TO MARK A FOUL

1. In the “fouls” column, place an “X” in the box for each foul called on that player. The fouls are marked F1, F2 etc. **The referee will report each foul to you directly.** Please listen and watch carefully. You are the only one keeping track of the fouls. Accuracy at this point is very important!
2. **Players are disqualified on their 5th personal foul and must leave the floor.** Notify the referee by sounding the horn and indicating the 5th and disqualifying foul. Do this by showing the referee your open hand.
3. Technical fouls (“T’s”) are also marked in the “fouls” column as a “T”. Players must leave the game on their second (2) technical foul of the game.
4. **Technical fouls are counted towards the total of personal fouls a play can have.**
e.g. 4 personal fouls + 1 technical foul = disqualification (5 total fouls)
5. **The technical fouls are also counted towards the team fouls.**
6. You are responsible for keeping track of “team fouls” as well. **Once a team has seven (10) team fouls in the first half and 8 in the second half,** notify the referee by stating “**bonus**” and signaling with both your hands, with one finger raised on each. The opposite team now shoots free throws.
7. All “bench technical fouls” (from the coach or players not on the floor) are marked as a footnote at the bottom of the score sheet and go towards the total team fouls for the half.
8. Please mark an X in the running **team fouls** section of the score sheet. During timeouts it may be a good idea to check the fouls with the running count to ensure accuracy.

WHAT TO DO DURING TIME OUTS

1. As each team calls a time out, it is your responsibility to keep track of how many each team takes. Stroke out the number of time outs taken per team as they happen. The referee will indicate who took the time out. Mark the number with a “/”.
2. **Teams are permitted to take one full time-out in each of the first four periods and two in the fifth.** Any number called over that amount will result in a technical foul to that team.

WHAT TO DO AT HALF-TIME

1. Once the first half of the game is completed, to keep your sheet organized, do the following:
 - a. In both “running score” columns, mark a “_|” (backwards “L”) behind each of the marked halftime scores. This will indicate what the halftime scores were.
 - b. Mark a long line in both “foul” columns to separate the “team foul” totals as the “team fouls” are all reset for the second half.
 - c. To avoid marking the individual scores in the wrong box, mark a long “squiggle” line down the side of the last quarter you marked.
2. The game sheet **MUST** remain at the score table at all times. **Do not let coaches or managers take the sheet away for whatever reason.**

WHAT TO DO DURING OVERTIME

1. Mark the running scores the same as you did at the end of each quarter (“_ _”).
2. Time outs do not carry over to the overtime period. ONE FULL (60 sec.) TIME OUT PER TEAM PER OVERTIME.
3. Continue marking the sheet as you were during regulation time by marking the individual scores in the “Overtime” column.

WHAT TO DO AT THE END OF THE GAME

1. Before you finish you must do the following:
 - a. Be sure the score on the game sheet and the score on the clock are the same. The officials should also check this before they apply their signature.
 - b. Mark in the “winning team” and the “final score” in the appropriate section
 - c. Have both referees sign their names at the top of the score sheet in the referee and umpire sections.
 - d. Total up each player’s individual points and place that number in the “totals” column
 - e. Sign the score sheet yourself and have your partner sign below yours
 - f. Be sure to hand the official score sheet to the host to keep as records.
2. If you are scorekeeping a “double-header” or have a game following immediately:
 - a. Have the “timer” put up the time remaining until the next scheduled game and start the clock running (keep games on schedule)
 - b. Have the two new coaches start filling out the next game sheet
 - c. Do it over again!

Notes:

- H If at any time there is a problem with the clock or the game sheet, call the referees over immediately as long the play is stopped. The game can be stopped to adjust problems as they arise. The longer you let a small problem or concern go by, the bigger the problem it will be later!
- H Remember to take your time when working as a minor official. Don’t let coaches, players or spectators distract you from your job! If necessary, ask a referee to clear people from the immediate area of the score table.
- H Please keep this document, as it can be a good reference for you or others to follow to make the game run smoothly.

If there is a discrepancy between what is written here and the FIBA Rules Book, the latter shall prevail

BASKETBALL

Minor Officials Quick Reference Guide

“Timer” *clock operator*

1. **Game Times:** Mini-Midget grade categories- 4 - 6 minute periods and one 8 minute period as the fifth; Under 16 & 17 grade categories- 5-8 minute periods. All periods are stop time.
 2. **Scoring:** Mark one (1) point for every free throw; two (2) points for every made field goal; three (3) points for every made 3-point field goal - watch the referee for what each shot is worth
 3. **Suggested Half time:** 5 minutes - reset all bonus lights, team & personal fouls scores and re-check score to ensure accuracy.
 4. **Keep hand on clock switch at all times** - be ready to react!
 5. **Start clock as referee drops hand** (watch the referee that hands the ball into play)
 6. **Stop clock at sound of whistle** - keep clock running after score except for the last 2 minutes of the game.
 7. **Substitute only when stoppage in play** – The only exception is in the final 2 minutes of the game. Sound horn to notify referee(s)
 8. **Switch “possession arrow” after every jump ball situation**
 9. **Overtime:** 4 minute stop time periods until a winner is decided.
 10. **Communicate with “scorer” at all times to ensure game score is correct**
-

“Scorer” *records the game sheet*

1. **Have coaches complete the game rosters-** Be sure coaches are aware of designating 2 separate lines prior to the game. Full names and numbers! - Include date, time & location and have officials check sheets prior to start of game.
2. **Mark running score first** with a slash “ / “ mark
3. **Mark individual score second;** “2” for a two-point score - “3” for a three-point score - full or empty circles to indicate made or missed free throws (1 point each)
4. **Record fouls “x” in columns and bonus** (Personal fouls) - 5 personal fouls = disqualification
5. **Time-outs:** One per team in each of the first 4 periods and 2 in the fifth. One time out for every overtime period. Record in proper place on sheet.
6. **Technical fouls marked as “T”** - go towards personal and team foul totals
7. **Bonus Situation:** After a team reaches ten (10) team fouls in the 1st half and (8) eight in the second the other team is in “bonus” - notify ref.
8. **Halftime:** indicate what halftime scores are (indicate with backwards L); separate 1st half team fouls by drawing long line down “fouls” column; draw long “squiggle” line down 3rd period score box to remind yourself not to use this section in second half.
9. **End of game:** Total all scores and write in “winning team” and “final score”; total all the individual points and forward to tournament host for records.
10. **Communicate with “timer” at all times to ensure game score is correct**

APPENDIX “A” (DEFENCE)

Over the past the NLBA have attempted to define the man to man defence in such a way that it would not hinder the development of the sport and the participants at the offensive end of the court. While the rule has remained the same the “weak side concept” was too subjective to identify by our officials and some coaches. The rules outlined below have been cultivated to achieve our goals outlined above regarding the offensive end of the playing court. They may not be perfect, however they will be constantly reviewed annually by our Minor Committee. It should be noted the committee has dedicated an immense amount of time to the development of the NLBA Minor Rules and have discussed the “Man to Man Defence Rule” at length, for many hours. If you are unclear as to the overall concept of the rules listed below please feel free to contact the Provincial office for further clarification.

Man To Man Defence: (When a team is in the scoring area; usually inside the 3-point line)

- 1) **Court Regions:** The defensive court will be divided into three regions in the offensive end of the court as outlined in **Figure 2**. Two regions will extend from the sideline to the Key area and the third will include the area between the key outline and up through the top of the three-point line. There will be a **BUFFER AREA** just outside of the key area on both sides. See **Figure 1**.
- 2) **Weak Side Position:** If the basketball is located on either wing region the defenders located on the opposite side of the ball (**weak side**) must have at least 1 foot outside of the clearly marked key area. See **Figures 3 & 4**. If the ball is located in the middle of the court the defence is permitted to be in any position. See **Figure 5**.
- 3) **Buffer Area (3- feet outside the wing side of the key)**-If the offensive player on the weak side is inside the **Buffer Area** the defender is permitted to have both feet in the key area to defend against the cut or the possible post up by the offensive player. See **Figure 6 or 7**. If the offensive player on the weak side is outside the Buffer area the defender must have at least one foot outside the key. See **Figure 8 or 9**.
- 4) **Ball Penetration:** Once “Ball Penetration” (passing, shooting or dribbling) occurs from the ball side, the opposite side defenders (weak side) are permitted to help. Ball Penetration is defined as:
 - a. The offensive player dribbling past the defender.
 - b. Passing the ball into the post area.
 - c. Shooting the ball.
- 5) These rules apply only when the basketball is in scoring range, not when the offensive team crosses centre- court.
- 6) Failure to comply with the above rules will result in two warnings from the officials and then two free throws and the ball for each subsequent act.

Figure 1

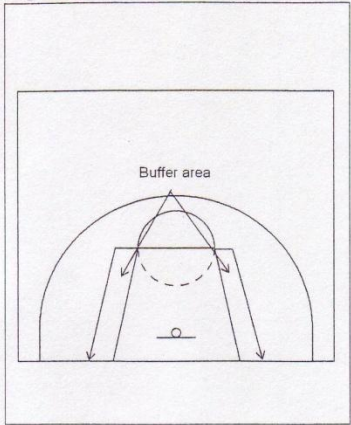


Figure 4

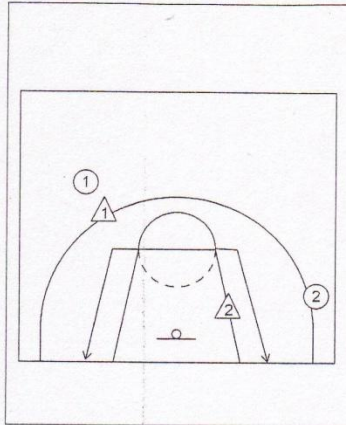


Figure 7

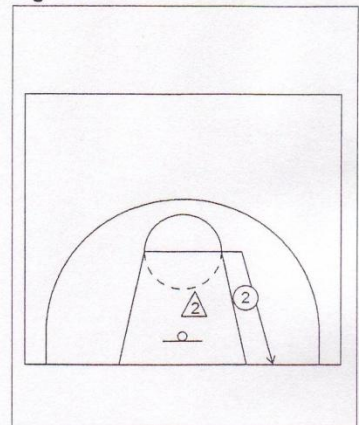


Figure 2

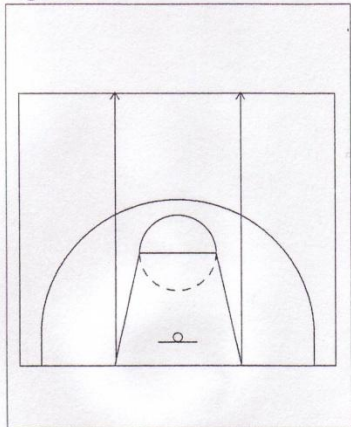


Figure 5

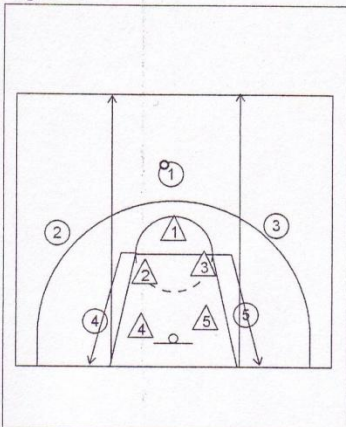


Figure 8

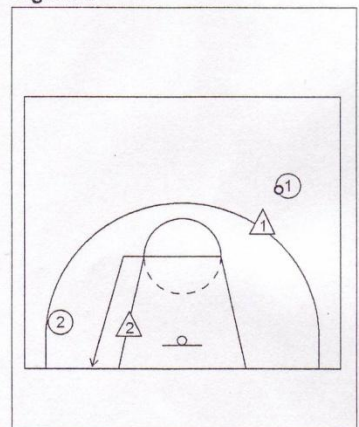


Figure 3

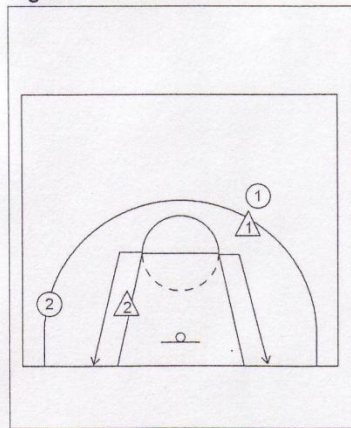


Figure 6

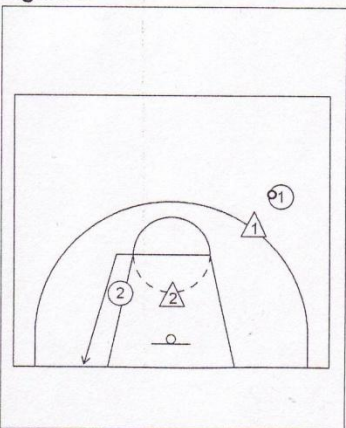
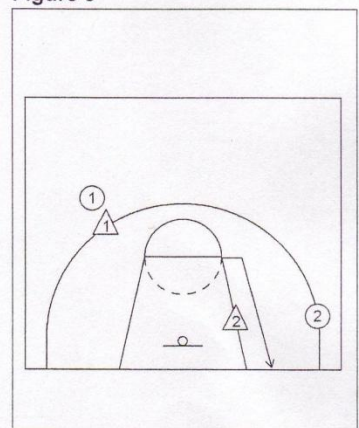


Figure 9



2012 Minor Provincial Basketball Championships

2012 WEST COAST MINOR PROVINCIAL BASKETBALL CHAMPIONSHIPS				
TOURNAMENT	SITE	DATE	SCHOOL	CONTACT
BOYS (Grade 5)	Corner Brook	Feb 17 – 19	St. Gerard's	Stacey Alexander / Jim Hughes
GIRLS (Grade 5)		Feb 17 – 19		
BOYS (Grade 6)		Feb 24 – 26		
GIRLS (Grade 6)	Corner Brook	Feb 24 – 26	St. Gerard's	Stacey Alexander / Pat Hickey
BOYS (Grade 7)	Gander	Mar 2 – 4	St. Paul's	Chris Hodder
GIRLS (Grade 7)		Mar 2 – 4		
BOYS (Grade 8)		Mar 9 – 11		
GIRLS (Grade 8)	GFW	Mar 9 – 11	EVI	Keith Brown
BOYS (A Grade 9)	Gander	Mar 30 – Apr 1	St. Paul's	Ed Traverse / Chris Hodder
BOYS (B Grade 9)	Gander	Mar 30 – Apr 1	St. Paul's	Ed Traverse / Chris Hodder
GIRLS (A Grade 9)	GFW	Mar 30 – Apr 1	EVI	Sharon Jewer
GIRLS (B Grade 9)	Twillingate	Mar 30 – Apr 1	J. M. Olds	Winst Jenkins
BOYS (Grade 10)		Apr 20 – 22		
GIRLS (Grade 10)		Apr 20 – 22		
BOYS (Grade 11)		Apr 27 – 29		
GIRLS (Grade 11)		Apr 27 – 29		
2012 EAST COAST MINOR PROVINCIAL BASKETBALL CHAMPIONSHIPS				
TOURNAMENT	SITE	DATE	SCHOOL	CONTACT
BOYS (A Grade 5)		Feb 17 – 19		
BOYS (B Grade 5)	Bay Bulls	Feb 17 – 19	St. Bernard's	Gordon Wall
GIRLS (A Grade 5)		Feb 17 – 19		
GIRLS (B Grade 5)	Ferryland	Feb 17 – 19	Baltimore	David Chidley
BOYS (A Grade 6)		Feb 24 – 26		
BOYS (B Grade 6)	Ferryland	Feb 24 – 26	Baltimore	David Chidley
GIRLS (A Grade 6)	Outer Cove	Feb 24 – 26	St. Francis of Assisi	Dale Hutchens
GIRLS (B Grade 6)	Bay Bulls	Feb 24 – 26	St. Bernard's	Rita Sullivan
BOYS (A Grade 7)	St. John's	Mar 2 – 4	Leary's Brook	Colleen Hogan
BOYS (B Grade 7)	Placentia	Mar 2 – 4	Laval	Dave Constantine
GIRLS (A Grade 7)	St. John's	Mar 2 – 4	St. Paul's Junior	Rob Cowan
GIRLS (B Grade 7)	Clarenville	Mar 2 – 4	Clarenville	Don Power
BOYS (A Grade 8)	Goulds	Mar 9 – 11	St. Kevin's Jr.	David Ryan
BOYS (B Grade 8)	St. John's	Mar 9 – 11	Leary's Brook	Colleen Hogan
GIRLS (A Grade 8)	Goulds	Mar 9 – 11	St. Kevin's Jr.	Doreen Pond
GIRLS (B Grade 8)	Placentia	Mar 9 – 11	Laval	Amy O'Reilly
BOYS (A Grade 9)	St. John's	Mar 30 – Apr 1	Booth	Tom Warren
BOYS (B Grade 9)	St. John's	Mar 30 – Apr 1	Brother Rice	Paulette Hardiman
BOYS (C Grade 9)	St. John's	Mar 30 – Apr 1	Leary's Brook	Colleen Hogan
GIRLS (A Grade 9)	Mount Pearl	Mar 30 – Apr 1	Mount Pearl In	Tim Ford
GIRLS (B Grade 9)	Torbay	Mar 30 – Apr 1	Holy Trinity	Don Llewellyn
GIRLS (C Grade 9)	Clarenville	Mar 30 – Apr 1	Clarenville Middle	Gerry Organ
BOYS (A Grade 10)	Mount Carmel	Apr 20 – 22	St. Catherine's	Karen Hearn
BOYS (B Grade 10)	St. Bride's	Apr 20 – 22	Fatima	Jeff Ivany
GIRLS (A Grade 10)	St. John's	Apr 20 – 22	Holy Heart	Glenn Normore
GIRLS (B Grade 10)	Placentia	Apr 20 – 22	Laval	Amy O'Reilly
BOYS (A Gr. 11)	Mount Carmel	Apr 27 – 29	St. Catherine's	Karen Hearn
BOYS (B Gr. 11)	Goulds	Apr 27 – 29	St. Kevin's High	Phil Griffiths
GIRLS (A Grade 11)	St. John's	Apr 27 – 29	Gonzaga	Anne Browne
GIRLS (B Grade 11)	Placentia	Apr 27 – 29	Laval	Amy O'Reilly