

## COLUMBIA BASIN BIG-9 BASKETBALL STANDARD OPERATING PROCEDURES

**Adopted 6/2/2008**

1. TYPE OF BASKETBALL – All Big-9 Schools will use a NFHS approved leather or composite Baden, Wilson, Spalding or any other state approved wide seam basketball.
2. SCHEDULE – The league is divided into two divisions (Columbia and Cascade). The league schedule will consist of a double round-robin schedule played against each league member of the same division. Non-league crossover games will be scheduled against members of the opposite division. Schools, by mutual agreement, may opt out of the non-league, crossover games. Each year there will be two alternate dates which will be determined by the Athletic Directors to substitute for the first weekend dates for those teams who play in the football semi and state championship game. Schools should expect to play varsity, junior varsity, sophomore and freshman games with each school.
3. GAME TIMES – The starting time for JV basketball games shall be 5:45 PM, with 20 minutes allowed for warm-up of the varsity team PLUS time for the introduction of the players and the National Anthem; however, the varsity game is not to begin prior to the scheduled start time. Varsity Girls/ Varsity Boys game time is **7:30pm**. Double Headers and/or by mutual agreement, AD's may change game times. *League* schedule changes must be approved by the league president, the sport chairperson, and all schools must be notified
4. GAME SITES – Games will be arranged as facilities allow.
5. INTRODUCTION OF PLAYERS
  - a. The “warm up” having expired, the timer will call both teams to their respective benches. (Fight song and disclaimer to be completed prior to teams coming to the bench).
  - b. The visiting team substitutes will be introduced and will proceed to the foul circle nearest their bench.
  - c. The home team substitutes will be introduced and will proceed to the foul circle nearest their bench.
  - d. The starters will be introduced alternately by position. They will meet at center court, shake hands and proceed to join their team at the foul circle nearest their bench.
  - e. It is a violation of the Columbia Basin Big-9 League Policy for either team to huddle in the center circle at the conclusion of the introductions.
  - f. The National Anthem will be played. A suitable substitution for the National Anthem, such as the pledge of allegiance, is permitted.
6. MASCOTS – During basketball season, only the home team may have a designated member of the cheer squad dress as a mascot and perform with the squad. All other mascots are prohibited.
7. DISTRICT TOURNAMENT SITES
  - a. Boys' and girls' district tournament sites are proposed by a vote of the Columbia Basin Big-9 Athletic Directors. These sites must be capable of holding the anticipated crowd for each game of the district tournament. They will be selected and recommended to the YVIAA and NCWAA Executive Board prior to the end of the regular season.

- b. An official from the home teams association, an official from the visiting teams association and an official from an association that does not have teams involved in the game will work the district tournament games.
- c. Each tournament site will have a paid tournament manager who will be responsible for the game timer, scorer and all other workers.
- d. Each school is to provide an adequate number of faculty chaperones to help with the conduct of students and general crowd control. The list of supervisors will be sent to the site managers in advance of the day of the game.
- e. The home team will furnish the game ball as approved by the state.
- f. Each school is entitled to an equal share of the available spectator seating. Players, managers, statisticians, trainers, cheerleaders, coaches and supervisors will be admitted by pass list under the direction of the YVIAA and NCWAA boards.
- g. The district tournament manager will distribute specific tournament information regarding programs, officials, registrations, tournament balls, team benches, towels, tickets, pre-game warm-up, introduction of players game time and home teams.
- h. Teams may suit-down up to twelve (12) players for the District Tournament.

8. 4A DISTRICT TOURNAMENT FORMAT (2/08)

The District Basketball Tournament shall be a true 8 team, double elimination tournament played at the sites of the highest seeded teams using the following format:

SATURDAY (Round 1)

- Game 1: Columbia 4 @ Cascade 1
- Game 2: Cascade 3 @ Columbia 2
- Game 3: Columbia 3 @ Cascade 2
- Game 4: Cascade 4 @ Columbia 1

TUESDAY (Round 2)

- Game 5: Winner Game 1 vs Winner Game 2 (@ highest seed)
- Game 6: Winner Game 3 vs Winner Game 4 (@ highest seed)
- Game 7: Loser Game 1 vs Loser Game 2 (@ highest seed)
- Game 8: Loser Game 3 vs Loser Game 4 (@ highest seed)

FRIDAY (Round 3)

- Game 9: Winner Game 5 vs Winner Game 6 (Championship) @ higher seed
- Game 10: Loser Game 6 vs Winner Game 7 @ higher seed
- Game 11: Loser Game 5 vs Winner Game 8 @ higher seed

SATURDAY (Round 4)

- Game 12: Winner Game 10 vs Winner Game 11 @ higher seed (3<sup>rd</sup>/4<sup>th</sup>)
- Game 13: Loser Game 10 vs Loser Game 11 @ higher seed (5<sup>th</sup>/6<sup>th</sup>)

In case of 2 teams of equal seed: In 2009 Columbia will host, In 2010 Cascade will host.

9. 3A DISTRICT TOURNAMENT FORMAT

10. PROCEDURE FOR SELECTING ALL **DIVISIONAL** BASKETBALL TEAMS

- a. During the last week of the season, the basketball chairperson will ask each coach in the league to rate the players on his/her team and will send those rating to the chairperson who will compile the list. The basketball chairman will then distribute an all conference nomination form to each of the boys and girls basketball coaches in each division. The coaches will select the 10 opposing players from teams in their division they believe

- deserve all **divisional** recognition. The coaches will rank those players in order 10 to 1 (10 being the player they feel was the Big-9 Player of the year in their division). The coaches will also select the 5 opponent players from their division they believe deserve all **divisional** defensive team recognition, ranked in order 5 to 1 (5 being the player the believe the feel was the Defensive Player of the Year for their division). Finally, coaches will vote on the coach in their division they feel deserves the Big-9 Coach of the Year award. Coaches will submit those ballots prior to the final Thursday o the regular season.
- b. The basketball chairperson will compile the votes and determine the Big-9 All **divisional** Teams. The all-**divisional** teams will be announced at the annual end-of-season basketball coaches meeting. The first team will consist of Player of the year and the next 5 highest point totals, second team will consist of the next 5 highest point totals, and the honorable mention will consist of any individual receiving a vote. The Big-9 all divisional defensive team will consist of the Defensive player of the year and the next 5 vote getters plus ties.
  - c. The first team all conference defensive honorees will receive the Big-9 foil certificate.

#### 11. LEAGUE TIES (6/01)

- a. At a league meeting of the Big-9 prior to the district tournament, the basketball chairman will conduct a draw in which each league member will draw a number. These “tie breaker numbers” will be used when needed to resolve ties. In each situation where these numbers are used, the school having drawn the lower number receives the highest seeded position into the tournament.
- b. Step by Step Process
  1. Head to Head Advantage.  
Ties will be decided by comparing the head to head won/loss records of all teams involved in the tie. There must be a distinct advantage.
    - a. In head to head between two teams, a distinct advantage is a sweep.
    - b. In head to head between multiple teams, for a distinct advantage to exist, one team must hold a distinct advantage, sweeps, overall other teams involved in the ties.

If this procedure does not break the tie, Tie Breaker Steps 2 and 3 will be used to determine seeds....

2. Points will be assigned based on the quality of the win **within the division.**
  - a. 7 points for a win against the #1 team in a 7 team league
  - b. 6 points for a win against the #2 team in a 7 team league
  - c. 5 points for a win against the #3 team in a 7 team league
  - d. Etc....
3. Refer to tiebreaker numbers. As selected in a.

12. PROVISIONS FOR SEEDING INTO DISTRICT

- a. Teams tied for 4th if there is no clear head to head advantage. Step 2 and 3 will determine travel and neutral site on the first available date following the season.
- b. Teams tied for 2<sup>nd</sup> place will play off if there is no clear head to head advantage. Step 2 and 3 will determine travel and neutral site on the first available date. Winner will receive the automatic berth to Regionals and a first round bye in the District Tournament.
- c. Neutral sites will be used for all playoff games for 2<sup>nd</sup> or 4<sup>th</sup> place. The team with the best “tie breaker number” chooses the neutral site. If the playoff procedure awards a bye, the opponent of the bye team will pick the neutral site. An official from the home teams association, an official from the visiting teams association and an official from an association that does not have teams involved in the game will work the game. The officials are assigned by the basketball chairperson who will call the assigning secretary of the associations involved or request their highest rated official available for that time.
- d. Two way ties involving 2<sup>nd</sup> or 4<sup>th</sup> place will be played off on the first available date following the end of the regular season. Three and four way ties involving 2<sup>nd</sup> or 4<sup>th</sup> place will be played off on the first and second available date following the end of the regular season.
- e. See Tie Breaker diagram in general section of the Big9 Handbook.