BIG NINE BASKETBALL
STANDARD OPERATING PROCEDURES

1. **TYPE OF BASKETBALL** – Use an NFHS approved leather or composite Wilson or Spalding wide seam basketball. (3/01) For Varsity only

2. **SCHEDULE** – A double round-robin twenty (20) game schedule will be played. Each year there will be two alternate dates which will be determined by the Athletic Directors to substitute for the first weekend dates of play for those teams who play in the football state championship game. Schools should expect to play varsity, junior varsity, and sophomore games with each school. Freshman games will be scheduled separately between CBBN schools. (4/99)

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 basketball is not to begin prior to 7:30 PM.

   Schedule changes must be approved by the league president, the sport chairperson, and all schools must be notified.

4. **GAME SITES** – The varsity and junior varsity games will be played at the same site with the junior varsity game preceding the varsity game. If Boys/Girls doubleheaders are arranged, get approval as noted above.

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 substitutes will be introduced and will proceed to the foul circle nearest their bench.

   D. The starters will be introduced alternately by position: visiting team guard-home team guard. They will meet at the ten second line, shake hands and proceed and join their team at the foul circle nearest their bench.

   E. It is a violation of the Big Nine Policy for the visiting team to huddle in the center circle at the conclusion of the introductions. This activity is reserved for home team only.

   F. The National Anthem will be played. A suitable substitution for the National Anthem 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 Big Nine 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 Executive Board prior to the end of the regular season.

B. Each tournament site will have a paid tournament manager who will be responsible for the game timer, scorer, and all other workers.

C. 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.

D. The home team will furnish the game ball. It will be an NFHS approved leather or composite Wilson or Spalding wide seam basketball. (3/01) For Varsity only

E. 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 Executive Board.

F. 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.

8. DISTRICT TOURNAMENT FORMAT (3/00)

TUESDAY

GAME 1: BIG NINE #3 VS BIG NINE #6; LOSER OUT
(GAME AT SITE OF #3)

GAME 2: BIG NINE #4 VS BIG NINE #5; LOSER OUT
(GAME AT SITE OF #4)

FRIDAY

GAME 3: @ BIG NINE #2 VS HIGHEST REMAINING SEED

GAME 4: @ BIG NINE #1 VS LOWEST REMAINING SEED

SATURDAY

GAME 5: WINNER OF GAME #3 VS WINNER OF GAME
(GAME AT HIGHEST SEED)
WINNER IS DISTRICT CHAMPION AND #1
SEED TO REGIONALS- LOSER IS #2 SEED

GAME 6: LOSER OF GAME #3 VS LOSER OF GAME #4
(GAME AT HIGHEST SEED)
WINNER IS #3 SEED AND LOSER IS #4
PROCEDURE FOR SELECTING ALL CONFERENCE BASKETBALL TEAMS

9. A. During the last week of the season, the basketball chairperson will mail an all conference nominating form to each boys’ and each girls’ basketball coach. The coach will list those players from his/her team that they believe deserve all conference recognition. (See included form).

B. The basketball chairperson will then compile the nominations by school, along with the players’ season statistics onto a master ballot C. Balloting for the all conference teams and that boys’ and girls’ coach of the year will take place at the annual end-of-season basketball coaches meeting. Each coach may vote for ten players from opposing teams. Points will be tallied and the player with the most points is the player of the year. Total points will also determine first and second team All Conference.

C. The first team all conference will receive the CBBN foil certificate while the second team all conference and honorable mention selections will receive the CBBN paper certificate.

D. Any athlete not on the first or second all conference team who receives at least one point in voting, will be recognized on the honorable mention team.

5. LEAGUE TIES (6/01)

A. At the February AD’s league meeting of the CBBN, the basketball chairman will conduct a draw in which each league member will draw a number from one to ten. These “tie breaker numbers” will be used in the place of flips or drawing lots in the procedures listed in this section. 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. If this procedure does not break the tie, “Tie Breaker Steps” 2, 3 or 4 will be used with the best number receiving the highest seed, the next best number receiving the next seed, and the next best number the next highest seed, etc.

Team A was 4-0 against B & C
Team B was 1-3 against A & C
Team C was 1-3 against A & B

In this scenario, A gets the highest position. Teams B & C will use Step 2, 3 and 4 for the next two positions, as neither team won both of their head to head contests.
2. Refer to the point system. Point system will be based on one (1) point for home win and two (2) points for road win.

3. Refer to the tied teams matching the number of wins versus teams higher in the conference standings.

4. Refer to tiebreaker numbers. As selected in A.

C. Provisions for Seeding into District

1. Teams tied for 6th place will play off if there is no clear head-to-head advantage. Step 2,3 or 4 will determine travel and neutral (*) site on the 1st available date following the season.

2. Teams tied for 2nd place will play off if there is no clear head-to-head advantage. Step 2, 3 or 4 will determine travel and neutral (*) site on the 1st available date. Winner will receive automatic berth in Regionals and a first round bye in the District Tournament.

(*) Neutral sites will be used for all play-off games for 2nd or 6th place. The team with the best “tie breaker numbers” chooses the neutral site unless the playoff procedure awards a bye. In this case, the opponent of the bye team will pick the neutral site. A split crew from each association involved in the playoff will be used. The officials are arranged by the basketball chairperson who will call the assigning secretary of the associations involved to request their highest rated official available for that time.

3. Two-way ties involving 2nd or 6th place will be played off on the first available date following the end of the regular season. Three and four-way ties involving 2nd or 6th place will be played off on the first and second available date following the end of the regular season.

ALL CONFERENCE NOMINATIONS

Boys _______________________
Girls _______________________

SCHOOL__________________________________________________________

COACH___________________________________________________________

IMPORTANT: Only nominated players from your own team. You may list up to five players. Please do not list any player who is not all conference caliber.

List each athlete’s Current scoring, rebound, asst. average. They won’t change much between now and the end of the season.

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<th>Player</th>
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YOUR NOMINATIONS MUST BE RETURNED TO DON SCHUMACHER NO LATER THAN FEBRUARY. IF YOUR PLAYERS ARE TO APPEAR ON THE OFFICIAL ALL CONFERENCE BALLOT.

The voting for All-conference will take place at the annual basketball coaches meeting to be held Sunday, February___________ at 2:00 PM at the Kamiakin High School Library. Coaches must be present in order to vote.
COLUMBIA BASIN BASKETBALL ALL CONFERENCE BALLOT

Vote for 10 players by placing a 10 in the blank for your first choice, a 9 for your second choice, and 8 for your third choice, etc. A coach may only vote for players on the other ten teams in the league and must draw a line through the name of each player on his/her own team.

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