

BASKETBALL

4.1 TEAMS

Varsity and Frosh/Soph in both girls and boys basketball.

4.2 GAMES

The basketball schedule will be a ten game schedule. Each school will play each school two times with each game counting toward the League championship. This will be a two-year schedule with home and away reversed the second year. Contacts are limited to 27.

4.2-1 All League basketball games (boys and girls) will be played on Tuesday/Friday nights at opposite sites. Boys and Girls rival games will alternate between Thursdays and Fridays.

4.2-2 On game nights the Varsity, Fr/Soph, and Frosh will play triple-headers beginning at 4:30 p.m. (boys and girls).

4.3 No organized practice before the Section starting date.

4.4 GAME ADMINISTRATION

4.4-1 Tues and Thursday games will start at 5:30/7:00 p.m.

4.4-2 Friday night game will start at 5:30/7:00 p.m.

4.4-3 All games will be eight minute quarters

4.4-4 Any change from eight minutes must be by mutual agreement.

4.4-5 There will be a fifteen-minute warm-up following all Frosh/Soph games starting after the referees have declared the floor cleared.

4.5 The game ball will be a Wilson Solution

4.6 Only the home team may provide a pep band for games unless there is mutual agreement between schools. The pep band may play any time.

4.7 OFFICIAL SCORERS

It is recommended that adult timers and scorers be used for all games involving varsity and Fr/Soph girls and boys.

4.8 ORDER OF PRIORITIES IN SCHEDULING. 4.8-

1 Special placement for rival games

4.8-2 Equal number of games on weeknights and Friday nights.

4.8-3 Equalize home and away games each half at 5 and 5.

4.8-4 Two teams in the same town do not play at home on the same night.

4.8-5 Rotate schedule every two years.

4.9 SCRIMMAGES

Scrimmages are defined as a practice with another school in which no score is kept on a scoreboard; there is no advance publicity, and game uniforms are not worn. A running clock and officials may be used. Coaches are allowed to interrupt the game for teaching purposes.