

## 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 6:00/7:30 p.m.

4.4-2 Friday night game will start at 6:00/7:30 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.