

## NORTH SUBURBAN CONFERENCE GUIDELINES

### BOYS' BASKETBALL

#### I. SEASON LIMITATIONS

Practice may begin Monday of Week 19 of the I.H.S.A. standardized calendar. The first contest may be no earlier than Monday Week 21. The season shall end no later than Saturday of Week 37.

#### II. PROCEDURE FOR DETERMINING CONFERENCE SCHEDULE

The basketball schedule is to be determined by a blind draw and is to be redrawn every two (2) years. The Conference schedule shall consist of a double round robin play within the Division (based on the blind draw) and two (2) crossover contests (which will be rotated annually, so that each team is scheduled against every team in the other Division every  $3\frac{1}{2}$  years).

#### III. CONTEST LIMITATIONS

All levels:

- 21 games - 0 tournaments
- 19 games - 1 tournament
- 18 games - 2 tournaments
- 16 games - 3 tournaments

#### IV. LEVELS OF COMPETITION

A. There will be three (3) levels of competition.

- 1. Varsity
- 2. Sophomore
- 3. Freshman

B. Other levels that may be played.

- 1. Junior Varsity
- 2. Sophomore "B"
- 3. Freshman "B"

C. Participation: Refer to Article IX of the N.S.C. Constitution regarding eligibility.

#### V. COACHES' MEETING

The coaches' meeting will be held on the Thursday following the conclusion of the league schedule at a time and location designated by the Resource A.D. Note: Assistant coaches are allowed to attend the coaches' meeting.

## VI. CHAMPIONSHIP

The Division championship shall be determined by a double round robin schedule within each Division. The N.S.C. championship shall be determined by a championship game played on the Wednesday after the last regularly scheduled crossover contest. The Prairie Division will host in odd numbered years, the Lake Division in even numbered years. If there are co-champions within the Division, the tiebreaker criteria (see VII.) will be used to determine who plays in the N.S.C. championship game.

## VII. CONDUCT OF CONTESTS

### A. Host School Responsibilities

1. The official scoring and timing of the varsity game shall be done by adults provided by the home school.
2. The host school will be responsible for meeting the visiting team to escort them to the locker room and explain procedures at their school.
3. Provide a visible clock or some method of time indication during the contest.
4. Warm-up will begin immediately upon the completion of the preliminary game.

### B. Starting Time

1. Varsity and Sophomores - Weekend Sophomore games will start at 6:00 p.m. Tuesday night Sophomore games will begin at 5:30 p.m. There will be a full fifteen (15) minutes allowed between games for varsity warm-up. (Refer to Item IX. GAME TIME SCHEDULE).
2. Junior Varsity, Sophomore B, Freshman A & B - These basketball games between member schools are scheduled to be played on the Saturday following the Tuesday and Friday night varsity game at the opposite site beginning at 9:00 a.m. On Conference double-header weekends, the games corresponding to varsity Saturday night games are to be played at the opposite site on Monday at 5:30 p.m. Whenever a team is late in arriving, they will be allowed 15 minutes from the time they enter the locker room to commence the game.

### C. Pre-Game - Halftime Recommendations

It is recommended that half-time entertainment be limited to a maximum of six (6) minutes in length. In all cases, teams will be provided a minimum of three (3) minutes of warm-up prior to the beginning of the second half.

#### D. Goals/Basketballs

According to Rule 4, Section 5, Article 3 of the National Federation Basketball Rule Book, "Each team's basket for practice before the game and to shoot at for the first half shall be the one further from its team bench." The basketball for North Suburban Conference play is to be a wide seam ball (Rule 1, Section 12, Article 1).

#### E. Length of Quarters

Varsity and Junior Varsity: 8 minutes  
Sophomore, Sophomore B, Freshman A, Freshman B: 7 minutes.

#### F. Color of Jerseys

The home team shall wear light uniforms and the visiting team shall wear dark colored jerseys.

#### G. Procedures in Level of Competition

A player may participate against a single school at only one **recognized** level of competition (Varsity, Sophomore, Freshman) on a given playing weekend or round of play.

#### H. Order of Play

All underclass games will be played in the following order:

Four (4) Levels - Freshman "A" and Sophomore "B" to be played first followed by Freshman "B" and Junior Varsity. Order for less than 4 levels will be left to host school, which will notify visitors.

### VIII. TIE - BREAKER CRITERIA (FOR DIVISION USE ONLY)

- A. Total won and lost record in the Division will determine the standings and Division Champion. Crossover games do not count in Divisional standings. The two Division Champions will play in the N.S.C. Championship game.
- B. In the event two or more teams tie as Division Champions, co-championships will be awarded and the following criteria will be used to determine which team plays in the N.S.C. Championship game.
  1. In the event of a two way tie, if one team has defeated the other twice, the team winning the two (2) contests will enter the N.S.C. Championship game.
  2. In the event the two (2) teams split their regular season contests, the team defeating the other by the most points up to six (6) shall be the Division representative. An overtime win, though it will count as a win, shall not afford the winning team any point margin for the purposes of settling a split pair of regular season contests.

3. If more than two (2) teams are tied and one or more of the tied teams have been defeated twice by any one of the other tied teams, the defeated team(s) will be eliminated.
4. If teams are still tied, the team with the most Division games won by six (6) or more points shall be declared the representative. **Overtime wins by six or more points do count in this criterion.**
5. If two teams are still tied, the team that has not been to the Championship game for the longest period of time will be the representative.

Note: If only two teams remain tied after any criterion is applied, head to head competition between those teams will be the deciding factor. Ties which remain after all criteria have been applied will be broken by a coin flip conducted by the Resource Athletic Director.

#### IX. GAME TIME SCHEDULE

For Boys' Varsity games, there will be a fifteen (15) minute warm-up. The clock will run down to 0:00 minutes, and both teams will be on the floor for sportsmanship statements, the National Anthem, and introduction of starting lineups.

#### X. PROCEDURE FOR EVALUATION OF OFFICIALS

Coaches are to complete an evaluation form on each official and forward the ratings to the assignment chairman. The assignment chairman is responsible for the design and distribution of the evaluation form. Each school is responsible for completing the IHSA official evaluation forms.

#### XI. BASKETBALL ROSTER - PROGRAM INFORMATION

Athletic Directors are to submit four (4) copies of the basketball rosters to member schools as soon as possible (must be prior to the start of the Conference schedule). Program information should include:

Name of School, Athletic Director, Principal, Superintendent, Nickname, Freshman Coach, Phone Number, Varsity Coach, Sophomore Coach, Address, School Enrollment, School Colors, Assistant Coaches, School Song, Captains, Managers, Cheerleader Sponsor, Cheerleaders

Players: Light /Dark No., Name, Position, Height, Weight, Year. Designate players to be listed on 12 and 15 player name boards.

#### XII. BASKETBALLS

The home team will provide eight (8) balls for the visiting teams, on all levels.

#### XIII. AWARDS

A. A team trophy will be awarded to the Division and Conference Championship teams. Duplicate trophies will be awarded in the event of a tie for the Division Championship.

B. ALL CONFERENCE

The All-Conference team shall be limited according to the N.S.C. Constitution. A list of nominations will be submitted to the resource athletic director. Honorable Mention players will be determined by the coaches at the end-of-season meeting. The number of Honorable Mention players will not exceed one-half the number of All-Conference selections.

XIV. GUIDELINES FOR SELECTION OF ALL-CONFERENCE TEAM

A. A team receives one point for each victory (Division and crossover contests). For each five (5) points, a coach will be able to select one player.

B. Each coach will be entitled to nominate at least one (1) player from his/her team to reach the Conference limit. Coaches will comment on their players and will vote as follows:

1. One vote for each player to be selected (e.g. 2 players to be selected - each coach would vote for 2 from the list. The 2 players with the highest number of votes would be selected for the remaining positions).

2. Coaches cannot vote for their own players.