

Article II – Basketball

1. PRACTICE
 - A. “Organized Practice” is defined as a practice which is attended by the players and a coach, and at which the coach directs, instructs and drills the player, players and/or the whole team.
 - B. Practice shall not be held on Sundays or Christmas.
2. STARTING DATES – No organized practice for all levels may begin prior to a date established by the CCS – See page 11.
3. COACHING STAFF LIMIT – The maximum number of coaches, paid or volunteer, for basketball is 6.
4. GAMES AND GAME LIMITS
 - A. It is considered to be a “game” whenever two schools meet in any competition in any CIF-approved sport. The game limit for basketball is:

Varsity:	24 games and 2 Scrimmages
Junior Varsity:	23 games and 2 Scrimmages
Freshman:	21 games and 2 Scrimmages
 - B. A tournament counts as the minimum number of contests guaranteed.
 - C. An alumni contest shall not be included in the game limit of any sport.
 - D. Games shall not be played on Sundays and Christmas.
 - E. All games shall be played according to the National Federation Rules.
 - F. The length of quarters for League games shall be:

Varsity:	8 minutes
JV:	7 minutes
Freshman:	7 minutes
5. STARTING TIMES

Starting times for all games shall be designated on all schedules and must be observed under the penalty of forfeiture. Game times and/or locations can be changed by mutual agreement from each school’s Athletic Director and WCAL Commissioner approval.

Format	Level	Starting Time
Single-Gender Games	Varsity	7:30
	JV	6:00
	Frosh Boys	3:00 and 4:30, alternating each half season, with “Bs” playing at 3:00 for the first half of the year, and “As” playing at 3:00 for the second half of the year.
Saturdays	Frosh-Soph Girls	4:30
	Varsity	6:30
	JV	5:00
	Two Frosh Games	2:00 and 3:30
	One Frosh Game	3:30
6. SCRIMMAGES
 - A. A scrimmage is defined as a practice or athletic exhibition wherein teams from different schools participate and compete, without the benefit of paid officials, timers, or scorers, and no admission is charged.

- B. A scrimmage shall not involve any costs whatsoever.
- C. All scrimmages must be listed on a school's official sports schedule if they are scheduled before the season begins. If a scrimmage is scheduled after the official schedule is printed and distributed, all member schools and the League Office shall be notified within 24 hours.
- D. All scrimmages shall be included in the official game limit set for each team in each sport.
- E. The one approved varsity scrimmage shall be held any time during the month of November.
- F. The varsity scrimmage shall not be scouted.

7. SCHEDULE

- A. A double round robin League schedule shall be played each year by the varsity, junior varsity and freshman teams.

8. ELIGIBILITY

- A. Moving Up OK, But No Downward Movement After League Begins: No player of a team whose name appears on an eligibility list may be moved to a team of lower classification after the League starts, even though he/she may not have played in nor suited up for a League game. A player may be moved up to a team of a higher classification at any time during the season and his/her name shall be added to the official eligibility list as soon as possible, with proper and prompt notice to the other schools.
- B. Temporary Moves To Varsity: Once the League begins, players on a lower-level team may be moved up to the varsity for non-league contests. However, the maximum number of contests for that player in a season may not be exceeded.
- C. Seniors: Senior athletes are not eligible for junior varsity competition unless approved by the League Commissioner.
- D. The Freshman A and B Boys' Teams shall have separate eligibility lists, and there shall be no exchange of players between the two teams during the league season unless approved by the League Commissioner.

9. SPORT-SPECIFIC RULES

- A. Levels of Competition
 - Boys - There shall be Varsity, Junior Varsity, Freshman "A", and Freshman "B" competition.
 - Girls - There shall be Varsity, Junior Varsity, and Frosh-Soph competition.
- B. Game Ball
 - The home team shall provide the game ball. It must be an official ball according to National Federation rules. It may not be rubber.
- C. Timers
 - Official timers must be adults at all junior varsity games.
 - Official timers, both game and shot clock, must be adults at all varsity games.

10. ROUND ROBIN COMPETITION WINNERS

The winner of the round robin competition shall be determined by a point system as follows:

- 1. Two (2) points for a game won.
- 2. Zero (0) points for a game lost.

11. METHOD FOR BREAKING TIES IN LEAGUE STANDINGS AND ENTRIES INTO THE CCS

- A. If two teams tie for the championship in the round robin, head to head results shall determine the champion. If one team does not have a better record than the other team they both are co-champions.

- B. Other than determining the league champions, all other ties for seeding purposes shall follow the following procedures:
 - 1. Head to head competition involves only contests played within league schedule.
 - 2. Greatest number of wins within the tie.
 - 3. Greatest number of wins above the tie.
 - 4. Greatest number of wins versus the highest-placed team above the tie.
 - 5. Greatest number of wins below the tie starting with the next-placed team below the tie and moving downward.
 - 6. If a tie still exists, then the Commissioner shall determine the tiebreaker by chance (coin flip or drawing).
 - C. Coin Flips or Drawings
 - 1. When a coin flip or drawing becomes the last option to break ties in team standings, whether for final round robin standings or representation to CCS playoffs, the Commissioner shall determine the time and place for such a drawing. The drawing shall be held regardless of whether the involved schools are present. If a school does not desire to participate in the drawing, the Commissioner shall be notified prior to the drawing.
 - 2. In determining the rank of at-large entries into the CCS playoffs, the team(s) involved in the tie with the best record head to head shall receive entry into the Enrollment Divisions of the CCS Playoffs before the other team(s). If two or more teams involved in the tie have the same record head to head then the results of the coin flip or drawing shall determine the rank of at -large entry into specific Enrollment Divisions of the CCS.
 - 3. In determining the rank of at-large entries into the CCS playoffs, the team(s) with the highest total CCS points, when applicable, shall receive entry into the CCS playoffs before the other teams involved in the tie, regardless of which team(s) won the coin flip or drawing. If two or more teams involved in the tie have the same number of CCS points, then the results of the coin flip or drawing shall determine the rank of at-large entry into CCS.
12. CENTRAL COAST SECTION PLAYOFFS
- A. The winner of the round robin shall be designated the #1 seed to the CCS.
 - B. If ties exist for the round robin championship the seeding to CCS shall be determined by the rules stated in Section 19. E. on page 16 of this Handbook
 - C. Opting Out of the CCS Playoffs: A school shall not withdraw its team from such competition without prior notice to the Commissioner. In the event a team chooses not to participate in the CCS Playoffs or does not qualify for the CCS playoffs, each team below that team in the round robin standings moves up one place.
 - D. Order of Entry for At-Large Entries: Teams shall enter the CCS playoffs as at-large entries based upon how the teams finished in the League round robin. This includes the use of tie-breakers to break a tie in the League standings. (See “Method for Breaking Ties in League Standings and Entries into the CCS” for the tiebreaker procedure.)
13. OFFICIALS
- A. Officials for all varsity, junior varsity, and freshman League games shall be obtained by the host school.
 - B. There shall be three officials assigned for each League varsity game and two officials assigned for each League junior varsity or freshman game.
 - C. The officials must be members of an association approved by the Central Coast Section.
 - D. Coaches shall be permitted to reject an official based upon their written evaluation and shall notify the Commissioner at least 10 days before the first game.

- E. If the Required Number of Officials Are Not Present
 - 1. Varsity – A varsity team may refuse to play any game when less than the number of required officials are on hand.
 - 2. Lower Levels – Every effort shall be made to play any game below the varsity level when the required number of officials are not on hand. A person or persons, mutually agreed upon by both coaches, may officiate the game.
 - F. For further details, refer to General By-Laws Article IV – Special Rulings “Forfeitures” and “Postponements.”
14. GAME CONDUCT
- A. If a player or coach is ejected from a contest during the season, that player or coach must sit out the next contest following their ejection. If a player or coach participates in the next contest following his/her ejection, that person will be treated as an ineligible player for that contest and his team shall forfeit the contest.
 - B. If the contest from which a player or coach was ejected is the last contest of the year for that team, the above stated disqualification would carry over to that team’s first regularly scheduled league contest the next year.
 - C. Any player or coach ejected from any CCS playoff contest because of flagrant misconduct or unsportsmanlike behavior shall be excluded from participating in the remainder of the CCS playoff contests in the sport for that year, including any CIF contests. If the ejection occurs in the final CCS-CIF contest for that team, then the player or coach would have to sit out the first league contest the next season.
 - D. Repeat offenders shall be subject to longer suspensions.
 - E. A report of a player or coach ejection must be made to the League Commissioner. Failure to file a report shall result in League censure.
 - F. While sitting out, the coach may not communicate during a game in any way, including all digital formats, with his/her coaching staff or players.
15. ALL-LEAGUE TEAM
- Following is the procedure for selecting the All-League Team for the Boys:
- A. Each coach shall nominate up to five of his/her own players.
 - B. From the nomination list, each coach shall list his/her preference in order. All coaches will then vote for the All-League team from the nomination list. The eight players receiving the highest total of votes shall constitute the First Team All-League, with the seven players receiving the next highest total of votes constituting the Second Team All-League. All other players receiving votes shall be designated Honorable Mention. Coaches shall not vote for their own players or vote for a player who is not on the nomination list.
 - C. For the Boys the player with the highest point total shall be named the Player of the Year, and shall be awarded the Ed Fennelly Player of the Year Award. If two players tie for the highest point total they both shall receive the Ed Fennelly Player of the Year Award. No Ed Fennelly Player of the Year Award will be given if more than two players tie for the highest point total.
- Following is the procedure for selecting the All-League Team for the Girls:
- A. For selecting the All-League Team for the Girls, the Girls Varsity Coaches shall meet after the end of the League Season to discuss selecting the All-League Team. Each team’s coach will nominate and discuss the strengths of any players they wish to nominate for All-League. After all coaches have nominated their players the coaches shall vote on the All-League Team.
 - 1. The eight players with the highest vote total shall constitute the First Team All-League. The next seven players who have the highest number of votes after the First Team is selected shall be designated as Second Team All-League. Any players who have received votes, but

not enough votes to qualify for First or Second Team shall be designated Honorable Mention All-League.

2. The Player with the highest vote total shall be named the Player of the Year, and shall be awarded the WCAL Player of the Year Plaque. If two players tie for the highest vote total, both shall be Co-Players of the Year, and both shall receive a Player of the Year Plaque. No Player of the Year Plaque shall be given if more than two players tie for the highest point total.

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