



14th ANNUAL HIGH SCHOOL GAMES CHAMPIONSHIPS

TECHNICAL PACKAGE 2022-2023



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Participants

- a) Students must be grades 9-12
- b) Students are eligible to participate for four years. In determining the four-year clause, member schools must count grade 9 as the first year. **The athlete's eligibility begins upon enrolment in grade 9 and is allowed four consecutive years of competition from time of enrollment in grade 9.**
- c) A student can play for one school. Should there be a question regarding what school a student is eligible to play for, then the school the student is registered in at September 30th will be the one.
- d) Students must be certified by their principal, as bona fide students and as meeting all eligibility requirements.
- e) All students in grade 9 through grade 12 are eligible to participate in High School Games.
- f) Teams must meet sanction requirements as stated in the regulations.
- g) Any school that uses professional athletes, or those being remunerated for participation (i.e. cash tournaments) will be ineligible for Association competitions.
- h) Any student who has completed his/her school requirements for graduation would not be eligible for Association competitions.
- i) Schools may co-op with other schools in their Area to form teams to compete in the JV or SV category at High School Games.
- j) *JV Category – eligible to compete in JV for two years, must be enrolled in grade 9 or grade 10 only.

Team Sports / Individual Sports

Badminton	2022-23
Basketball	2022-23
Table Tennis	2022-23
Archery	2022-23
Cross-Country Running	2022-23
Volleyball	
Snowshoeing	2022-23
Cross-Country Skiing	2022-23
Trap-Setting	2022-23

BADMINTON CHAMPIONSHIPS

1. **Deadline Date:** Registration forms must be submitted 2 weeks before the High School Games.

2. **Uniform Rule:**

- Proper uniforms must be worn. Players are allowed to wear school uniforms, which must have short sleeves or a white short sleeved shirt with a V-neck collar, or a plain white t-shirt. Doubles must have identical uniforms and shorts. Appropriate shorts must be worn.
- Coaches should be advised that if the uniform rule is not adhered to, the team/player may not be allowed to compete.
- Athletes and Coaches will not be allowed to wear headwear during competitions, opening ceremonies, award ceremonies, banquets, and/or luncheons. Any athlete or coach deemed in violation may be subject to suspension from the games.

3. **Events** **JV** **SV**

- | | |
|-----------------|------------------------|
| • Girls Singles | Two entries per school |
| • Girls Doubles | Two entries per school |
| • Boys Singles | Two entries per school |
| • Boys Doubles | Two entries per school |
| • Mixed Doubles | Two entries per school |

4. **Competition:**

- Badminton Point a Rally will be used.
- The tournament will be deeded into pools and round robin will be played. (Based on the number of teams entered)
- The top two finishers in each pool will go onto a championship draw which will be a double elimination draw. All playoff games on the championship side will be a best of three matches.
- If time permits, the 3rd and 4th place finishers will go into a consolation draw.
- During Championship playoff games that are best of three matches, a coaching interval not exceeding 90 seconds is allowed between the 1st and 2nd games. IF a third game is to be played, players will switch courts at the 11th point. Time between matches will be limited to 10 minutes.

Tie Breaking Procedure

- If two teams are tied for 1st place, the winner in round robin finishes first.
- If two teams are tied for 2nd place, points for and against between the three tied decide for the bye, other two teams playoff one 21 point game. The winner immediately plays the team who received the bye for second place.
- In the event of tied teams having the same plus – minus, points for and against in the whole round robin will determine positions to advance.
- Recording scores – the winner is responsible; we recommend both be present when filling in the score card on your court.
- Leaving court – please leave by the end of the courts when reporting scores or requesting shuttles, etc.
- Coaching is not allowed from the side at any time.

Officiating

- The honor system shall be used throughout the tournament.
- Two-minute warmup – coaches, if there is a delay, please ask your athletes to quickly prepare for play.
- Serving – serve from wrong court is “let” if it is noticed by opponent.
- The host school may fill in any voids in the draw. Those players will not be allotted any points.
- All matches will be governed by Canadian Badminton Association.

Defaults

- Points will only be awarded if an entry does not show up for a scheduled match.
- If a player(s) leaves prior to finishing any or all of his/her games, their scores will be all eliminated.
 - School is limited to two entries per event.
 - A player may be entered in only one event.

Equipment

- All competitors must supply their own racquets.
- Mavis 200 blue band nylon shuttlecocks (optic yellow) – supplied by host school – shuttlecocks will be left on the court after a game. If a new shuttlecock is required, the one in use may be returned to a committee member.

Awards

- Champions will be declared in each of the events, medals will be presented to 1st, 2nd and 3rd place in each category.

Supervision

All schools attending the FSD High School Games Championships must have a teacher from the division supervising the team. Please let the host school know who the supervising teacher is.

Championships may be postponed a day or be re-scheduled due to inclement weather (snowstorms, rain, etc.) affecting travel. Coaches should advise school administration and parents that such a possibility can occur.

BASKETBALL CHAMPIONSHIPS

Format: Teams will consist of 8 players; minimum two grade 10s unless participating in the JV portion of the competition. Schools will be allowed to submit one female team and one male team choosing to compete in either JV (grade 9/10 only) or the SV (grade 9-12) category.

Formats

- 10-minute quarters, with a 24 second shot clock will be used. (Note: depending on the amount of entries, quarters may be 8 minutes in length)
- Tournament Format – refer to Appendices for sample draw.

Competition Notes: The official ball is the Wilson Evolution

- a) Teams are to bring their own warm up balls.
- b) All games will be 10-minute quarters, with a 24 second shot clock.

Uniform Rule

Style and colour of uniform must be consistent throughout the team. If one player wears digger shorts, all players must wear digger shorts. Undergarments or tights cannot exceed past the bottom of their playing shorts. Single coloured spandex pants/shorts with team logo are allowed but cannot exceed past mid-thigh.

- Athletes, team members and coaches will not be permitted to wear headwear during competition, opening ceremonies, award ceremonies, banquets and/or luncheons.
Inappropriate bench conduct (i.e. changing tops, jerseys, uniforms, at the bench or on the playing field) is not acceptable.
- All uniforms must be numbered 1-99, (whole numbers)
- Coaches should be advised that if the uniform rule is not adhered to, the team may not be allowed to compete.
- Jewelry is not allowed. If jewelry must be worn, it must be taped over.

Awards

- Champions will be declared in each of the events, medals will be presented to 1st, 2nd and 3rd place.

TABLE TENNIS CHAMPIONSHIPS

<u>Events</u>	<u>JV</u>	<u>SV</u>
---------------	-----------	-----------

- | | | |
|-----------------|--|------------------------|
| • Girls Singles | | Two entries per school |
| • Boys Singles | | Two entries per school |

Please find attached a copy of the rules to be used. A new rule established by the Canadian Table Tennis Association is that “on the serve, the ball must be tossed at least 6 inches in the air”.

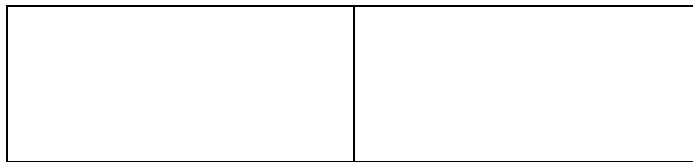
For clarification please note:

1. **Service:**

If a player serves the ball and if the ball bounces on the opponent’s side, the server gains the point.

The position of the server can be anywhere behind the end of the table.

Example:



X can serve from any of the positions shown

2. **Points:**

All games must go to 11 points. In case of a 10-10 tie, the service alternates every time a point is scored. To win, a player must have at least a 2-point advantage.

If a server reaches 20 points, the server doesn’t have to automatically give the serve to the opponent. The serve goes to the opponent only when the server has completed his/her serves.

Formats

The chairperson/commissioner will determine the competitive format. It is recommended that a round robin format be used with each match consisting of two 11-point games. Record one win for each **game** won, **not each match** won.

The players will be divided into 2 pools. In each pool, they will play in a round robin competition. Each match in the round robin will consist of two 11-point games. Record one win for each **game** won, **not each match** won. The semi-finals will be played between the top two players in each pool and will be a best of 3 or best of 5 matches.

Example: Pool A: 1st place vs. Pool B: 2nd place
Pool A: 2nd place vs. Pool B: 1st place
***The finals will involve the best of 5 games.

Awards

- Champions will be declared in each of the events, medals will be presented to 1st, 2nd, and 3rd place.

ARCHERY COMPETITION

Competition:

There will be 2 male and 2 female players in each category. (JV Grade 9/10 – SV Grade 11/12)

<u>Events</u>	<u>JV</u>	<u>SV</u>
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Girls

Boys

- The Indoor Round is shot entirely on 60 cm target faces.
- Shooting is in one direction only.
- The bow size used will be a maximum 30 lb. recurve (black).
- All matches are shot at 15 meters. Each archer shoots at his/her own target.
- A match is 6 ends of 3 arrows each.
- These rounds are shot on the FITA five colour target faces with 10 scoring zones.
- The scoring is from 10 down to 1. Three arrows are shot in one end, with six ends, making a total of 18 arrows. This is a full round. The total possible score is 180.
- **Tie Breaking Rule**
 - Greatest number of 10s
 - Greatest number of 9s

Whistle Signals:

Come to the shooting line, prepare to shoot

- One blast: start to shoot
- Two blasts: stop shooting, retrieve your arrows
- Three or more blasts: Emergency, stop shooting, listen.

Range Layout:

- The range must be squared off and distance accurately measured from a point vertically beneath the gold of each target face to the shooting line.
- A waiting line will be indicated at a distance of at least 3 meters behind the shooting line.
- The target butts may be set up at any angle between vertical and about 10 degrees from the vertical, but the line of target butts will be set up all at the same angle. Each target butt will be numbered.
- Points on the shooting line directly opposite the center of each target will be marked.

- A 3-meter line will be marked in front of the shooting line.
- **Suitable barriers will be erected around the range to keep spectators back.** These barriers will be at least 10 meters from the ends of the target line and will be at a minimum of 5 meters behind the waiting line. **No spectators are allowed beyond target line.**

Scoring:

	Scoring Values	Colour
Values	10	Yellow X
	9	Yellow
	8	Red
	7	Red
	6	Blue
	5	Blue
	4	Black
	3	Black
	2	White
	1	White

- Scoring will take place after each end of the three arrows.
- Scorers will enter the value of each arrow in descending order on scorecards. Competitors on that target butt will check the value of each arrow called out and in case of disagreement, call a judge.
- An arrow will be scored according to the position of the shaft in the target face. If the shaft of an arrow touches two colours, or touches any dividing lines between two scoring zones, the arrow will score the highest value of the two zones involved.
- Neither the arrows nor the target face will be touched until all the arrows on that target butt have been recorded.
- An arrow hitting the target butt and rebounding will score according to the mark it makes on the target face, provided that all other arrow holes have been marked and an unmarked hole or mark can be identified.

When a rebound occurs:

- The competitor concerned will remain on the shooting line after shooting his/her three arrows, as a signal to the judges.
- When all competitors on the shooting line for that end have finished shooting their three arrows, the judge will interrupt the shooting.

The competitor with the rebound arrow will go to the target butt with the judge who will decide the point of impact, take down the value, and mark the hole. The judge will later participate in scoring that end.

- The rebound arrow is to be left behind in the target butt until that complete end has been scored.
- When the field is clear, the judge will give the signal for shooting to continue.
- **Scorecards will be signed by the scorer and the competitor**, indicating that the competitor agrees with the value of each arrow. If the scorer is participating in the shooting, his/her scorecard will be signed by another competitor on the same target butt.

High School Games – Archery Scorecard

Name: _____

Scored by: _____

Witness: _____

Target Number: _____

High School Games – Archery Scorecard

Name: _____

Scored by: _____

Witness: _____

Target Number: _____

				Total
1				
2				
3				
4				
5				
6				
Total				

				Total
1				
2				
3				
4				
5				
6				
Total				

Rules:

- The **maximum time allowed** for a competitor to shoot and end of 3 arrows is **two minutes**.
- An arrow shot before or after the specified time, or out of sequence that can be clearly identified by the judges will cause the competitor to lose the value of that arrow.
- **No time will be allowed for equipment failure.** The competitor with an equipment failure may leave the shooting line to repair or replace the equipment and return to shoot any remaining arrow(s) if the time limit permits.
- **Competitors may not raise their bow arm to start until the signal is given to start shooting.**
- Except for persons who are disabled, **competitors will shoot from a standing position and without support**, with one foot on each side of the shooting line or with both feet on the shooting line.
- UNDER NO CIRCUMSTANCES CAN AN ARROW BE RESHOT.
- An Arrow may be considered to have not shot if:
 - The arrows drips or is mi-shot and any part of the shaft lies within the 3-meter zone indicated by the 3-meter line and provided the arrow has not rebounded.
 - The target face or butt falls over. The judges will take whatever measures they deem necessary and compensate adequate time for shooting the relevant number of arrows. If the butt only slides down it will be left to the judge to decide what action to take if any.
- No competitor will occupy the shooting line except when the appropriate signal will be given.
- Scoring will take place after each end of the three arrows.
- Scorers will enter the value of each arrows in descending order on scorecards. Competitors on that target butt will check the value of each arrow called out and in case of disagreement, call a judge.
- An arrow will be scored according to the position of the shaft in the target face. If the shaft of an arrow touches two colours, or touches any dividing lines between two scoring zones, the arrow will score the highest value of the two zones involved.
- Neither the arrows nor the target face will be touched until all the arrows on the target butt have been recorded.
- An arrow hitting the target butt and rebounding will score according to the mark it makes on the target face, provided that all other arrow holes have been marked and an unmarked hole or mark can be identified.

When a Rebound Occurs:

- The competitor concerned will remain on the shooting line after shooting his/her three arrows, as a signal to the judges.
- When all competitors on the shooting line for that end have finished shooting their three arrows, the judge will interrupt the shooting. The competitor with the rebound arrow will go to the target butt with the judge who will decide the point of impact, take down the value, and mark the hole. The judge will later participate in scoring that end.
- The rebound arrow is to be left behind the target butt until that complete end has been scored.
- When the field is clear, the judge will give the signal for shooting to continue.

Awards

- A Championship Banner will be presented to the winning school in the Girls and Boys Categories.
(Grade 9/10 JV and Grade 11/12 SV)
- Champions will be declared in each of the events, medals will be presented to 1st, 2nd, and 3rd place.

CROSS COUNTRY RUNNING COMPETITION

Competition: There will be 2 male and 2 female players in each category. (JV Grade 9/10 – SV Grade 11/12)

<u>Events</u>	<u>JV</u>	<u>SV</u>
Girls		
Boys		

Rules:

To qualify for the competition, an athlete must meet the following requirements:

- Participating athletes must be under the age of 17 as of midnight of the current school year, August 31.
- Students are eligible to participate in junior varsity for two years. In determining the two-year clause, member schools must count grade 9 as the first year. The athlete's eligibility begins upon enrolment in grade 9 and is allowed two consecutive years of competition from time of enrolment in grade 9.

Important Note: There will be 1st, 2nd, and 3rd placings in each category (JV and SV)

Uniform Rule

Competitors must wear appropriate cross-country attire. No headgear is allowed, and school uniforms must be worn. In the case of inclement weather, clothing adaptations will be announced at the coaches meeting.

Varsity Boys	5000m
Varsity Girls	4000m
JV Boys	4000m
JV Girls	3000m

Supervision:

It is the responsibility of the participating school to provide supervision during this outdoor activity.

VOLLEYBALL CHAMPIONSHIPS

Format:

Teams will consist of 8 players: minimum two grade 10s unless participating in the JV portion of the competition. Schools will be allowed to submit one female team and one male team choosing to compete in either the JV (Grad 9/10 only) or the SV (Grades 9-12) category.

The boys' and girls' championships will use the same format. There will be two pools, (depending on teams competing in the championships). There is no consolation side.

- All matches are a best of two out of three.
- The 1st and 2nd set is won by the first team to score 25 points via the Rally-point scoring, with a minimum lead of two points. The deciding 3rd set is played to 15 points with a minimum lead of 2 points (no point cap).

Competition Notes:

- a) The libero number be REQUIRED only on the rotation lineup card for each set and not the player roster.
- b) The Official Ball is the Mikasa.
- c) Teams are to bring their own warm up balls.
- d) Net Heights: Varsity Boys – 2.43 m Varsity Girls – 2.24 m

Uniform Rule

Styles and colour of uniform must be consistent throughout the team. If one player wears digger shorts, all players must wear digger shorts. Undergarments or tights cannot exceed past the bottom of their playing shorts. Single coloured spandex pants/shorts with team logo are allowed but cannot exceed past mid-thigh.

- Athletes, team members and coaches will not be permitted to wear headwear during the competition, opening ceremonies, awards ceremonies, banquets and/or luncheons. **Inappropriate bench conduct (i.e. changing tops, jerseys, uniforms, at the bench or on the playing field) is not acceptable.**
- All uniforms must be numbered 1-99, (Whole numbers).
- Coaches should be advised that if the uniform rule is not adhered to, the team may not be allowed to compete.
- **Jewelry is not allowed. If jewelry must be worn, it must be taped over.**

Awards

- A Championship Banner will be presented to the winning school in the Girls and Boys Categories.
(Grade 9/10 JV and Grade 11/12 SV)
- Champions will be declared in each of the events, medals will be presented to 1st, 2nd, and 3rd place.

SNOWSHOEING – SINGLES, DOUBLE AND MIXED DOUBLES

Format:

There will be 2 male and 2 female players in each category.

(Mixed doubles – 2009/10) added as a new event:

Girls Singles **JV** **SV**
Girls Doubles
Boys Singles
Boys Doubles
Mixed Doubles

1. Individuals competing in this event shall supply their own equipment.

The minimum size shall be 9" wide, 36" long. A snowshoe with the size stamped in by the manufacturer will be considered allowable even if they are slightly larger or smaller, as long as the shoe has not been altered.

***All snowshoes must be checked for size by the Snowshoe Commissioner before each race at both the Regionals and the Divisionals.**

2. Each competitor may either compete in singles or doubles only, not both.

3. **Competitors must wear snowshoes during the entire race.** If a shoe comes off, it must be replaced immediately.

4. Distance:	<u>Mixed Doubles</u>	<u>Singles</u>
	Boys 2.0 km (1 km each)	Boys 1.0 km
	Girls 2.0 km (1 km each)	Girls 1.0 km

*** These distances may be changes at the discretion of the chairperson/commissioner.

If a team makes only one trial, it will be disqualified.

5. **Trials:** Two trials will be done by each team (day one on an oval track / day two cross country). If a team makes only one trial, it will be disqualified.

6. To declare a winner, the times of the two trials will be added together. The team with the lowest time is the winner.

7. **Format:** Snowshoeing will be a team event, done on an oval track/cross country. The first team member will run half the distance, and then pass a baton to the second team member, who runs the remainder of the distance (E.g. each boy/girl will run 1 km trial)

In singles event, one person will run the oval track/cross country.

Mass starts are preferred. Start all at once, if you have the space, or start 3-5, then start 3-5 in 10 seconds.

Awards

- A Championship Banner will be presented to the winning school in the Girls and Boys Categories.
(Grade 9/10 JV and Grade 11/12 SV)
- Champions will be declared in each of the events, medals will be presented to 1st, 2nd, and 3rd place.

CROSS-COUNTRY SKIING

Competition:

There will be 2 male and 2 female players in each category. (JV Grade 9/10 and SV Grade 11/12)

<u>Events</u>	<u>JV</u>	<u>SV</u>
Girls		
Boys		

1. Individuals competing in this event shall supply their own equipment.

Damaged equipment may be replaced at any time during the race.

2. Distance: Boys and Girls – 5.0 km

Once again, the chairperson/commissioner can make changes according to the weather.

3. Trials: each competitor will make the two trials. If a participant completes only one trial, he/she will be disqualified.

4. To declare a winner, the times of the 2 trials will be added together.

The team with the lowest time is the winner.

5. Course: The skiing technique (skate or diagonal stride) used for both trials is the athlete's decision.

Please be aware that the regional and divisional may or may not be wide enough for the skate technique.

Awards

- A Championship Banner will be presented to the winning school in the Girls and Boys Categories. (Grade 9/10 JV and Grade 11/12 SV)
- Champions will be declared in each of the events, medals will be presented to 1st, 2nd, and 3rd place.

TRAPSETTING

Competition:

There will be 2 male and 2 female players in each category. (JV Grade 9/10 and SV Grade 11/12)

<u>Events</u>	<u>JV</u>	<u>SV</u>
Girls		
Boys		

- 1. Format:** The competition for the boys and girls;
 - Shall run 10 meters.
 - Pick up 6 traps.
 - Return to the starting point.
 - Set all 6 traps behind the starting point (all 6 traps must be set before breaking).
 - Break all 6 traps and reset the 6.
 - Raise arms from sides when all 6 traps are reset.
 - Traps to be provided by the Physical Education Coordinator.
- 2. A half or full set will be allowed for both boys and girls.**

A trap will be considered “set” as long as the tongue of the trap is secure, regardless whether the trap is quarter, half or fully open.
- 3. Trials:** Practice trials will be allowed at the discretion of the chairperson/commissioner.
- 4. Placings:** Winners will be determined by totaling the best 3 times of the participants 4 trials. No finals will be run.

Awards

- A Championship Banner will be presented to the winning school in the Girls and Boys Categories. (Grade 9/10 JV and Grade 11/12 SV)
- Champions will be declared in each of the events, medals will be presented to 1st, 2nd, and 3rd place.

HIGH SCHOOL GAMES

CODE OF ETHICS FOR ATHLETES

The school requires the athlete to:

1. Conduct themselves at all times with honour and dignity
2. Treating visiting team(s), spectators, and officials as honoured guests
3. Faithfully complete schoolwork as practical evidence of their loyalty to school and team
4. Show that it is a privilege to represent your school
5. Remember that there is no place in school athletics before, during, or after competition for the use of drugs or alcohol of any kind

The game required the athlete to:

1. Maintain a high degree of physical fitness
2. Be fair at all times no matter what the cost
3. Believe in the honest and integrity of opponents and officials
4. Play the game for the games' sake
5. Accept peacefully and without question the decision of the officials

Sportsmanship demands that the athlete:

1. Recognize and applaud honestly and wholeheartedly the efforts of their team or opponents regardless of skill, score, colour, creed, or race
2. Give opponents full credit when they win and learn to correct their faults through failures
3. Paly hard and to the limit of their abilities regardless of discouragement. True athletes do not give up, nor do they quarrel, cheat, bet, or show off
4. Accept both victory and defeat with pride and compassion, never being boastful nor bitter

HIGH SCHOOL GAMES

CODE OF ETHICS FOR OFFICIALS

The contest expects the official to:

1. Maintain a professional relationship toward the event, the players, the coaches, and spectators at the venue and away from the venue
2. Be thorough in his/her preparation
3. Be on time for duty and appear in appropriate uniform and professional manner
4. Be rested and alert

The rules expect the official to:

1. Adhere to right decisions despite disapproval of spectators, coaches, and crowds
2. Control his/her temper at all times in dealing with players, coaches, and crowds
3. Respect and aid companion officials in making decisions
4. Make interpretations and announcements clear to both teams

Sportsmanship demands that officials:

1. Maintain a pleasant, impartial attitude toward all players and coaches
2. Carry out their duties so as not to distract from the players or the game
3. Discourage any acts of poor sportsmanship

HIGH SCHOOL GAMES

CODE OF ETHICS FOR COACHES

The school expects the coaches to:

1. Be an integral part of the school system with its education contribution
2. Remember that the athletic arena is a classroom with moral and educational obligations required at all times
3. Insist upon high scholarship and enforcement of all rules of eligibility

The athletes expect the coach to:

1. Maintain a genuine and up-to-date knowledge of that which he/she proposes to teach
2. Maintain fair, unprejudiced relationships with all squad members
3. Pay careful attention to the physical condition of players
4. Inspire a love of the game and a desire to compete fairly

Sportsmanship demands that coaches:

1. Take a strong stand against profanity, unfair play, and un-sportsman like behaviour of their teams
2. Maintain self-control at all times, accepting decisions of officials without outward appearance of vexation
3. Teach athletes to win by use of legitimate means only
4. Believe in the honesty and integrity of opponents and officials
5. Teach that to win is always desirable, but to win at any cost defeats the purpose of the game

HIGH SCHOOL GAMES

CHAPERONE POLICY

The following list is meant to give coaches and supervisors an idea of what their role entails:

1. At the FSD High School Games, you will be responsible for the students from your school, but also should watch for the behaviour of all students.
2. Your job is to:
 - a. Supervise students,
 - b. Make sure all students are participating in the events they are registered in,
 - c. Encourage students to get to their events on time,
 - d. Encourage and model fair play and sportsmanship.
3. Your help might be required with the running of the events themselves, such as refereeing and scorekeeping.

To avoid problems, coaches should not referee games that their teams are participating in.

4. Coaches/supervisors are expected to be at the FSD High School Games events the entire time.
5. Whether students are in the gym, a classroom, or at off-site entertainment, **STUDENTS MUST BE SUPERVISED AT ALL TIMES**. Parents are entrusting coaches/supervisors with their children's safety, and this is a responsibility that cannot be taken lightly.

It is strongly recommended that at least one (1) teacher chaperone attend the FSD High School Games with other chaperones being either teachers, parents, or educational assistants. The ratio for supervision should be one (1) responsible adult for every seven (7) students both a male and female chaperone.

HIGH SCHOOL GAMES

SPORTSMANSHIP

HIGH STANDARDS OF COURTESY, FAIR PLAY, AND SPORTSMANSHIP MUST FEATURE ALL HIGH SCHOOL GAMES COMPETITIONS. (Good sportsmanship, respect for rules, respect for others, and fair play are the motives through which High School Games is justified and defended.)

MABO

SHOT CLOCK OPERATOR'S INSTRUCTIONS

Start the Shot Clock

- Throw-in When an inbound player **touches** the ball
- Jump ball When a player gains **control** of the ball
- Missed Shot When a player gains control of the ball
- Missed Free Throw When a player gains control of the ball

Officials Signals

- Reset A circular motion of a pointed index finger above the head
- Violation Official taps the top of his head with an open palm

When to Reset

- Floor Violations (kicking, etc.)
- Ball hits the rim on a shot or a tap
- Opponent secures **control** of the ball
- Personal foul
- Shot/tap that misses the rim and is recovered by the defense
- Held Ball (if the **defensive team** has the A/P Arrow)
- Technical foul is called on the **defense**

When Not to Reset

- Defensive team touches the ball but does not gain control
- Defensive team causes the ball to go out of bounds
- Defensive team causes a **held ball**, but the **offensive team has the A/P Arrow**
- Blocked shots recovered by the offensive team
- Shot/Tap that does not hit the rim and is recovered by the offense
- **Technical Foul** called on the **offensive team**
- Time out is granted
- Game is stopped due to an injury or loss of glasses/contact lens
- Any shot at the wrong basket

FIBA CLARIFICATIONS

Please find below some adjustments made in the FIBA basketball rules for high school basketball

Note: Leagues and tournament hosts, may use their own flexibility for their basketball events. The following will be used for provincial championships, inter-zone and wildcard games.

1. **T-shirts under the playing jersey** – are allowed if they are the same colour as the jersey. *(this remains the same as in previous years)*
2. **Half time** – will be **ten** minutes. *(this remains the same as in previous years)*
3. **Time outs** – each time out is one minute in length. Each team is allowed TWO time outs in the first half, THREE in the second half and ONE per overtime. Time outs must be called through the scorer's desk. *(Time outs cannot be carried over)*
4. **Quarter time** – the interval between quarters, will be two minutes as per FIBA rules.
5. **Player missing from scoresheet** – according to FIBA, once the game begins, if a player is missing from the score sheet, they are not allowed to enter the game at all. The referees have been requested to use their discretion and if they believe that a player is missing from the scoresheet because of an honest mistake, the player should be allowed to enter the game.
6. **Coach's Technical fouls** – according to FIBA, a coach is allowed two personal technical fouls or a combination of THREE personal/bench fouls, for unsportsmanlike conduct, before they must leave the game. Any technical fouls given to a team member NOT on the court are award to the Coach. Bench technical fouls do not count toward the bonus.

Also, according to FIBA, once a coach has left the game, the game is allowed to continue with a player coach. This rule is not in accordance with high school guidelines.

Therefore, a player coach is NOT allowed. Another coach or teacher supervisor will be allowed to continue the game as the coach. *(Again, leagues and tournaments may have their own variations to this rule)*