

2025 EIAA Basketball League Guidelines & Modifications

Basketball

All FIBA rules will apply with the exceptions of modifications listed below.

Regulation Ball

- Jr Boys/ Girls, Sr Girls – Size 6 ball
- Senior Boys – Size 7 ball

Game Duration

- Both Junior and Senior teams will play 4 – 8-minute quarters stop time.
- There will be a two-minute break between quarters and five-minute break at the half.
- Once a score reaches a 25-point spread, the remainder of the game will be run time unless the spread falls under the 25-point threshold. Then stop time will resume.

Ties

- No game shall end in a tie.
- An overtime period of 3 minutes will be used to break the tie.
- If the game is still tied after the first overtime, teams will continue to play 3-minute overtime periods until the tie is broken.
- There will be a one-minute break between overtime periods.

Playoff Tie Breakers / Tournaments

Two-way Ties

- Records in head-to-head competition, with the higher seed going to the team that has won the most games against the other.
- If head-to-head competition does not break the tie, the deadlock will be broken by points for/against between the tied teams.
- If a tie still exists points for/against in all the league games will be used.
- If a tie still exists a coin toss will be used to determine the tie breaker.

Multiple Ties

- If three or more teams are tied after the regular season, the first tie breaker will be wins and losses between the tied teams.
- The seconds tie breaker will be points for/against among the tied teams.
- If a tie still exists points for/against in all the league games will be used.
- If a tie still exists a coin toss will be used to determine the tie breaker.

Remember there is no going backwards in the tie breaking procedures.

Time Outs

- Each team will be allotted 2 -30 second time outs in the first half.
- Each team will be allotted 3 – 30 second time outs in the second half.
- Teams are not permitted to use more than 2-time outs during the last two minutes of the fourth quarter.
- Each team will be allotted one 30 second time out in each overtime period.
- Time outs are requested by the coach only through the timers table. Some flexibility should be given based on the abilities of the scorekeepers.

Substitutions

- Substitutes must be at the score table, visible for an obvious substitution request.
- Coaches cannot use the free substitutions rule on any possession to gain advantage by stopping the play and calling for a sub that is not ready and waiting at the table.
- Subs are permitted during dead balls, after the last or only successful free throw, or (for the non-scoring team) a field goal is scored in the last 2 minutes of the 4th quarter (or game in EIAA case) or the last 2 minutes of each O/T period.

Shot Clock

- There will be a 24 second shot clock in effect, however there **will not be** an actual digital 24 shot clock used.
- The officials will be requested to track the time and give a verbal warning when the time is running down (“10 seconds to shoot, 5 seconds”) teams must gain half in 8 seconds and have a 24 second shot clock.

Three Point Line

- If the hosting gym has a three-point line it will be used for all league and playoff games.

Key

- A wide key is to be used during all league and playoff games. Schools without a wide key are required to tape one down for the season.

Fouls and Shooting Bonus

- A player will be deemed to have fouled out after their 5th personal foul and or direct technical fouls.
- Shooting bonus on the 5th team foul.
- Team fouls are reset after each quarter and overtime period.
- Only 5 players allowed to line up in the key. Three defensive players and two offensive players plus the shooter.
- Shooter must wait for the ball to contact the rim.

Defense

- Man to man defense is mandatory at both the Jr and Sr levels.
- Players may double team the ball carrier but must go back to man to man after the pass.

Presses

Officials will no longer be calling illegal coverages or presses. It will be up to both coaches to ensure these guidelines are being followed.

Should a team feel another team is using an illegal defense and the matter is not resolved at the game, the matter will be referred to the Athletic Coordinator for follow up.

Any team knowingly violating the rule may be subject to game sanctions and the head coach referred to the discipline committee.

Division 2 Junior League

- No full court press permitted in the first half of the regular season.
- Once a team has lost possession they must retreat to half court and play defense.
- This does not preclude a team from attempting to rebound a ball.
- In the second half of league play all teams may press in the second half only, provided the score remains within 20 points.
- Teams may press all season in the last two minutes of the game, provided the score is within 20 points.
- No press may occur if the score differential exceeds 20 points. Should the score fall back under 20 points, then the press may resume where permitted.
- EIAA Div 2 Tournament – No press permitted except within the last 2 minutes of the game. Score must be within 20 points.
- During playoff games teams will be allowed to press the entire game.

Division 1 Junior League

- Division 1 Jr Teams may use a man to man press the entire season.
- There can be no area presses with 2 or 3 players starting at a specific spot. This demonstrates a zone press and is not permitted.
- There is a 20-point mercy rule at all levels where no presses will be permitted.

All Senior Leagues

- All Sr Teams may use a zone press but must pick up their man after half court has been obtained.
- There is a 20-point mercy rule at all levels where no presses will be permitted.

Scoresheets

- EIAA will use Edmonton Metro Score Sheets

Dress

- Players may wear under shirts, arm and leg compression sleeves, wristbands, ankle supports, and taping of any solid colour
- The above listed items do not need to match the dominant uniform colour and all players on the team do not need to match.
- Players may wear shoes of any colour combination, and the left and right shoes do not need to match.

Pregame Warm-up

- There is no dunking or hanging on the rim during warm-up.

Basketball Fair Play Guideline

The Elk Island Athletic Association Basketball League is designed to provide an opportunity for all players to develop their skills and to challenge themselves through competition among their peers. The EIAA places a premium on fair play and sportsmanship throughout our tournaments, regular season, and playoffs.

Expectations

It is expected that all players dressed and in uniform are given many opportunities to participate each game. While we recognize that equal time is not possible, each player should receive meaningful playing time. We also expect that all players, coaches, and team officials demonstrate a high-level of sportsmanship and respect towards their opponents and game officials.

Definitions

Meaningful Playing Time - Each player is given the opportunity to participate **multiple** times during each game. Players will see playing time in **each half** of the game and given **reasonable minutes each shift**.

Exceptions to Fair Play Requirement

1. A player is injured during the game.
 - a. If an injured player cannot continue a team official must notify an opposing team official.
2. A player has fouled out or is ejected from the game.

Players on Benches

For the ease of observing fair play requirements the following will be in effect.

1. Only those players who will be physically playing shall be in uniform on the bench.
2. Any player who is injured during the game may remain on the bench provided they do not wear a uniform.
3. Players out for discipline reasons are not permitted on the bench.

Note: The EIAA does not have any provisions for "Red Shirt" players.

Reporting

1. Should a game official, coach, team official or EIAA observer feel that the minimum requirement has not been met or that a player was not given meaningful minutes, this should be immediately reported after the game to their Athletic Director who will in turn report to the EIAA Athletic Coordinator for follow up. The host school will send a copy of the official game sheet to the EIAA Coordinator.

2. Should a game official, coach, team official or EIAA observer feel that a coach, player, team official, parent, fan or volunteer did not act within the guidelines of fair play and sportsmanship they should immediately report the matter to their Athletic Director who will in turn report the matter to the Athletic Coordinator if they determine the complaint is founded.

Procedure Fair Play Complaint

- o For the first report a school receives the Athletic Coordinator shall,
 - i. Notify the AD and Administration of the report and reasons behind it.
 - ii. Provide feedback and direction.
 - iii. If practical, attend and monitor the next game.

- o For a second report the Athletic Coordinator shall,
 - i. Notify the AD and Administration of the subsequent report.
 - ii. The Athletic Coordinator then may take either of the following courses of action if the complaint is founded.
 - a. Issue a letter of warning to the Team Officials with expectations and guidance going forward. Or,
 - b. Prepare a report and refer the matter to the EIAA Discipline Committee as per EIAA Discipline Policy.

- o For the third or subsequent report the Athletic Coordinator shall,
 - i. Notify the AD and Administration at the school.
 - ii. Prepare a report and refer the matter to the EIAA Discipline Committee as per EIAA Discipline Policy.

Note: The Fair Play Guideline does not supersede the EIAA Discipline Policy. Players, Coaches and Team officials are still held to the standards set out there.

Score Differential

The maximum score differential that will be recorded will be 25 points per game. Teams will still report actual scores after each game which will be recorded, however teams will only receive a credit of 25 points for or against.

