

CAPITAL VALLEY CONFERENCE BASKETBALL BY-LAWS

ADOPTED BY THE CVC ATHLETIC BOARD: April 19, 2010
LAST REVISED: January 21, 2016

Section 1 - Starting Date

1.1 The dates for the first day of practice, first scrimmage, first game and last game are determined by the Section.

1.2 A coaches meeting shall be held prior to the first allowable contest.
Adopted: January 11, 2012

Section 2 - Official Rules

2.1 The official rule book shall be the National Federation of State High School Association rule book.

Section 3 - Official Ball

3.1 The official ball shall be any ball with the NFHS Stamp.

Section 4 - Contacts

4.1 The number of contacts allowed is determined by the Section.

4.2 Scrimmages held after the first game shall be counted as a contact.

Section 5 - Game Times

5.1 Game times shall be indicated on the officially adopted league schedule.

5.1.1 Warm up for first game: 20 Minutes

5.1.2 Warm up between games: 15 Minutes

Section 6 - Game Results

6.1 The home school shall be responsible to notify the Max Preps with game results.

Section 7 - Change in Classification

7.1 During non-league games athletes may move from one classification to another.

7.2 In league play, once a player moves to a higher classification they may not drop to a lower classification.

7.3 An athlete may not participate in more than one classification in one day.

Section 8 - Supplementary Personnel

8.1 Qualified persons shall keep the scorebook and operate the time clock at all basketball games.

8.1.1 The qualified person must be an adult for varsity games.

Section 9 - Championship

9.1 The varsity team with the greatest number of wins in league competition shall be designated as League Champion. In the event of a tie, all teams tied for the best records shall be recognized as League Champions.

9.2 No champion below the varsity level will be recognized.

Section 10 - Playoffs

10.1 The number of teams qualifying from each league for participation in the playoffs shall be determined by the Section.

10.2 Tie Breakers for qualifying spots, seeding and extra All Conference slots.

10.2.1 Two teams tied for one spot.

10.2.1.1 Head to head competition will determine the qualifier.

10.2.1.2 If the tie is not broken by head to head competition, a game shall be played at a neutral site to determine the qualifier.

10.2.2 Three teams tie for the one spot.

10.2.2.1 Head to head competition will be the first tie breaker.

10.2.2.1.1 If two teams are eliminated the remaining team goes to the playoffs.

10.2.2.1.2 If one team is eliminated the remaining teams will play a game at a neutral site to determine the qualifier.

10.2.2.2 If the tie cannot be broken by head to head competition a power rating point system will be used.

10.2.2.3 Teams are assigned points corresponding to the finish of the teams they defeated during league according to the following scale:

- 1st place = 8 points
- 2nd place = 7 points
- 3rd place = 6 points
- 4th place = 5 points
- 5th place = 4 points
- 6th place = 3 points
- 7th place = 2 points
- 8th place = 1 point

10.2.2.4 The team with the highest number of power points advances to the playoffs.

10.2.2.5 If two teams are still tied in power points a game shall be played between those two teams at a neutral site to determine the final qualifier.

10.2.2.6 If a three-way tie still exists, the two teams allowing the fewest points during league play shall play a game to determine the qualifier.

10.2.2.7 If three teams are still tied, a coin flip shall determine the qualifier.

10.2.3 Three teams tie for the final two spots.

10.2.3.1 Head to head competition will be the first tie breaker.

10.2.3.2 If the tie cannot be broken by head to head competition a power rating point system will be used.

10.2.3.3 Teams are assigned points corresponding to the finish of the teams they defeated during league according to the following scale:

- 1st place = 8 points
- 2nd place = 7 points
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- 6th place = 3 points
- 7th place = 2 points
- 8th place = 1 point

10.2.3.4 The two teams with the highest number of power points advance to the playoffs.

10.2.3.5 If a tie still exists, the two teams allowing the fewest points during league play shall play a game to determine the qualifier.

10.2.3.6 If three teams are still tied, a coin flip shall determine the qualifiers.

10.3 Any play-in game must occur on or before the CIF Section last contest date.

10.3.1 The coordinator for basketball shall arrange for a neutral site for play-in games.

10.3.2 The host school shall retain all revenue generated by these games and be responsible for all expenses.

10.3.3 Should revenue not equal or exceed expenses, including officials, the participating schools shall reimburse the host school.

10.4 If a tie exists between teams who are qualified for the playoffs a coin may be flipped to determine the higher seed.

Section 11 - Miscellaneous - Activity Specific

11.1 Rooting sections shall be located on opposite sides of the playing court for boys games and when appropriate for girls games.

11.2 Artificial noisemakers shall not be used at any basketball game.

11.2.1 This includes mechanical noisemakers, air horns, musical instruments, blocks, megaphones or any other instrument or device.

Section 12 - All Conference Selection

Revised: August 19, 2015

12.1 The basketball representative shall call a meeting for Monday evening following the completion of the league season.

12.1.1 Coaches shall be informed of the meeting, time and location at least a week in advance. Notification shall be by phone and/or Email.

12.2 Schools shall be awarded nominations to the All-Conference team ballot in accordance to their finish in League Competition.

12.2.1 A total of ten positions shall be selected.

12.2.3 Nominations shall be as follows:

EIGHT TEAM LEAGUE		SEVEN TEAM LEAGUE	
<u>Finish</u>	<u>Nominations</u>	<u>Finish</u>	<u>Nominations</u>
1st Place	4	1st Place	4
2nd Place	3	2nd Place	3
3rd Place	2	3rd Place	2
4th Place	2	4th Place	2
5th Place	1	5th Place	1
6th Place	1	6th Place	1
7th Place	1	7th Place	1
8th Place	1		

12.3 The nomination shall be placed on a ballot.

12.3.1 Each coach shall rank all the players nominated from best to worst with 1

being the best.

12.3.2 The rankings for all players will be added. The ten players receiving the lowest totals shall comprise the all conference team.

12.3.2.1 In the event of a tie(s), coaches will vote.

12.3.2.2 If the vote does not break the tie, the tie breakers used for playoffs shall be applied.

12.3.2.3 If the tie breakers do not break the tie a coin flip shall determine.

12.4 From the players selected for the All Conference a ballot shall be taken to name the MVP.

12.4.1 Each school shall have one vote

12.4.2 A school may vote for its candidate.

12.5 Each school shall designate two players as Second Team.

12.6 Total Awards:

Ten (10) Boys

Ten (10) Girls

Type of Award: Patch and certificate

12.7 All conference selections shall be forwarded to the league commissioner and to the media.

12.8 No all-conference team shall be selected below the varsity level.