

Edmonton Catholic Schools Junior High Athletic Association 2025-2026 Basketball Guidelines

- League play will start the week of January 19. Juniors will start the following week. Boys will play on Monday/Wednesday and Girl on Tuesday/Thursday. Juniors will play double headers only on Thursdays, so the games do not interfere with joint use (boys and girls at the same location). City Championships will be held from Monday March 9 – Wednesday March 11. Locations are TBA.
- **Edmonton Basketball Officials:** Carded officials will be booked by Catherine Smith for ALL schools that have requested officials. PLEASE NOTE THE NEW FEES AS THEY HAVE INCREASED. Requests were submitted on the registration form. Officials will be booked for all playoff games. Fees for 2 officials are \$121.50/game for regular season for a single game, \$99.00/game for a double header, \$132.75/playoff game and \$171.00/game for any game starting before 4:00PM.
- If carded officials are NOT available, the next step is to find one or two responsible, competent adults official or high school students. If there are none available, it then becomes the responsibility of the coaches from both teams. *EBOA does not give us access to Arbiter so I will be sending out daily updates regarding coverage. I have asked every year, and they still will not grant us access.*
- Heather Rootsart will be again conducting a **basketball officiating refresher clinic on Tuesday, January 13** at Lumen Christi from 4:00 – 6:00 p.m. in room 2B. There is no charge, and all coaches, teachers and referees are encouraged to have a representative in attendance. Please register with catherine.smith@ecsd.net prior to January 12th, 2026.

League Rules:

Junior Games

- Games will start at 4:00PM and 5:00PM
- Games start 15 minutes after the visiting team arrives, or earlier if both coaches agree and a ref is on site
- Ball size: Boys – Size 7, Girls – Size 6
- Junior Boys/Girls league games will play **2 – 20 minutes halves** with a min. 5-minute warm up and a 3-minute half time. There is **NO** overtime for juniors.
- Play will be **running time** except for foul shots and timeouts
- **1-60 sec timeout per team per half** for all Junior games, no carry over. *That means if a team chooses not to use their first half timeout, they cannot carry it over to have two timeouts in the second half*

- Bonus will be in effect **on and after the 7th team foul** for Junior games

Senior Games

- Games will start at 4:15PM
- Games start 15 minutes after the visiting team arrives, or earlier if both coaches agree and a ref is on site
- Ball size: Boys – Size 7, Girls – Size 6
- Senior Boys/Girls league games will play **4 -9-minute stop time quarters** with a 5-minute halftime.
- **Overtime - 5-minute periods to be used until tie is broken for Senior teams only.**
- 5 timeouts per team (2 in the first half; 3 in the second half with no carry over)

General Reminders for ALL Levels

- ****Zone Defense is NOT allowed. ** ONLY** Man to man (person to person) defense when the ball crosses the centre line
- NO backcourt press from leading team when score differential is greater than 20 points
- The 3-point line will be used wherever available.
- Teams *should have* matching shirts/sleeves under uniform. If one player chooses to wear a white shirt under the uniform any other players wearing a t-shirt should also be wearing white. Coloured shirts/sleeves/head bands should only be the team's colours. *This rule is more lenient at the junior high level but is strictly enforced in high school, so it is good practice to have kids pack a white and black t-shirt in their bags.*
- T-shirts can be worn under uniform; torn sleeves are not allowed, and shirts must be tucked into shorts
- Some of our schools do not have 24 second shot clocks, so we will continue as in previous years and have the game officials make this call and provide warnings at the 10 second mark. If your school has 24 second clock available, they are to be used. Shot clocks will be used in all City Final games
- NO plastic/rubber wrist bands can be worn. NO bobby pins in hair.

- **Jewelry Policy:** For safety reasons jewelry is not allowed during practices or games. This rule is in place to prevent injuries. As for new piercings they **MUST** be taken out! Players can tape over the holes to prevent infection.
 - **Exception for religious articles of Jewelry:** When religious articles are worn by players, the game officials have instructions to follow. If it is easily recognizable as a religious article of a well-known faith or religious order, the game officials should allow the player to wear the religious article provided it is safe to the wearer and all other participants. However, the game officials probably will not know all the rules pertaining to every faith or religion. Therefore, it is the responsibility of the player/coach to make a request to their principal and athletic committee in advance of the game (preferable before the league starts). We want to ensure that all officials working ECSD games are properly informed. If the game officials are in doubt about the article in question and it doesn't pose any danger to the player and/or participants, then the game officials shall permit the player to participate, making note of the situation on the back of the score sheet to allow league officials to follow up. The article must be securely fastened/taped before each game.
- On free throws, a maximum of 5 players allowed to fill the lanes (3 defensive players and 2 offensive players); defensive players **DO NOT** have to fill the bottom lanes, on any shot, if they choose not to
- Time-outs are **ONLY 60 seconds**. Teams are to be back on the floor by the time the time-out has expired. At 50 seconds, the official should blow the whistle to give the teams a 10 second warning to get back on the floor
- Timeouts are to be requested *through the score table* and granted at the next stoppage in play
- Substitutions **MUST** go through the scorer's table and wait for the officials to call them onto the floor. Subs are not to come directly off the bench and onto the floor
- **In last 2 min. of 4th quarter**, when a TIME-OUT is called, the coach has the option for the throw-in to be from the backcourt with 24 seconds or whatever time it had remaining when the clock stopped **OR** to advance the ball to the frontcourt and have 14 seconds on the shot clock.

NEW for 2025 – in the last 2 mins of the 4th quarter, if a basket is scored, a timeout called and the ball is advanced to the frontcourt, the coach can choose either side of the court for the throw-in to take place.

However, if a basket is not scored and it is simply a possession timeout, and the coach chooses to advance the ball to the frontcourt, then the throw-in must be on the side of the court that the violation occurred just like before

- Technical foul - 1 shot and ball is then returned to **point of interruption**

- Interpretation for the throw-in foul that could happen under 2 mins of the 4th quarter:
 - While the ball is at the hands of the referee or at the disposal of the thrower-in, and a defensive player fouls an offensive player on the court, this is a throw-in foul (*unless contact meets the criteria of an unsportsmanlike foul*). The player who was fouled shall attempt one free throw with no line-up (regardless of the number of team fouls). The game is resumed with a throw-in by the non-offending team from the place closest to the infraction.

Winning team is responsible for reporting results. Scores are to be reported on the new website at www.ecsdjuniorhighathletics.goalline.ca. Please contact your Athletic Lead for login information. When schedules are released if you do not see your team on goalline let me know as it is a back-end change on the website.

Tie Breaking Procedures: If two teams are tied in **league standings**, the higher placed team will be the team who won the most games between the two tied teams. If still tied, points for/against between tied teams will be used. If still tied the winner of the first game will be considered higher placed.

For more than two teams tied:

- a. If balanced schedule, games won/lost won followed by points for/against between tied teams.
- b. If tied teams played unbalanced schedule, the result of the first game only between them will be used. If still tied, this will be followed by points for and against between tied teams.
- c. If still tied, record against highest common opponent will be used.
- d. If still tied, a coin toss will be used, and which will be conducted by the convener.

FIBA Official Basketball Rules 2024 (it will open to 2018)

<https://library.fibaifref.basketball/cdn/OBR2024>

FIBA Official Basketball Rules 2024 Interpretations (it will open to 2018)

<https://library.fibaifref.basketball/cdn/OBR12024>

FIBA 2024 Summary of Changes

https://library.fibaifref.basketball/cdn/OBR_Changes2024