

STATE BASKETBALL GAME PROTOCOL

GENERAL

- Official Rosters---coaches must verify official rosters at the coaches meeting. A copy of submitted roster is included in the coaches' packet. If there are any changes to roster (name, jersey number), turn in a corrected roster at that time. Following that meeting, no changes to roster personnel may be made. If jersey numbers change, coaches must notify scorekeepers and announcer. prior to the start of the game.
- Bench Personnel----only participants on rosters, coaches, statisticians, and managers are allowed on the bench. Any player or coach who is ejected in a previous game may NOT sit on the bench for the next game.
- Towels and Water--- Each team is responsible to provide bench towels. Additional towels for wiping floors, etc. will be provided. Water and cups will be provided at each bench.
- Team at top of bracket is home and sits on right bench facing the court wearing white uniforms.
- Balls for warm-ups and games are provided by Anaconda. Floor managers are in charge of providing and collecting all balls. No balls may be taken to the locker room by teams.
- Music----all music played for warm-ups and during the game is provided by ASAA. Teams may not submit music to be played.
- Photography----only credentialed media and ASAA's official photographer are allowed to photograph at courtside. All yearbook and school/team photographers or videographers must remain in the bleachers or on the balconies.
- Team photos will be taken before that team's first game at the Sullivan Arena (Tuesday for 1A/2A or Friday for 3A/4A)

PRIOR TO GAME TIME

- Seating---Visiting team's bench is on left of scorer's table facing court; home team is on the right.
- Warmups---Each team is guaranteed 12 minutes of warm-up time prior to the game start. If we are ahead of schedule, that time will be extended to the proper beginning game time. **No game will begin before its scheduled time.**

- Introductions

First Game

The ENTIRE TEAM will be introduced before their game. All non-starters from each team will be announced first. Then starters from both teams alternating with visitor first, and home second.

All rest of Games except for Championships:

Only the STARTERS will be introduced.

Championship Games:

The ENTIRE TEAM will be introduced before their game.

Player and Coach Procedure during introductions:

1. When Non-starters are introduced, report to court in front of your bench.
2. Starters will be introduced alternating between teams.
3. Each starter is to meet at center court and shake hands with other starter--- then return in front of his/her team's bench.

NOTE: If a player wishes to shake the coach's hand, he/she should do so before reporting to center court. Head coaches should shake visiting player's hand.

Head coaches will also shake hands when introduced

- National Anthem---will be played/sung at these times:
 1. Beginning of each session (8:00am and 3:30pm)
 2. Beginning of each girls championship game.

If color guard is present:

Teams on both courts will stand at attention for the presentation of colors and during the playing of the National Anthem. After the anthem, remain at attention until the color guard has left the court.

❖ **LATE/ABSENT TEAM PROCEDURE**

If a team is late to their scheduled game time due to weather or travel difficulties, arrangements will be made by tournament staff for appropriate rescheduling of that game.

If a team is late due to other reasons not related to weather or travel, the game may be delayed for a maximum of 15 minutes. After that period of time, if the team has not appeared and has not contacted ASAA, the game shall be recorded as a forfeit.

A team arriving 0-15 minutes after their scheduled time of play will have a maximum of 5 minutes of warm up time.

DURING THE GAME

- Media Timeouts--- there will be one (1) 60 second media timeout as soon after the 4:00 minute mark of both the first and third quarters of every game. If that dead ball occurs during a shooting foul, the media timeout will take place before the free throws.
- Medical Procedure---when an athlete goes down or needs attention as judged by the officials, a member of the medical personnel will accompany the coach onto the floor. The final decision to remove the athlete from the game lies with the APV medical personnel.
- Halftimes-----No halftime will be longer than 10 Minutes. The first seven minutes will be planned for cheerleading performances and other activities. When the clock shows three minutes remaining, teams may return to the court for warm-ups. It is the responsibility of team personnel to notify teams when it's time to take the floor. If your team is not on the court, you will forfeit part of that warm-up time. All teams must return to their benches with one minute remaining.

- The mercy rule is in effect during the tournament. Should one team be ahead by 40 or more points at the start or anytime during the fourth quarter, a running clock will be utilized that will stop only for team, official, or injury timeouts and for technical fouls.

AFTER THE GAME

- Players and coaches will shake hands of opposing team.
- Teams will wait until the ***Players of the Game*** from both teams are announced before exiting the court.
- Teams must clean up the bench area of all personnel items including Jerseys, warm-ups, water bottles, towels, etc.
- Teams that play next shall wait until the teams that just played have exited the floor before approaching their assigned benches.
- Following each game, coaches and players will return to their locker room. Media will be allowed to approach teams immediately following the game on their way to the locker room, as well as after the team meeting.
 - After the boys championship games, all teams remain on the floor at their respective benches for the awards ceremony.
- Fans, spectators will not be allowed onto the court following the championship games. No liquid including water is permitted to be dumped onto the floor. Spray string is not allowed on the court. Any other celebratory material must be cleaned up by the winning team.