

FRONTIER SCHOOL DIVISION

9th ANNUAL  
HIGH SCHOOL GAMES  
CHAMPIONSHIPS

TECHNICAL PACKAGE

2017 - 18

HOSTED BY: Leaf Rapids Education Centre

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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 in regards to what school a student is eligible to play for, then the school the student is registered in at September 30 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 competition.
- (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 in enrolled in grade 9 or grade 10 only.

Team Sports

- A.            Badminton            Singles, Mixed, and Doubles**
- B.            Volleyball**
- C.            Table Tennis**
- D.            Archery**
- E.            Basketball            2017-18**

## BADMINTON CHAMPIONSHIPS

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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 sleeve shirt with a v-neck collar or 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	2 entries	2 entries
• Girls Doubles	2 entries	2 entries
• Boys Singles	2 entries	2 entries
• Boys Doubles	2 entries	2 entries
• Mixed Doubles.	2 entries	2 entries
  
4. Site: Joseph H. Kerr School – Snow Lake
  
5. Competition:
  - Badminton Point a Rally will be used.
  - The tournament will be seeded 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 be a double elimination draw. All playoff games on the championship side will be a best of three matches.
  - If time permits the 3<sup>rd</sup> and 4<sup>th</sup> place finishers will go in to a consolation draw.

During Championship playoff games that are a best of three match, a coaching interval not exceeding 90 seconds is allowed between the 1<sup>st</sup> and 2<sup>nd</sup> games. IF a third game is to be played, players will switch courts at the 11<sup>th</sup> point. Time between matches be limited to 10 minutes.

#### Tie Breaking Procedure

- if two teams are tied for first place, winner in round robin play finishes first.
- If two teams are tied for second 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.
- a) School is limited to two entries per event.
  - b) 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 must be returned to a committee member.

## 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 first, second and third 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

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**Format: Teams will consist of 8 players; minimum two grade 10's 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 the either JV (grade 9/10 only) or the SV (grades 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 color 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 colored 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 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 first, second and third place.

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TABLE TENNIS CHAMPIONSHIPS

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**The competition is for singles only. (Two players in each category Gr. 9/10 JV and two in Grade 11/12 SV)**

<b>Events:</b>	<b>JV</b>	<b>SV</b>
• <b>Girls Singles</b>	<b>2 entries</b>	<b>2 entries</b>
• <b>Boys Singles</b>	<b>2 entries</b>	<b>2 entries</b>

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”.

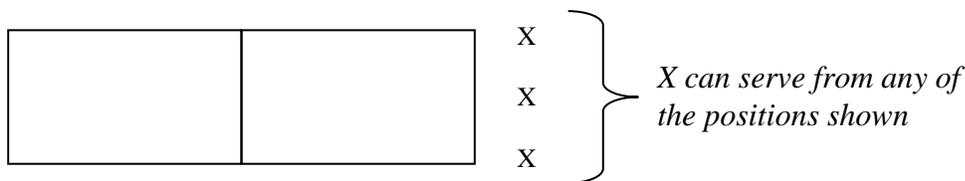
For clarification please note:

**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:



**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.

**FORMAT**

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.

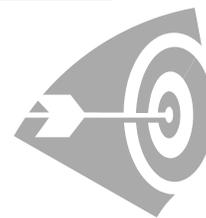
**Example:** Pool A: 1<sup>st</sup> place vs. Pool B: 2<sup>nd</sup> place  
Pool A: 2<sup>nd</sup> place vs. Pool B: 1<sup>st</sup> place  
\*\*The finals will involve the best of 5 games.

## 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 first, second and third place.

## ARCHERY COMPETITION

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### 1. Competition

- *A school can enter two boys and two girls into the event, JV Gr. 9/10 – 2 of m/f and SV Gr. 11/12 – 2 of m/f)*

<i>Events:</i>	<i>JV</i>	<i>SV</i>
• <i>Girls</i>	<i>2 entries</i>	<i>2 entries</i>
• <i>Boys</i>	<i>2 entries</i>	<i>2 entries</i>

- The Indoor Round is shot entirely on 60 cm target faces.
- Shooting is in one direction only
- The bow size used will be maximum 30lb 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 color 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 10's
  - greatest number of 9's

### 2. 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.

### 3. 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 centre 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 the target line.**

## 1. SCORING

Values

Scoring Values	Colour
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 colors, 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 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.



### 3. RULES

- The **maximum time allowed** for a competitor to shoot an 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 arrow 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 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 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 colors, 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 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 first, second and third place.

## VOLLEYBALL CHAMPIONSHIPS

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Format: Teams will consist of 8 players; minimum two grade 10's 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 (grade 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 two out of three.
- The 1<sup>st</sup> and 2<sup>nd</sup> 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 3<sup>rd</sup> 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 – 2.43m          Varsity Girls – 2.24m

### Uniform Rule:

Style and color 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 colored 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 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 first second and third place.

## **HIGH SCHOOL GAMES A CODE OF ETHICS FOR ATHLETES**

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The school requires the athlete to:

1. Conduct themselves at all times with honour and dignity
2. Treat 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 requires 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 honesty and integrity of opponents and officials
4. Play the game for the game's 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. Play 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**  
**A CODE OF ETHICS FOR OFFICIALS**

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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 players
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 CHAPERONE POLICY

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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 behavior of all students.
2. Your job is to:
  - Supervise students
  - Make sure all students are participating in the events they are registered in
  - Encourage students to get to their events on time
  - 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 with both a male and female chaperone.

## **HIGH SCHOOL GAMES A CODE OF ETHICS FOR COACHES**

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The school expects the coaches to:

1. Be an integral part of the school system with its educational 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 unsportsmanlike behavior 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 SPORTSMANSHIP**

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HIGH STANDARDS OF COURTESY, FAIR PLAY, AND SPORTSMANSHIP MUST FEATURE ALL HIGH SCHOOL 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 in bounds 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 as long as they are the same color 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. (Timeouts can not 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 scoresheet 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 as a result of a honest mistake, the player should be allowed to enter the game.
6. **Coaches Technical fouls** – According to FIBA, a coach is allowed two personal technical fouls or a combination of THREE personal/bench technical fouls, for unsportsmanlike conduct, before they have to leave the game. Any technical fouls given to a team member NOT on the court are awarded 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)