

**COLUMBIA BASIN BIG NINE BASKETBALL (Adopted 5-3-05)
STANDARD OPERATING PROCEDURES**

1. **EVENT SITE and Tournament Director: February 13 16, 19 & 20, 2010 for 4A @ Highest Seeds. ? for 3A @ Highest Seeds. BJ Kuntz, Wenatchee Athletic Director, will serve as league coordinator with AD's at each site serving as Game Managers.**

2. **DISTRICT TOURNAMENT SITES**
 - A. Boys' and girls' district tournament sites are proposed by a vote of the Columbia Basin BIG-9 Athletic Directors. These sites must be capable of holding the anticipated crowd for each game of the district tournament. They will be selected and recommended to the YVIAA and NCWAA Executive Boards prior to the end of the regular season.

 - B. An official from the home teams association, an official from the visiting teams association and an official from an association that does not have teams involved in the game will work the games.**

 - C. Each tournament site will have a paid tournament manager who will be responsible for the game timer, scorer, and all other workers.

 - D. Each school is to provide an adequate number of faculty chaperones to help with the conduct of students and general crowd control. The list of supervisors will be sent to the site managers in advance of the day of the game.

 - E. The home team will furnish the game ball. It will be an NFHS approved leather or composite Baden, Wilson, Spalding or state approved wide seam basketball.

 - F. Each school is entitled to an equal share of the available spectator seating. Players, managers, statisticians, trainers, cheerleaders, coaches, and supervisors will be admitted by pass list under the direction of the YVIAA & NCWAA Executive Boards.

 - G. The district tournament manager will distribute specific tournament information regarding programs, officials, registrations, tournament balls, team benches, towels, tickets, pre-game warm-up, introduction of players, game time, and home teams.

 - H. Teams may suit-down up to twelve (12) players for the District Tournament.

4A DISTRICT TOURNAMENT FORMAT (2/08)

The District basketball tournament shall be a true 8-team double elimination tournament played at the sites of the highest seeded teams using the following format.

SATURDAY – ROUND ONE:

- GAME 1: Columbia #4 at Cascade # 1**
- GAME 2: Cascade # 3 at Columbia #2**
- GAME 3: Columbia # 3 at Cascade # 2**
- GAME 4: Cascade # 4 at Columbia # 1**

TUESDAY – ROUND TWO:

- GAME 5: Winner Game 1 at Winner Game 2**
- GAME 6: Winner Game 3 at Winner Game 4**
- GAME 7: Loser Game 1 at Loser Game 2**
- GAME 8: Loser Game 3 at Loser Game 4**

FRIDAY – ROUND THREE:

- GAME 9: Winner Game 5 at Winner Game 6 (Championship)
(1st and 2nd)**
- GAME 10: Loser Game 6 at Winner of Game 7**
- GAME 11: Loser Game 5 at Winner of Game 8**

SATURDAY – ROUND FOUR:

- GAME 12: Winner of Game 10 at Winner of Game 11
(3rd and 4th)**
- GAME 13: Loser of Game 10 at Loser of Game 11
(5th and 6th)**

4. 3A DISTRICT TOURNAMENT FORMAT - TBD

5. LEAGUE TIES (6/01)

- A. At a league meeting of the BIG-9 prior to the district tournament, the basketball chairman will conduct a draw in which each league member will draw a number. These “tie breaker numbers” will be used in place of flips or drawing. In each situation where these numbers are used, the school having drawn the lower number receives the highest seeded position into the tournament.
- B. Step-by-Step Process
 - 1. Head to head advantage.
Ties will be decided by comparing the head to head won/loss records of all teams involved in the tie. There must be a distinct advantage.

In head to head between two teams, a distinct advantage is a sweep
In head to head between multiple teams, for a distinct advantage to exist, one team must hold a distinct advantage, sweeps, over all other teams involved in the ties.

If this procedure does not break the tie, “Tie Breaker Steps” 2 and 3 will be used to determine seeds.

- 2. Points will be assigned based on the quality of the win.
 - 1. 7 points for a win against the #1 team in a 7 team league.
 - 2. 6 points for a win against the #2 team in a 7 team league.

3. 5 points for a win in against the #3 team in a 7 team league
4. Etc.

3. Refer to tiebreaker numbers. As selected in A.

C. Provisions for Seeding into District

1. Teams tied for 4th place will play off if there is no clear head-to-head advantage. Step 2 and 3 will determine travel and neutral (*) site on the 1st available date following the season.

(*) Neutral sites will be used for all playoff games for 4th place. The team with the best “tie breaker number” chooses the neutral site. If the playoff procedure awards a bye, the opponent of the bye team will pick the neutral site. A split crew from each association involved in the playoff will be used. **An official from the home teams association, an official from the visiting teams association and an official from an association that does not have teams involved in the game will work the game.** The officials are arranged by the basketball chairperson who will call the assigning secretary of the associations involved to request their highest rated official available for that time.

2. Two-way ties involving 4th place will be played off on the first available date following the end of the regular season. Three and four way ties involving 4th place will be played off on the first and second available date following the end of the regular season.
3. See Tie-Breaker diagram in general section of the **BIG-9** Handbook