

Qualifiers

1. Tie Breakers

- Tie breakers at qualifiers to be determined in succession:
 - Highest game points (based on the scoring system)
 - 3 points for a win
 - 2 points for a tie
 - Lowest points against average
 - Random Computerized Draw

2. Qualifying

- For Provincial School Championships qualification, all teams are placed in a **conference** with schools from the surrounding regions, **meaning that schools are competing against all other schools within their conference, not only teams at their local qualifier**. All tie-breaking processes remain the same. This model allows for equitable chances of qualification, despite the size of the local qualifier. To learn more about the qualifying process, our quotas for the year and our conference model, please visit our resources page on our website: [School Programs Resources](#).

3. Divisioning

- The Head Coach must include a team ranking during online registration for each team.
 - A skills assessment form may also be filled out for reference to help with a more accurate divisioning process. Please find basketball skill assessments here [Skill Assessments](#).
- Traditional
 - **Recreational:** Teams in the recreational category have athletes who are relatively new to the sport or are just there for fun and do not want to compete/advance to the 2024 School Championships.
 - **Competitive:** Competitive Traditional athletes intend to compete at the School Championships if selected or have a mid-high skill level.
- Unified
 - Unified partners are there to compete alongside higher-level SO Athletes. Unified Partners are **intended to score points, impact the game in a meaningful way** and compete in this category. This includes passing, rebounding, shooting/scoring and defence. Unified partners should be tasked with defending the opposing unified partner. **Note: Unified Partners are not permitted to take over games but are expected to contribute to winning.**
- Teams are grouped in divisions according to their team ranking and selected classification. On the registration forms schools will be asked to select **what level** their team would like to compete in. Teams can select more competitive play where athletes have a moderate-high skill-set and understanding of the rules, or select less competitive play where athletes are new/learning the sport and Unified partners take on a more facilitatory role.
- Each team will be required to ensure all their players barring injury play during each game.

4. Unified

- Unified Sport brings people with intellectual challenges and disabilities together on the same team as people without intellectual disabilities. This program is dedicated to promoting inclusion through shared sports training and competition experiences.
- Unified Sports looks to develop **meaningful competition** where coaches work together to create a balanced competitive environment. **Coaches are responsible for ensuring meaningful involvement of all players in the game.**

Please Review our principle of meaningful involvement to understand and apply the Unified Competition Model: [SO Unified Sports Principle of Meaningful Involvement](#)

Also, see our Unified Coaching Guides and Training Resources:

School Championships – What’s New?

BASKETBALL TECHNICAL PACKAGE HIGHLIGHTS

- [Unified Sports Coach Guidelines](#)
- [Unified Coaching Course](#)
- **Max Points**
 - A team will be declared the winner if they reach 24 points. The full 20-minute game time is to be played out, but the score will stand once a team scores its 24th point. Thus, the winning team is the first team to score 24 points or the team with the highest score after the 20-minute game.

Provincial Championships

1. Competition Format

- **The Divisioning Round**
 - The first day of competition will feature the divisioning round.
 - This round is intended to establish the skill levels and comparable skill level between teams in an effort to create the fairest divisioning for round robin play.
 - Teams will play a minimum of 3 divisioning games.
 - 2 games will be played against teams believed to be of similar skill level based off play at qualifiers.
 - 1 game will be played against someone in the division above or below.
 - Divisioning games will be the largest determinate of the final divisions for the round robin games on day 2.
 - Games will be played as follows:
 - 10-minute games (Two 5-minute halves with a one-minute half time).
 - Max points allowed are 14 (after that scores will not be kept).
 - All players must play in the divisioning round.
 - The remaining rules and regulations will remain the same as in qualifiers and as be seen below.
 - There will be no overtime in divisioning games.
 - Division selections and decisions are final and cannot be protested.
- **Round Robin Format within your division**
 - Game Points Scoring System:
 - 3 points for a win.
 - 2 points for a tie.
 - Tie breakers at the championships to be determined in succession:
 - Highest game points (based on scoring system outlined above)
 - Lowest points against average
 - Highest points average
 - Random Computerized Draw
 - Overtime
 - Overtime will only come into effect in medal games, otherwise ties will stand at the end of regulation time.
 - In the event of a tie an extra 2 minutes of time will be added to the clock.
 - The team who lost possession (with the coin flip) at the start of the game will start with the ball.
 - If teams are still tied after 2 minutes a free throw, a shootout will occur. Teams will alternate shooting free throws matching makes with makes. Once a team makes a shot and other team misses, the game is won. Teams must alternate athletes after each shot.
 - In the event of a three-way tie, once a team has been eliminated from the tie, the tie breaking process for the remaining two teams will start at the beginning.

2. Max Points Scored

- A team will be declared the winner if they reach **30 points**. The full 20-minute game time is to be played out, but the score will stand once a team scores its 30th point. Thus, the winning

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team is the first team to score 30 points or the team with the highest score after the 20-minute game.