## 600 BASKETBALL (GIRLS)

## 610 Dates/Schedules (2024-25 is the second year of the new draw)

611 Start of season: November 11, 2024
612 Earliest Day of First Game: November 19, 2024
613 WIAA Rules Interpretation Meeting: VIA WIAA WEBCAST
614 All-Conference Selection: Monday, March 3, 2025 6:00PM at Hamilton HS
615 WIAA Regionals: February 25, 28 \& March 1, 2025
616 WIAA Sectionals: March 6 \& 8, 2025
617 WIAA State Tournament: March 13, 14 \& 15, 2025
618 The 2024-25 schedule is the second year of a two-year cycle.
619 JV2 games shall start at 4:15 PM. JV games shall start at 5:30 PM and Varsity games shall start no earlier than 7:00 PM.
619.1 Varsity games may start earlier upon mutual agreement between coaches and the officials.

## 620 Regulations

621 If schedule changes are necessary, the host should reach a mutually satisfactory date with the visiting school and notify the Conference Commissioner and all other conference schools of the change.

622 The opening date of practice shall begin in accordance with WIAA rules.
623 Locker rooms, complete with dry erase board, will be available to visiting basketball teams. If a private locker room is not available, an alternative site will be made available to use at least 45 minutes prior to the start of JV games. Prior to JV warm-ups and during JV half time, no Varsity warm-ups will be permitted. JV and JV2 warmups will take the floor 15 minutes prior to game time. Locker room must be locked or supervised.

624 Sportsmanship shall be emphasized by all teams at all times.
625 Game programs will contain name, number, grade, height and position. Roster (Varsity, JV and JV2) must be mailed by all AD's by Thanksgiving week.

Only Freshmen and Sophomores may compete on the JV2 team. Freshmen, Sophomores and Juniors may compete on the JV team. Freshmen, Sophomores, Juniors, and Seniors may compete on the Varsity team. Exceptions to this rule must be agreed upon by the Athletic Directors of the schools involved. JV2 teams will adhere to the maximum number of games as set by the WIAA for Freshmen teams.

## 630 Contest Guidelines

631 A top-grade, wide seam basketball is to be used for all conference games.
632 Two 18-minute halves shall be played in all Varsity games and two 16-minute halves shall be played in all JV and JV2 contests. JV and JV2 half-times will be 8 minutes, unless the games are running behind, then a seven (7) minute half-time will be implemented.

633 The home teams shall provide 12 basketballs for pre-game warm-ups at all levels.
634 Home teams are to wear white jerseys; Visitors are to wear dark-colored jerseys.
635 Teams may suit up an unlimited number of players. Juniors may play on the JV team. This will be left up to the discretion of the coaches.

636 Fifteen (15) minutes shall be allotted for Varsity team warm-ups, following the JV game. Warm-up will be followed by the National Anthem or Pledge of Allegiance. The Varsity contest will start immediately thereafter. All JV games will be played to completion prior to the start of Varsity games. Starters for the Varsity game will be introduced.

637 Parents' and Senior Recognition Nights will take place after the JV game, unless notified.

## 640 All-Conference Selection

641 All-Conference Nomination: The coaches will nominate players from their team who they feel worthy of All-Conference selection by writing their names on a ballot and submitting it to the Conference School Chair by the start of the meeting. The Conference School Chair will compile the stat sheet on each nomination and email out prior to the meeting. No effort will be made to pick the All-Conference Team by position. After all written nominations have been received, coaches will speak on behalf of their players and coaches may ask questions about a player. (All coaches shall bring the following information to the All-Conference Selection Meeting concerning each player they nominate: total points, shoot pct., steals and assists, total rebounds, free throw pct., height, weight and year in school). Each coach should bring a sufficient number of these statistic sheets for distribution among the coaches.

All-Conference selection: Each coach will be given a ballot on which the coach will note for 14 players, giving the best player fourteen (14) points and working down to one (1) point with the player receiving the most points being named "Athlete of the Year." The next six (6) point totals will constitute the First Team in addition to the player of the year. The next seven (7) point totals shall constitute the Second Team. First Team will have a total of seven (7) players - six (6) First Team selections in addition to Athlete of the Year. Second Team will consist of seven (7) players. Any player receiving at least one point will be selected as Honorable Mention. Ties for Athlete of the Year, First Team, and/or Second Team will be broken by the coaches. There will be no ties. Coaches are not permitted to vote for their own players.
642.1 All Player of the Year ties will be broken at the All-Conference meeting.

A closed ballot will be taken to determine the "Coach of the Year."
The All-Conference Basketball Team will be selected at a meeting held on the second Monday following the last boy's basketball conference game.

## 650 Ethics and Sportsmanship

651 Coaches will exchange game film for all games (Currently HUDL GMC video pool). Home team will be required to download and/exchange video by 11:00pm after their game that night, unless both coaches agree to adjust the time. Video must be taken from the stands.

652 Game video placed on the GMC Basketball video pool belongs solely to the GMC schools/teams. Schools are allowed to exchange video to other schools outside the GMC as long as it involves their team. It is unethical to provide video to opponents of other conference teams in an effort to aid that opponent, without the permission from the schools involved on the video.

653 If a school feels that another school is exchanging poor or inaccurate video, they must notify that school The Conference can remove a school from the video exchange procedure.

