

Bay of Quinte By-Laws for Girls Basketball

Updated Sept 2025

1. Membership:

1.1) All schools within the Bay of Quinte District of COSSA are eligible to enter teams in the Bay of Quinte Girls' Basketball league. Schools must declare their intention to participate in league play the first week of school in September, so the schedule can be made before the first coaches meeting in September. Any schools failing to do so are at risk of not being included in the league schedule for that season

2. Meetings:

2.1) Aside from the regular Bay of Quinte coaches meeting in September, the girls basketball coaches shall try to meet at the end of the season to discuss issues which have arisen over the course of the year.

3. Classification:

3.1) The above mentioned schools shall be classified as 'A', 'AA', or 'AAA' based upon OFSAA classifications. No school may compete in a division lower than they are classified.

3.2) Bay of Quinte will be sending their six strongest teams from the league to the COSSA A, AA and AAA championships. This may require a team to play up a Classification game.

4. Eligibility:

4.1) Age limits: the age of the participants will be as follows:

4.2a) Junior-the individual has not reached their 15th birthday by January 1st prior to the start of the school year in which competition is held

4.2b) Senior-the individual has not reached their 19th birthday by January 1st prior to the start of the school year in which competition is held

4.3) All other eligibility issues (i.e. transfer policy) follow the OFSAA by- laws. Each team participating in the league must email the convenor a COSSA eligibility form completed and signed before their first league game

4.4a) Any player who plays in two league (**or league exhibition**) games of a higher competition shall NOT be eligible to play in another game at the lower level in that sport in that school year (including playoffs).

4.4b) This rule does not apply to tournament play.

(*Added 2025)

5. Finances:

5.1) Each participating team will pay a fee which includes medal costs and any other agreed expenses (i.e. all star shirts). This fee will be determined by the convenor and must be paid to the convenor before the last Thursday in September.

5.2) The teams competing in the Bay of Quinte Championship shall cover the game officials. The host school may choose to charge an admission fee if they wish.

5.3) Teams that qualify for the COSSA championships will have to pay another fee that will be determined by the COSSA convenor to cover official and medal costs for that championship

6. Rules:

6.1) The current National Federation Rule Book will govern play except for the following approved deviations specific to Bay of Quinte League Play:

- 6.1a) A 30 **24** second shot will be used. Full reset on foul shot attempts and shots off the rim
- 6.1b) Fouls and Offensive rebounds would result in a 30 **24** second reset.
- 6.1c) Federation lines will be used even when FIBA lines are available
- 6.1d) Federation game length will be used (including overtime)
- 6.1e) No dunking in the warm-up will be permitted (technical foul (s) assessed to player(s)).
- 6.1f) Federation Time Out procedure will be used.

6.2) 6.1 a & b shall be used in all league games

(*Edited for 2025)

7. All-Star Game:

7.1) There ~~will~~ **may** be Junior & Senior All-Star games scheduled in the league schedule **if there is interest and an event organizer**. The cost of T-shirts will be worked into the league fees. Players will be selected based on league and/or pool standings before the all-star games.

(*Added 2025)

8. Bay of Quinte League Structures:

8.1a) There will be two divisions "A" and "B" that will be established at the beginning of each season (no longer used but kept for reference) based on:

- i) team record from previous season
- ii) strength of team (# of returning players)
- iii) recommendation of coaching staff
- iv) Consideration of a balance of Senior and Junior records so that the same school will be in the same division to accommodate travel costs for league games.
- v) Consideration of travel schedules for all schools

OR

8.1b) There will be a balanced schedule – each team at the sport-specific meeting in Sept. will play each other team once.

8.2) Start times:

8.2a) Games will start at 4:30 and 6:00. Junior and Senior games will switch start times (i.e. early and late) each week of the league schedule.

8.2b) CHS, PECL and NHHS games (home and away) will always be at 4:00pm and 5:30pm

8.3) Uniforms:

It is encouraged that all teams have two sets of uniforms, a dark and light. Please encourage players to bring both colours to all games. **(*Added 2024)**

9. Reporting Scores:

9.1) It is the responsibility of the home team to enter scores on the cossa.ca website

9.2) The game sheets must be kept on hand to verify a score if need be for play-off structure.

9.3) The score of the game must be accurate when reporting results to the convenor and on the website.

9.4a) Managing Game Score Differential:

Coaches are responsible for fostering a positive competitive environment and managing the margin of victory in games when a substantial scoring differential develops. When a substantial lead is established, the leading team's coach is encouraged to implement measures to mitigate excessive scoring. Such measures include, but are not limited to: encouraging broad player participation through substitutions, emphasizing ball movement over fast-break opportunities, and adjusting defensive pressure by removing presses or other aggressive defensive schemes. The goal is to maintain competitive integrity and respect for all participants throughout the game.

9.4b) Reporting Excessive Scoring Differentials:

Should a game's final score differential be seventy (70) points or greater, the winning coach must, within forty-eight (48) hours, email the League Convenor, detailing the steps taken by the coach and team to manage the margin of victory. The losing coach must be cc'd on this email. This requirement is intended to document efforts made towards maintaining a positive competitive environment and sportsmanship, acknowledging that despite best efforts, large differentials can sometimes occur.

(*Added 2025)

10. Bay of Quinte Play-Off Structure:

10.0: The following play-off structure will apply to both Junior Varsity & Senior Varsity, when possible:

NO TEAM SHALL BE ELIMINATED FROM THE PLAY-OFFS WITHOUT A PLAY-IN GAME.

(See Play-Off Tie Breaking Format Below)

Bay of Quinte Finals: Winners @ Loyalist College* (*Location and Times TBD every year)

10.1a: Old Traditional Format (Divisions) - no longer used but kept as reference:

The top four teams from each Division will qualify automatically for the play-offs.

¼ Finals: A4 @ B1 and A3 @ B2 and B4 @ A1 and B3 @ A2

½ Finals: See 12.1 for Semi Final Games

10.1b: Old Traditional Format (Balanced) - no longer used but kept as reference:

The top 8 teams after the regular season with a balanced schedule will qualify for play-offs.

¼ Finals: 8th @ 1st and 7th @ 2nd and 6th @ 3rd and 5th @ 4th

½ Finals: See 17.1 for Semi Final Games

OR

10.2a): New Progressive Playoff Format (since 2013) - 8 Teams

The top 8 teams after the regular season with a balanced schedule will qualify for play-offs.

Round 1: 8th @ 5th and 7th @ 6th

¼ Finals: Lowest Remaining Seed @ 3rd and Next Remaining Seed @ 4th

½ Finals: Lowest Remaining Seed @ 1st and Next Remaining Seed @ 2nd

10.2b): New Progressive Playoff Format (2019) - 6 Teams

¼ Finals: 6th @ 3rd and 5th @ 4th

½ Finals: Lowest Remaining Seed @ 1st and Next Remaining Seed @ 2nd

10.2c): New Progressive Playoff Format (2023) - 7 Teams (*Added 2024)

Round 1: 7th @ 6th

¼ Finals: Winner Rd 1 @ 3rd and 5th @ 4th

½ Finals: Lowest Remaining Seed @ 1st and Next Remaining Seed @ 2nd

11. Play-In Game Tie-breaking Procedure:

PLEASE NOTE: By-law states:

NO TEAM SHALL BE ELIMINATED FROM THE PLAY-OFFS WITHOUT A PLAY-IN GAME.

11.1 using Playoff Structure 10.1 (Divisions or Balanced) or 10.2:

If there is a tie between any of the teams, the current playoff tie-breaking format will apply if needed (section 14 below).

11.1a) If there is a tie between the 8th and 9th seed, whoever won their regular season game will host the play in game.

11.1b) If there is a 3-way tie between the 8th, 9th, and 10th seed or no clear #1, then the current playoff tie-break format in the girls basketball by-laws (14.1) will be used to determine host sites. Through the tie-breaking format the highest or 8th seed will get a bye and will host the Play-In game, while a 10th @ 9th game is used to determine 9th seed and who will then travel to 8th for the Play-In game. Also outlined in 14.2b.

11.1c) If there is a 4-way tie, refer to Playoff Tie Breaking Format 14.2c.

OR

11.2 using Tiered Divisions (no longer used but kept for reference)

11.2a) If there is a tie between the top 2 teams in tier 2, and they played each other only once - whoever won that game will get the higher seed. If they played twice and split the games, point differential will be used to determine the higher seed.

11.2b) If there is clear #1 tier 2 team, and a two-way tie for the #2 in tier 2 – the same procedure will apply.

11.2c) If there is a 3-way tie for the top 2 positions in tier 2, or a clear #1 and a 3-way tie for the last position, then the current playoff tie-break format (section 14) will be used.

11.2d) All possible information will be used, so if you played the team once, or twice, all results will be counted.

12. Semi-Finals (tie-breakers if necessary):

12.1 Using 10.1a (Divisions):

- a) if two teams remain from each division, then the cross-over will continue with the lowest seeds playing at the highest seeds
- b) If three teams remain from one division (eg A), and one team remains from the second Division (eg B), then A1 will host A3, and A2 will travel to B1. If A2 is a higher seed than the remaining Team from B, then they will host the semi-final.
- c) If four teams from one division remain, then seeding from the divisional play will determine the semi-finals.

OR

12.2 Using 10.1b (Balanced)::

- a) Once all play-in games and tie breaking procedures have clearly established the finals standings, the semi-finals will be as follows: 8 @ 1, 7 @ 2, 6 @ 3, 5 @ 4
- b) Teams will be reseeded after quarter-finals, according to their regular season standings (if there are any upsets). So, 4 @ 1, 3 @ 2. (for 2009/2010)

OR

12.3 Using 10.2a or 10.2b or 10.3c (Progressive Playoff):

- a) ½ Finals: Lowest Remaining Seed @ 1st and Next Remaining Seed @ 2nd (see 10.2)

13. Bay of Quinte Finals:

13.1) The Bay of Quinte finals will be played at one location one week before the COSSA Championship. The location of the finals will be determined by the convenor based on the teams involved. Loyalist College may be an option.

13.2) Game times will be Junior at 5:00pm and Senior at 7:00pm (unless identified differently at the beginning of the season by host convenor).

13.3) The teams competing in the Bay of Quinte Championship shall cover the game officials. The host school may choose to charge an admission fee if they wish. (NEW 2015/2016)

14. Playoff Tie Breaking Format:

No team which has tied for a play-off position shall be eliminated without a play-in game

14.1) If two, three or more teams are tied in a situation in which all of these will qualify for the play-offs, the following process shall be used to decide the standings/seeding:

- a) If two teams are tied, the winner of the regular season head-to-head league game (or series of games) will be awarded the higher seed. If there is no clear winner, move to step "c".
- b) If more than two teams are tied, look at the records in the games between these tied teams. If one has a better record they shall be given the highest position. The next best record will be given the next highest position. This will continue until all positions have been established.
- c) If step "b" fails at any point, next look at the tied teams' records against those teams above them in the standings. Step "b" must be checked first even though step "c" may have been used somewhere along the way.
- d) If steps "b" and "c" fail, point differential in only the games between the three (or more) teams involved will be calculated. This calculation will rank the three (or more) teams (highest to lowest) and the play-off spots will be awarded, in order, according to the point differential calculation.
- e) If all steps above fail, a flip of a coin will be used or drawing names out of a hat.

14.2) If teams are tied in a situation which will eliminate one or more teams:

- a) 2 teams tied—play off at home of the team which won the regular season head-to-head league game (or series of games) or higher seed using all steps of bylaw 14.1.
- b) 3 teams tied—use bylaw 14.1 to give one team a bye. The remaining two teams will play off at the home of the higher seed.
- c) 4 teams tied—use bylaw 14.1. If this does not separate any teams then names will be drawn for Semi-finals. If there are three play-off positions the losers of these two games will play-off in a third game. Second and third place will go to the two semi-final winners with 14.1 being used to break the tie of the semi-final winners. Fourth will go to the winner of the third game. If there are two play-off positions the winners will take their standing according to step "a".

15. COSSA Championship Entry

15.1) "A" COSSA Championship-The top 2 "A" schools based on playoff results or league play will represent Bay of Quinte at the "A" COSSA Championships. A school that is classified higher may not play in a lower classification championship.

15.2) "AA" COSSA Championship- The top 2 "AA" or "A" (that are remaining) schools based on playoff results or league play will represent Bay of Quinte at the "AA" COSSA Championships.

15.3) "AAA" COSSA Championships-The top 2 remaining schools based on playoff results or scheduled play will represent Bay of Quinte at the "AAA" COSSA Championships.

15.4) Bay of Quinte Champion can choose their classification. If they choose to remain in their classification, the 2nd place team has the right to choose. If the champion chooses to move up a classification, 2nd place team stays at their classification. ~~All remaining teams decide based on league standings.~~ (**Amended 2024**) Decisions for remaining COSSA classifications go back to schools who advance furthest in the playoffs (the Semi Final losers, followed by Quarter Final losers, then Round 1 losers). The order of selection of two teams who are eliminated at the same level of the playoffs is determined by league standings. - **VOTED & APPROVED 2024**

15.5) Bay of Quinte League may send no more than 2 representatives to each of the COSSA Championships (A, AA, AAA) - **NEW 2023**