

Boys Basketball State Tournament

Athletic Directors and Boys Basketball Coaches:

As the season gets under way, I wanted to touch base again with some additional information regarding this year's boys' basketball state tournament. Please note important policies regarding weekly reporting and first round facilities.

2023 Divisions

o An updated list of the four divisions for the 2022-2023 season is on the VISAA website.

Schedules & Report Results for State Polls

We are requesting you post accurate game results on MaxPreps. Only games should be listed, no scrimmages or exhibitions. <u>Failure to keep your results updated could have a negative impact on your team's weekly position in the State polls and their State Tournament seeding.</u> State polls will be released on the following dates: Jan. 10, Jan. 17, Jan. 24, Jan. 31, Feb. 7, Feb. 14, and Feb. 21.

First Round Facilities

 The general committee reserves the right to declare a facility unsuitable to host a state tournament game. (see host responsibilities below) If a facility is declared to be unsuitable, designated host school has the option of securing a facility approved by the committee or relinquishing home court for the tournament.

Policy for Postponed Tournament Games Due to Weather

First Round games not played on Tuesday due to extraordinary circumstances must be played on Wednesday. If the Tuesday game cannot be played on Wednesday, the general committee reserves the right to advance the higher seeded team to the quarter-final round. Should a first round game be delayed and played on Wednesday, the quarter-final game involving those schools must be played on Thursday. If the quarter-final game cannot be played, the general committee reserves the right to advance the higher seeded team to the semi-final round. The postponement of a first round or quarter-final game will have no impact on other scheduled games in that respective round.

> All State Teams

Nominations for All State teams will be accepted through Feb. 24.

Don't hesitate to contact me or any member of the committee with questions. Enjoy the season!

Sincerely,

Walter

Walter Westbrook

Boys Basketball State Tournament

Responsibilities for Schools Hosting a First or Second Round Game

Officials: Securing three-man officiating crew

Athletic Trainer: A certified licensed Athletic Trainer or medical professional on site for game

Scorer's Table: Host will provide official clock operator and official book

Playing Court: Playing area must be regulation size (84' x 50'), with safe sideline and end line

space, and well maintained

<u>Seating:</u> Bleacher seating for spectators of both teams should be available and adequate

<u>Locker Rooms:</u> Locker room and shower facilities must be available for both teams

Rest Rooms: Public restroom facilities should be adequate

<u>Game Time:</u> Contact the visiting school to determine a mutually agreed upon start time

Results: Final scores of each first and second round game should be called to AP

Water/cups: Provided by host

<u>Balls:</u> Warm-up and game ball provided by host

<u>Uniforms:</u> The higher seeded team will wear light colored jerseys and NFHS approved

uniforms

Admission: Admission for first and second round games is \$5.00. Home team is responsible

for collection of admissions.

Gate and Financial Policies:

 Host school will be responsible for absorbing all expenses involved in hosting first round and quarterfinal games of VISAA championship events.

- Host school must charge admission to the event and send the income with financial form within **fourteen days** of the event. Financial forms can be found on VISAA website.
- There will be a \$50 penalty for monies and forms not received within fourteen days.
- There will be a \$100 penalty for monies and forms not received within thirty days.
- Failure to charge admission at events or not returning financials forms within deadlines may result in school not hosting in that sport for following school year.

Reporting Scores: - Call AP - 1.800.300.8340

- Update MaxPreps