

BASKETBALL

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BASKETBALL

Boys and Girls

IMPORTANT DATES AND DEADLINES

Summer Moratorium – July 1-7

Winter Moratorium – December 23-26

2024-2025 (Roll Back Year)

	<u>Class B Girls</u>	<u>Class B Boys</u>	<u>Class A Girls</u>	<u>Class A Boys</u>	<u>Class AA Girls</u>	<u>Class AA Boys</u>
First Allowable Practice	Monday, Wk. 21 November 25	Monday, Wk. 22 December 2	Monday, Wk. 21 November 25	Monday, Wk. 22 December 2	Monday, Wk. 21 November 25	Monday, Wk. 22 December 2
First Allowable Contest	Thursday, Wk. 22 December 5	Thursday, Wk. 23 December 12	Thursday, Wk. 22 December 5	Thursday, Wk. 23 December 12	Thursday, Wk. 22 December 5	Thursday, Wk. 23 December 12
Seed Points calculated through	Friday, Wk. 33 February 21	Friday, Wk. 34 February 28	Friday, Wk. 33 February 21	Friday, Wk. 34 February 28	Monday, Wk. 35 March 3	Tuesday, Wk. 35 March 4
Region Dates	Wk. 34: M/Tues/Th * 2/24; 2/25; 2/27; SoDak 16: 3/6	Wk. 35:M/Tues/Fr *3/3, 3/4; 3/7 SoDak 16: 3/11	Wk. 34: M/Tues/Th *2/24, 2/25; 2/27 SoDak 16: 3/6	Wk. 35:M/Tues/Fr *3/3, 3/4; 3/7 SoDak 16: 3/11	<i>None needed</i> Friday, Wk. 35 SoDak 16: 3/7	<i>None needed</i> Sat., Wk. 35 SoDak 16: 3/8
Region/SoDak Completed	Saturday, Wk. 35 March 8*	Wed., Wk. 36 March 12*	Saturday, Wk. 35 March 8*	Wed., Wk. 36 March 12*	Saturday, Wk. 35 March 8*	Wed., Wk. 36 March 12*
State Tournament	Thurs.-Sat. Wk. 36 March 13-14-15	Thurs.-Sat. Wk. 37 March 20-21-22	Thurs.-Sat. Wk. 36 March 13-14-15	Thurs.-Sat. Wk. 37 March 20-21-22	Thurs.-Sat. Wk. 36 March 13-14-15	Thurs.-Sat. Wk. 37 March 20-21-22
Season Ends	Saturday, Wk. 36 March 15	Saturday, Wk. 37 March 22	Saturday, Wk. 36 March 15	Saturday, Wk. 37 March 22	Saturday, Wk. 36 March 15	Saturday, Wk. 37 March 22

2025-2026

	<u>Class B Girls</u>	<u>Class B Boys</u>	<u>Class A Girls</u>	<u>Class A Boys</u>	<u>Class AA Girls</u>	<u>Class AA Boys</u>
First Allowable Practice	Monday, Wk. 21 November 24	Monday, Wk. 22 December 1	Monday, Wk. 21 November 24	Monday, Wk. 22 December 1	Monday, Wk. 21 November 24	Monday, Wk. 22 December 1
First Allowable Contest	Thursday, Wk. 22 December 4	Thursday, Wk. 23 December 11	Thursday, Wk. 22 December 4	Thursday, Wk. 23 December 11	Thursday, Wk. 22 December 4	Thursday, Wk. 23 December 11
Seed Points calculated through	Friday, Wk. 33 February 20	Friday, Wk. 34 February 27	Friday, Wk. 33 February 20	Friday, Wk. 34 February 27	Monday, Wk. 35 March 2	Tuesday, Wk. 35 March 3
Region Dates	Wk. 34: M/Tues/Th * 2/23; 2/24; 2/26; SoDak 16: 3/5	Wk. 35:M/Tues/Fr *3/2; 3/3; 3/6; SoDak 16: 3/10	Wk. 34:M/Tues/Th * 2/23; 2/24; 2/26; SoDak 16: 3/5	Wk. 35:M/Tues/Fr *3/2; 3/3; 3/6; SoDak 16: 3/10	<i>None needed</i> Friday, Wk. 35 SoDak 16: 3/6	<i>None needed</i> Sat., Wk. 35 SoDak 16: 3/7
Region/SoDak Completed	Saturday, Wk. 35 March 7*	Wed., Wk. 36 March 11*	Saturday, Wk. 35 March 7*	Wed., Wk. 36 March 11*	Saturday, Wk. 35 March 7*	Wed., Wk. 36 March 11*
State Tournament	Thurs.-Sat. Wk. 36 March 12-13-14	Thurs.-Sat. Wk. 37 March 19-20-21	Thurs.-Sat. Wk. 36 March 12-13-14	Thurs.-Sat. Wk. 37 March 19-20-21	Thurs.-Sat. Wk. 36 March 12-13-14	Thurs.-Sat. Wk. 37 March 19-20-21
Season Ends	Saturday, Wk. 36 March 14	Saturday, Wk. 37 March 21	Saturday, Wk. 36 March 14	Saturday, Wk. 37 March 21	Saturday, Wk. 36 March 14	Saturday, Wk. 37 March 21

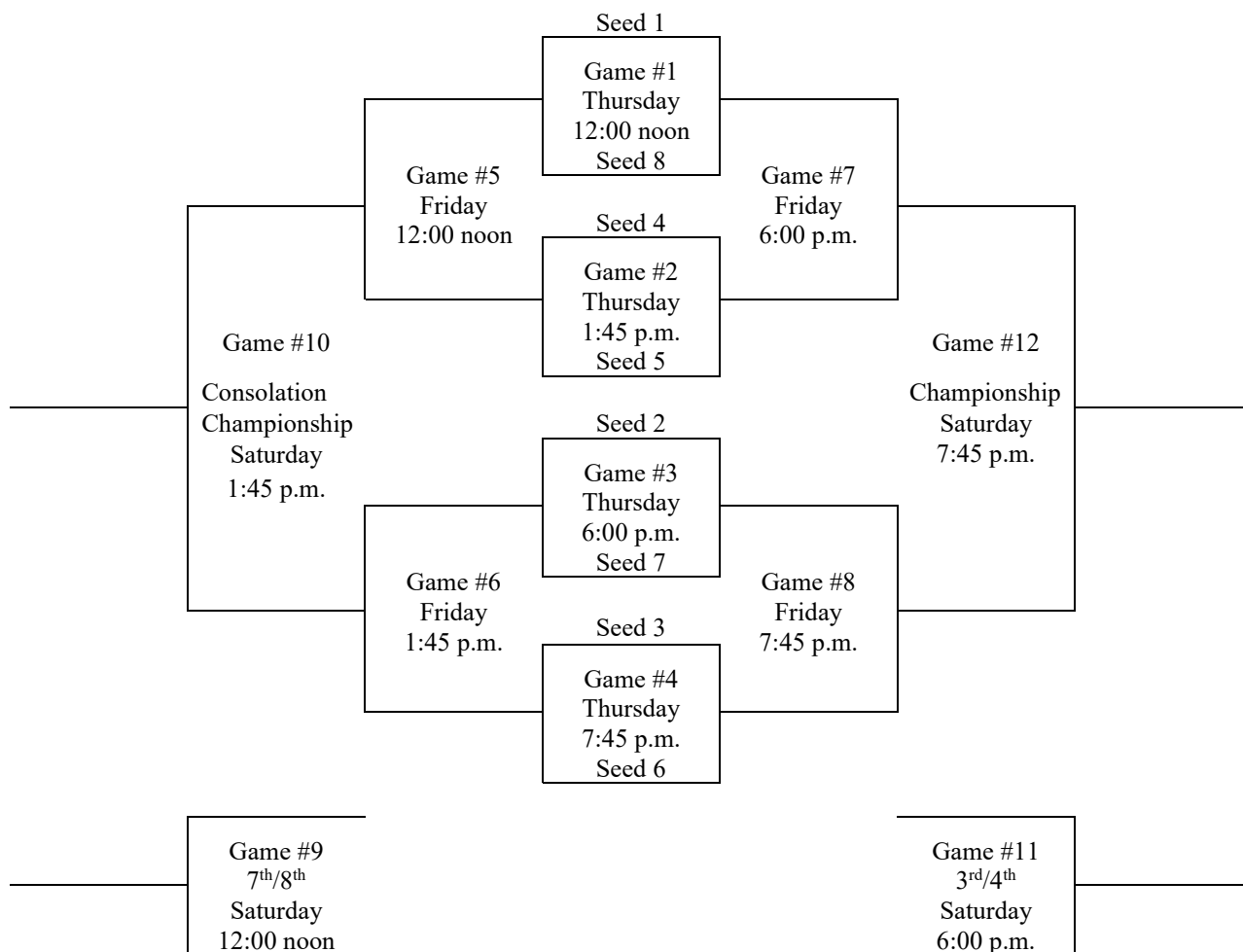
2026-2027

	<u>Class B Girls</u>	<u>Class B Boys</u>	<u>Class A Girls</u>	<u>Class A Boys</u>	<u>Class AA Girls</u>	<u>Class AA Boys</u>
First Allowable Practice	Monday, Wk. 21 November 23	Monday, Wk. 22 November 30	Monday, Wk. 21 November 23	Monday, Wk. 22 November 30	Monday, Wk. 21 November 23	Monday, Wk. 22 November 30
First Allowable Contest	Thursday, Wk. 22 December 3	Thursday, Wk. 23 December 10	Thursday, Wk. 22 December 3	Thursday, Wk. 23 December 10	Thursday, Wk. 22 December 3	Thursday, Wk. 23 December 10
Seed Points calculated through	Friday, Wk. 33 February 19	Friday, Wk. 34 February 26	Friday, Wk. 33 February 19	Friday, Wk. 34 February 26	Monday, Wk. 35 March 1	Tuesday, Wk. 35 March 2
Region Dates	Wk. 34: M/Tues/Th * 2/22; 2/23; 2/25; SoDak 16: 3/4	Wk. 35:M/Tues/Fr *3/1; 3/2; 3/5; SoDak 16: 3/9	Wk. 34:M/Tues/Th * 2/22; 2/23; 2/25; SoDak 16: 3/4	Wk. 35:M/Tues/Fr *3/1; 3/2; 3/5; SoDak 16: 3/9	<i>None needed</i> Friday, Wk. 35 SoDak 16: 3/5	<i>None needed</i> Sat., Wk. 35 SoDak 16: 3/6
Region/SoDak Completed	Saturday, Wk. 35 March 6*	Wed., Wk. 36 March 10*	Saturday, Wk. 35 March 6*	Wed., Wk. 36 March 10*	Saturday, Wk. 35 March 6*	Wed., Wk. 36 March 10*
State Tournament	Thurs.-Sat. Wk. 36 March 11-12-13	Thurs.-Sat. Wk. 37 March 18-19-20	Thurs.-Sat. Wk. 36 March 11-12-13	Thurs.-Sat. Wk. 37 March 18-19-20	Thurs.-Sat. Wk. 36 March 11-12-13	Thurs.-Sat. Wk. 37 March 18-19-20
Season Ends	Saturday, Wk. 36 March 13	Saturday, Wk. 37 March 20	Saturday, Wk. 36 March 13	Saturday, Wk. 37 March 20	Saturday, Wk. 36 March 13	Saturday, Wk. 37 March 20

* Note: Sub-state contests may not begin prior to the listed dates above. All regional tournaments must be completed by the Saturday/Wednesday as designated for both girls and boys in each class respectively.

**Out-of season is defined as that period of time after a team or individual has been eliminated from further competition during the championship series of sub-state tournaments/meets and continues until the first allowable date that the next regular season may begin.

GIRLS' 2025 STATE BASKETBALL TOURNAMENT
March 13-14-15, 2025
Class B – Huron – Huron Arena (CT)
Class A – Spearfish – Donald E. Young Center (MT)
Class AA – Rapid City – Summit Arena at the Monument (MT)



Thursday Games	Friday Games	Saturday Games
Session 1	Session 3	Session 5
Game 1 – 12:00 Noon	Game 5 – 12:00 Noon	Game 9 – 12:00 noon - 7 th /8 th place game (awards to follow)
Game 2 – 1:45 p.m.	Game 6 – 1:45 p.m.	Game 10 – 1:45 p.m. - 5 th /6 th place game (awards to follow)
Session 2	Session 4	Session 6
Game 3 – 6:00 p.m.	Game 7 – 6:00 p.m.	Game 11 – 6:00 p.m. - 3 rd /4 th place game (awards to follow)
Game 4 – 7:45 p.m.	Game 8 – 7:45 p.m.	Game 12 – 7:45 p.m. - Championship game (awards to follow)

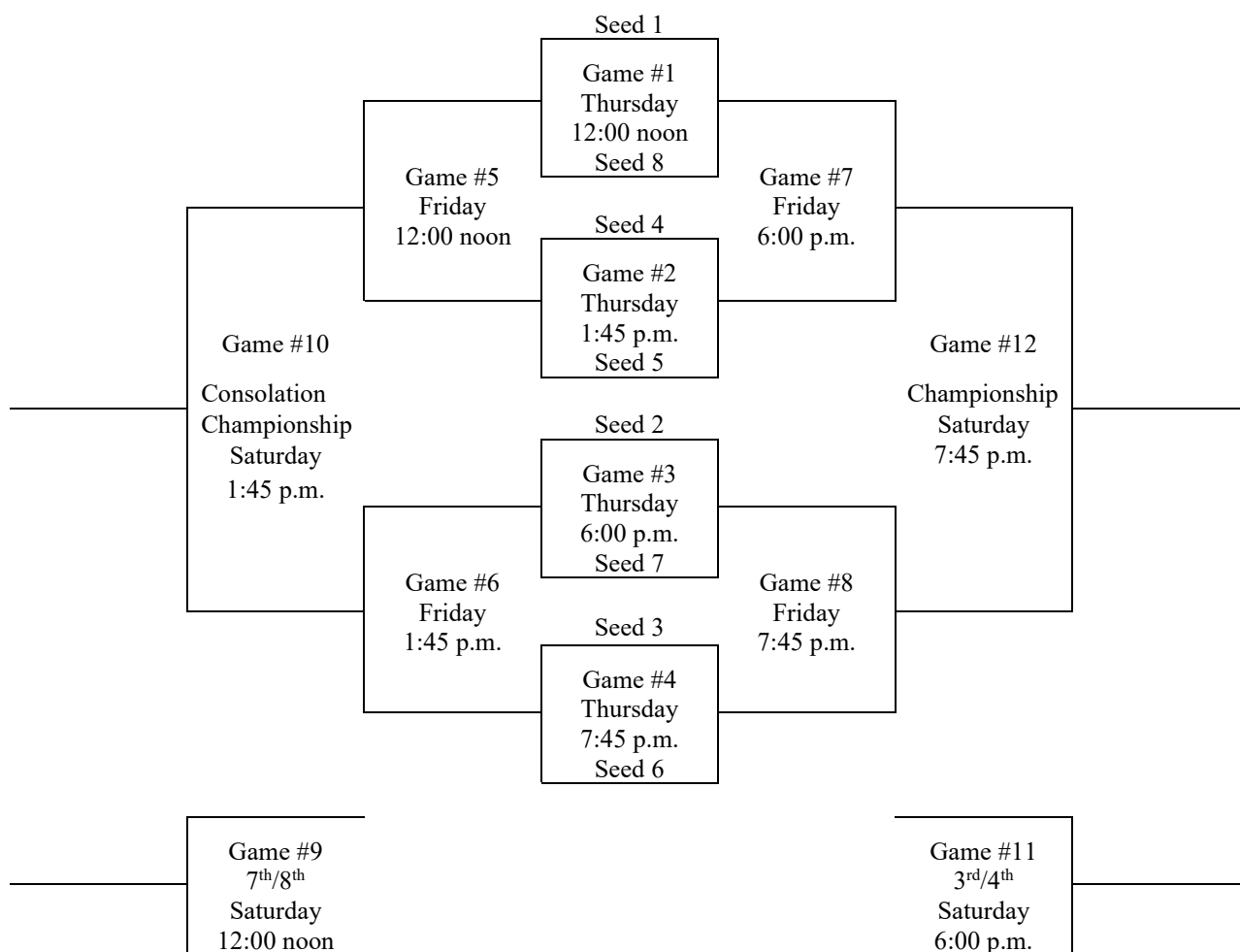
BOYS' 2025 STATE BASKETBALL TOURNAMENT

March 20-21-22, 2025

Class B – Aberdeen – Barnett Center (CT)

Class A – Sioux Falls – Denny Sanford Premier Center (CT)

Class AA – Rapid City – Summit Arena at the Monument (MT)



Thursday Games	Friday Games	Saturday Games
Session 1	Session 3	Session 5
Game 1 – 12:00 Noon	Game 5 – 12:00 Noon	Game 9 – 12:00 noon - 7 th /8 th place game (awards to follow)
Game 2 – 1:45 p.m.	Game 6 – 1:45 p.m.	Game 10 – 1:45 p.m. - 5 th /6 th place game (awards to follow)
Session 2	Session 4	Session 6
Game 3 – 6:00 p.m.	Game 7 – 6:00 p.m.	Game 11 – 6:00 p.m. - 3 rd /4 th place game (awards to follow)
Game 4 – 7:45 p.m.	Game 8 – 7:45 p.m.	Game 12 – 7:45 p.m. - Championship game (awards to follow)

Participation in school activities teaches that it is a privilege and an honor to represent one's school. Interscholastic activities constitute a part of the right kind of "growing up" experiences for students. Participants learn to accept success and failures, gain poise and confidence, achieve tolerance and understanding of others and gain the self-satisfaction of accomplishing goals. Under a well-administered school program, students and spectators become better citizens through participation and observation of activities conducted under established rules. Please refer to the **Sportsmanship Section of the SDHSAA Athletic Handbook** for policies and statements concerning the following items:

General Sports Objectives and Coaching Responsibility

Athletic Code of Ethics

Fundamentals of Sportsmanship

Code of Sport Ethics for Coaches

Racial Harassment, Violence and Taunting (See General Section)

2024-25 BASKETBALL RULES CHANGES

1-19	Limits the use of electronic devices used during a game for the purposes of recording and tracking stats, reviewing or diagramming plays, or other similar contest related functions.
2-11-11	Requires the non-official scorer(s) to compare records with the official scorer when multiple scorers are present.
3-3-6	Requires a player who has been injured to be removed from the game if the coach is beckoned by the official, whether the coach enters the playing area or not, or if bench personnel (i.e., a coach or athletic trainer) enters the court without being beckoned. The coach may still use a time-out to continue <u>assessment of the injury and keep the injured player in the game.</u>
3-3-7	Allows 20 seconds for a player to address any minor blood on the body or uniform without leaving the game. If the blood cannot be appropriately covered/cleaned within 20 seconds, the head coach may take a time-out to <u>address the issue or substitute for the player.</u>
3-4-4a (NEW)	Allows the use of a school logo/mascot image to be centered directly above the uniform number in place of an identifying name.
4-6-1 EXCEPTION (NEW)	Creates an exception to basket interference by allowing a player(s) to touch only the net while the ball is on or within the basket provided that the contact did not affect the ball.
4-47-5 (NEW), 10-2-1g (NEW), 10-4-5b	Changes the penalty for failing to immediately pass the ball to the nearer official when a whistle sounds from a player technical to a warning for delay for the first violation and a team technical for any subsequent offense.
4-49 (NEW), 10-2-1g (NEW), 10-4-6f	Changes the penalty for faking being fouled from a player technical to a warning for the first violation and a team technical for any subsequent offense and adds a definition and examples.
7-1-1	Establishes that a player is out of bounds if contact by a teammate or other bench personnel outside the boundary line provides an advantage, allowing the player to remain in bounds.
9-10-1a NOTE (NEW), 4-10	Allows state associations to adopt a modification to the closely guarded rule if they have adopted the 35-second shot clock, allowing players to dribble the ball for more than five seconds while closely guarded and maintain that a player may not hold the ball for five or more seconds.
10-1-1 PENALTY, 10- 1-2 PENALTY, 10-2-7	Establishes that all administrative, team and bench technical fouls that occur during pregame offset – no free throws are awarded – and the game will start with a jump ball and the head coach does not lose the privilege of the coaching box.

10-2-7 (NEW), 10-5-1i	Changes the penalty for dunking or attempting to dunk or stuff a dead ball from a bench technical to a team technical.
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2024-2025 Basketball Editorial Changes

1-13-2, 2-2-4 NOTE, 2-10-6, 3-3-1c NOTE, 3-3-7 NOTES 1, 3-4-2a, 3-5-1 NOTE, 3-5-7, 4-12-2 NOTE (NEW), 7-2-1, 7-3-2, 7-6-6, 8-5-3, 9-1 PENALTIES 1c, 9-2-10 NOTE 2 (NEW), 9-2 PENALTIES 1, 9-2 PENALTY, 9-7-1 NOTE (NEW), 9-9-3 NOTE (NEW), 10-4-3, 10-4-6h, 10-5, 10-5-3, Official Signals

2024-2025 Basketball Points of Emphasis

1. Bench Decorum
2. Warning for Delay
3. Faking Being Fouled
4. Proper Procedures for Handling Blood

SOUTH DAKOTA CHANGES/REMINDERS

1. Eliminate the two-bonus points Class A receives for playing against a Class AA opponent.
2. For postseason play-rosters must be finalized with accurate name and number no later than:
 - Girls Final Roster Date (all classes) February 17
 - Boys Final Roster Date (all classes) February 24
 Changes made to your roster after that date must be approved through the SDHSAA. A \$50 fine will be assessed, per participant, for any change(s) requested after the deadline.
3. Added Monday of Wk. 34 for Girls, and Monday of Wk. 35 for Boys, as a possible addition to play Regions.
4. All Classes: The mercy rule shall be used for all regular season, region and SoDak 16 contest. When the point differential reaches 30 or more points in the second half, the clock will continue to run. The clock will only be stopped for free throws and time-outs. Regular timing rules will be used if the score differential drops back to less than 20 points.
5. Out-of-State Opponents: For contests against out-of-state opponents, seed points will include all contests (regular or postseason) through the South Dakota cutoff date listed below.
6. No regular season contests shall be played after the cutoff date for each class set by the SDHSAA.
7. Moved first allowable girls' practices to begin one week earlier than current rule allowed, Monday, Wk. 21 with first allowable contest on *Thursday*, Wk. 22
8. Moved the first allowable contest date for Boys' basketball to *Thursday* of Wk. 23
9. Eliminated restriction on pre-wrap as a hair control device. (Follow the NFHS rule with color restrictions applying)
10. Continue with SoDak16 contest being played at a neutral site for Class A and Class B, however direct SDHSAA staff to select sites that are in closer proximity to the higher seed for each contest.
11. Mandate no more than a fifteen-minute warmup for all regular season contests. All post-season contests will include a fifteen-minute warm-up. NOTE: SDHSAA staff will provide clarifying language for situations where Varsity game times are set and preceding contests may terminate earlier.
12. SDHSAA has adopted instant replay *and the use of a replay monitor during state championship series contests to determine if a scored goal at the expiration of the time in the fourth quarter or any overtime period (0.00 on the game clock), should be counted, and if so, determine if it is a two-point or a three-point goal.* If a red/LED light is used, the light is the official expiration of playing time. (Rule 2-12-7)
13. Winter Moratorium is in effect from December 23 through December 26. No activities allowed during this time.

SOUTH DAKOTA MODIFICATIONS TO NFHS RULES

1. Allow multiple manufacturers' logo/trademark on visible undergarments with a logo maximum restriction of 2 ¼ X 2 ¼ inches.
2. Undershirt Rule: Sublimated or printed logos around the collar of the undershirt are permitted.
3. All Classes: The mercy rule shall be used for all regular season, region and SoDak 16 contest. When the point differential reaches 30 or more points in the second half, the clock will continue to run. The clock will only be stopped for free throws and time-outs. Regular timing rules will be used if the score differential drops back to less than 20 points.

NUMBER OF BASKETBALL GAMES ALLOWED

The maximum number of regular season basketball games that a member school may schedule is twenty (20) games regardless of the number of tournaments played.

Guidelines for interpreting the game limitation rule:

- The 20 game limitation rule applies to each squad separately.
- The game limitation rule does not apply to each player individually.

CLASSIFICATIONS AND ALIGNMENTS

1. Schools will be classified according to Average Daily Membership figures from the most recent classification cycle.
 - a. Class AA 450.000 and above
 - b. Class A 449.999-90.000
 - c. Class B 89.999 and below
2. The Board of Directors will grant permission to any school to participate in a higher classification than their ADM (9-11) places them. If a school requests and is granted permission, they will remain in the higher classification for a two-year alignment period. At the end of the two years, they could exercise their option again if they so desire. If a school requests to move up in one activity they must move up one classification in all other activities that use the same classification formula. The SDHSAA must be notified by July 1.
3. When a coop is formed, or if through consolidation, a current class "B" school moves up to Class "A", the newly created Class "A" school will be immediately aligned into the nearest Class "A" region. There will be no movement in the Class "B" region(s) until the next alignment period.
4. The Association will use the Average Daily Membership as set forth in Article III, Section 2 of the SDHSAA Constitution and as set forth in Chapter II, Part III, Section 4 of the SDHSAA Bylaws. The classification and alignments will be for a two year period.

BASKETBALL UNIFORMS

1. Refer to NFHS Basketball Uniforms document on basketball page (Girls or Boys) of SDHSAA website for detailed information.
2. The home team shall wear white colored uniforms and the visiting team shall wear dark colored uniforms.
3. Arm sleeves, knee sleeves, lower leg sleeves and tights are permissible
 - a. Anything worn on the arm and/or leg is a sleeve, except a knee brace and shall meet the color restriction.
 - b. The sleeves/tights and compression shorts shall be black, white, beige or the predominant color of the jersey and the same color sleeves/tights shall be worn by teammates.
 - c. All sleeves/tights and compression shorts shall be the same solid color and must be the same color as any headband or wristband worn.

Note: A brace is defined as anything worn for a medical purpose to increase stability. In general, it is made of neoprene or elastic knit with an insert embedded to support the joint. It may or may not have a hinge and/or straps or an opening over the knee cap.
4. Undershirts, if worn, must adhere to the following: shall be a single solid color similar to the torso of the jersey or solid black (under visiting teams dark jerseys only) and shall be hemmed and not have frayed or ragged edges. Visiting team members may wear either a single solid color similar to the torso of the jersey or black, but not both. If the undershirt has sleeves, they shall be the same length. South Dakota allows for multiple logos with 2 ¼" x 2 ¼" except around neck collar.

BASKETBALL COACHING BOX

1. **Coaching Box:** A 28 foot coaching box shall be outlined with a line 12 inches inside and 12 inches outside of the court on which the scorers/timers table and team benches are located. The coaching box shall be bounded by a line drawn 28 feet from the end line towards the division line and marked 12 inches inside and 12 inches outside of the court. The 28 foot box shall be marked with two (2) inch wide lines perpendicular to the outside edge of the sideline. Tape may be used to mark this area.

GENERAL INFORMATION

A. Game Contracts

According to Article VIII, Section 2 of the SDHSAA Constitution, all contests must be sanctioned by the Athletic Director, Principal or Superintendent of the schools involved. It is recommended that game contracts, as furnished by the SDHSAA (located under the General Sport Information tab, forms GENERAL-3 be used for all levels of competition including your regular season games and meets, as well as tournaments, invitational's, and double-headers, etc.

B. Provisions Governing Contests

1. In all interstate contests, each school is expected to follow the rules and established policies of their respective state associations.
2. SDHSAA member schools who are participating in an event held in another state will adhere to the host school's rules and regulations for that activity.
EXCEPTION: South Dakota basketball teams will always follow the 7-quarter rule when playing in states which play their contests in quarters. In those states which play their contests in halves, three halves shall equal seven quarters.

C. Varsity Starting Five Restrictions

1. It is strongly recommended that players who compose the starting five for the varsity game not suit up for the preliminary/lower level game held during the same session. The seven-quarter rule shall be observed at all times regardless of the level of play.

2. Players considered below the top five by the coach may participate as members of the varsity and the next lower level team without it being a violation so long as the seven-quarter rule is observed.
3. Definition of a Junior Varsity opponent—a JV opponent is a team composed of individuals not considered a member of the stating 5 of the varsity team at the time the contest is played.

Situation: Player A starts the varsity contest. Player A had also started and played the “B” contest held just prior to the varsity game. What is the penalty? **Ruling:** *NONE. While in most situations it is not appropriate for a player to start the varsity game and also play in the preliminary game, there may be cases when lack of numbers will dictate this to happen. We should always strive to have as many students as possible participate in our contests. Winning lower level contests by allowing a member of the varsity starting five to play should not be a practice used by our member schools.*

D. All Games Count as Part of Schedule

Games scheduled with non-member groups need a sanction and also must count as one of the regular games permitted. Any type of scrimmage against another school is prohibited pursuant to the restrictions set forth in Chapter II, Part III, Section 1, of the SDHSAA Bylaws. **NOTE:** SDHSAA jamborees are not considered scrimmages.

E. Sanction with Non-Members

The SDHSAA will not sanction any games with a college team, independent team, alumni team, or any other non-school team comprised of adults. Sanction will be approved with an unaccredited non-member high school team provided the member school submits the appropriate form published on the SDHSAA website.

F. On-Line Basketball Schedules and Rosters Due

Basketball schedules and rosters must be completed on Bound. **Member schools will be fined \$50 each occurrence for not submitting their on-line schedules prior to the following deadline dates:**

	Online Schedule Due	Online Roster Due	FINAL ROSTER DUE
Girls	October 1	December 4	February 17 all classes
Boys	October 1	December 11	February 24 all classes

Changes made to your roster after final roster due date must be made through the SDHSAA. A \$50 fine will be assessed/participant for non-approved changes.

G. Basketball Rules

1. Rules passed by the National Federation Basketball Rules Committee and published by the National Federation of State High School Associations are the official basketball rules for all schools.
2. **Brand of Ball:** The Baden Perfection Elite will be used for all district, region and state tournament games. The boys’ tournaments will use the Baden Elite Pro BX7E and the girls’ tournaments will use the Baden Elite Pro BX6E.
3. Information on the National Federation authenticating marks and SDHSAA official tournament balls can be found in the General Section of the Athletic Handbook.

H. Registered/Certified Officials Mandatory

1. Member schools must use registered/certified officials for all varsity regular season games.
2. It is recommended, but not required, that member schools use registered/certified officials for all sub-varsity games.
3. An officials’ directory is available on the SDHSAA website.
4. Only certified officials shall be eligible to officiate sub-state and state athletic meets and tournaments. Out of state certified officials, fully licensed with the SDHSAA will be sub-state and state eligible on their second year of registration provided they are fully licensed and have met all of the South Dakota requirements. Certified officials must have attended their first, initial, jamboree to be eligible to work sub-state events. Students from out-of-state attending a South Dakota college or university are eligible to officiate sub-state and state athletic meets and tournaments, provided they are a certified official registered with the SDHSAA. Officials registered with sister state associations, who have paid the reciprocity fee to the SDHSAA, are not eligible for sub-state and state athletic meets and tournaments.

I. Payment of Officials

It is recommended that member schools pay each official with an individual check for services rendered.

J. Disruption of Game Due To Slippery Floor

1. In the event that moisture condenses on the floor, it shall be the decision of the referee to stop the game whenever he/she deems conditions are no longer safe to continue. The referee may confer with the umpire in this regard.
2. Once a decision has been made by the officials to stop the game, based upon mutual agreement of both schools, one of the following three options must be selected:
 - a. Resume play from the point of interruption at a later date.
 - b. Declare a winner and loser based on the score at time of interruption.
 - c. In the event the game is tied at the point of disruption and it is not possible to complete the game at a later date, the game will be considered canceled with neither team allowed to schedule a replacement game.

K. Head Coaches Must Complete Rules Meetings and Pass the Open Book Test

1. All head coaches of SDHSAA sports programs must complete an on-line rules meeting. Assistant coaches are encouraged to also complete the on-line rules meeting, but it is not mandatory.

2. In addition to completing the on-line rules meeting, each head coach must complete and pass the on-line open book test in the sport. Again, it is recommended that assistant coaches also take and pass the on-line open book test, but it is not mandatory.
3. The above is being done in an attempt to improve knowledge of the rules among the high school coaches. Notification of testing dates and procedures will be sent to Athletic Directors of each school.
4. The Board of Directors has adopted the following penalty code for non-compliance of this policy:
 - A \$50.00 fine will be assessed to the member school if the head coach fails to submit and pass the on-line open book test, or view the on-line rules meeting. A fine of \$75.00 will be assessed if both requirements are not met.

L. Coaches Must Meet SDHSAA Educational Requirements

All athletic coaches in member schools, head or assistant, paid or volunteer must meet the education requirements set forth by the SDHSAA prior to any coaching assignment. **NOTE:** See Coaches Education Program on website under the Athletics tab for SDHSAA Coaches Education Program.

M. Seven-Quarter Rule

1. Individual athletes shall not participate in more than seven quarters of basketball in a given day **against any common opponent**, regardless of site in which the contests are played. Under this provision a student will be able to participate in an "A" and a "B" game the same night, but is limited to a total of seven quarters. Participation in any quarter regardless of length of time, counts as one quarter of participation. **NOTE: As per rule 3-3-2: "The substitute shall remain outside the boundary until an official beckons, whereupon he/she enter immediately" and 3-3-3: "A substitute becomes a player when he/she legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes live."** Overtime periods are considered part of the fourth quarter. **A violation of the "Seven Quarter" rule will result in a direct technical charged to the head coach (unsporting act/conduct) and removal of the player from the game. Refusal to leave results in forfeiture.**
2. For clarification purposes only, Rule 5-5-3 of the National Federation Basketball Rule Book reads as follows: "A quarter(s) may be shortened in an emergency or at any time by mutual agreement of the opposing coaches and referee. Playing time and number of quarters for non-varsity game quarters may be reduced by mutual agreement of opposing coaches."

Note: In lower level contests: Any halves that are played longer than 8 minutes, and not to exceed 18 minutes, will count as two quarters of play toward the seven quarter rule limitation. For games played in halves, three halves shall equal seven quarters.

Situation: Team A and Team B are playing one another in a combination of varsity and sub-varsity contests in the following time frame: A jr. high contest at 4:30, a frosh game at 5:30, a JV contest at 6:45, and a varsity contest at 8:00. An athlete plays all four quarters in the jr. high contest and then because they are short of numbers at the sub-varsity level freshman game, the same athlete plays in four more quarters of the frosh game. **Ruling:** Illegal. Any athlete participating in any combination of these contests would be limited to a total of seven-quarters of participation. It does not matter how much time is between the games, players participating in any combination of games **against the same common opponent** are limited to a total of seven quarters. This regulation applies regardless of the combination of games (7th-8th, 9th, 10th, JV or varsity). The purpose of the seven quarter rule is to encourage participation by as many players as possible and not limit playing time to a few elite players.

Comment: The seven quarter rule does not apply when all contests are being played at the same level, i.e. two 9th grade games or a regular season tournament.

NOTE: South Dakota basketball teams will always follow the seven-quarter rule when playing in states which play their contests in quarters. In those states which play their contests in halves, three halves shall equal seven quarters.

However, out of state opponents are not required to follow South Dakota's seven-quarter rule. If member schools travel out of state for a contest, South Dakota member schools **are** required to abide by the seven-quarter rule.

The SDHSAA provides this form. This form needs to be completed by the scorekeepers from both schools certifying the number of quarters for each contestant who participated in the preliminary game(s). Following completion of this form by **the scorekeeper, the head varsity coach from both schools will sign the form attesting to the accuracy of the data completed thereon.** This form, can be located on the SDHSAA website under Forms, then Basketball, then Seven-Quarter Rule. Each member school should reproduce this form in quantities that will meet each school's individual needs.

N. Independent Team Rule

A high school student who participates as a member of a non-school athletic team at the same time (s)he is a member of a school team in that same sport loses his/her eligibility. Non-school teams would include independent, club, church and pick-up teams among others. This restriction applies throughout that particular sports season from the time it opens until it closes and includes all vacation and holiday periods during that season. For detailed information, refer to the Out of Season Section of the Athletic Handbook.

O. 7-8 Grade Participation on High School Teams and Non-School Teams

1. Once a seventh or eighth grade student becomes a member of a high school team, that student may not participate on a non-school team in that sport during the season and retain his/her high school eligibility. A seventh or eighth grade student is considered a part of the high school team once he/she has suited up for a contest (grades 9-12), regardless

whether he/she actually plays or not. High school age students (9-12) are considered a part of the team once they have reported to practice.

2. **Situation:** An eighth grade student has been practicing with the high school team but has not dressed for/played in any high school contest (grade 9-12). During the weekend, this eighth grade student participates in a non-school contest with the local traveling team. Has this student violated a SDHSAA regulation thus jeopardizing his/her high school eligibility? **Ruling:** *NO. The restriction does not apply until the student has actually suited up for a high school contest. However, had this student been a high school student (9-12) there would be a violation because membership on the high school team began when the high school student reported for practice.*

P. Team Practice

All basketball teams shall not participate in a basketball contest unless the team has had five days of practice. This regulation does not apply to individuals. Teams must have five practice days counting prior to the first contest. One day is considered one practice day regardless of the number of times a team practices in a day.

BASKETBALL TOURNAMENT SUB-STATE SERIES FOR GIRLS & BOYS

The teams qualifying for the State “B”, “A”, and “AA” Tournaments shall be determined as hereinafter provided.

A. Class “AA” Sub-State Format

Class AA Girls and AA Boys:

1. The top 16 schools based on the regular season seed points will qualify to a SoDak 16 contest. Schools outside of the top 16 will not qualify for post-season play.
2. The top 8 seeds will host the contest.
3. The winner advances to the State Tournament with the non-winner being eliminated.
4. The format will be as follows:
 - #1 seed host #16 seed
 - #2 seed host #15 seed
 - #3 seed host #14 seed
 - #4 seed host #13 seed
 - #5 seed host #12 seed
 - #6 seed host #11 seed
 - #7 seed host #10 seed
 - #8 seed host #9 seed

NOTE: Teams will not be re-seeded for the State Tournament, but rather, the 16-team bracket will remain intact.

*The SDHSAA Board of Directors shall determine the percentage of gate revenue to be submitted to the association on an annual basis.

B. Class “A” Sub-State Format

Class A Girls: Post season contests may be played on any two of the three days listed: Monday, Tuesday and Thursday of week #34.

Class A Boys: Post season contests may be played on any two of the three days listed: Monday Tuesday and Friday of week #35.

Sub-State Format

1. Eight geographic regions.
2. Single elimination format will apply to the regional tournaments.
3. When the final two teams remain in each region, the SDHSAA will re-seed the remaining 16 teams and play 1 vs. 16, 2 vs. 15, etc. known as the SoDak 16. The SoDak 16 contests will be played at neutral sites, as assigned by the SDHSAA.
4. The winners of these contests will advance to the state tournament.

C. Class “B” Sub-State Format

Class B Girls: Post season contests will be played on Monday, Tuesday and Thursday of week #34.

Class B Boys: Post season contests will be played on Monday, Tuesday and Friday of week #35.

Sub-State Format

1. Eight geographic regions.
2. Single elimination format will apply to the regional tournaments.
3. When the final two teams remain in each region, the SDHSAA will re-seed the remaining 16 teams and play 1 vs. 16, 2 vs. 15, etc. which is known as the SoDak 16. The SoDak 16 contests will be played at neutral sites as assigned by the SDHSAA.
4. The winners of these contests will advance to the state tournament.

D. Class “AA”, Class “A” and Class “B” Sub-State and State Seeding Formula

1. It will be mandatory to seed all Class “AA”, “A” and Class “B” teams at the sub-state and state tournaments. Seed points will be awarded based upon opponent’s win percentage as shown in the chart below.

*Win percentage = number of varsity wins divided by the number of varsity contests played.

Opponent's Winning Percentage	Points for Win	Points for Loss
.750 and above	50	39
.500 - .749	47	36
.250 - .499	44	33
.249 and below	41	30

- No points are deducted for playing teams which are classified below your classification. **Exception:** Class AA will deduct 2 points for each contest played against a Class A opponent, and deduct 3 points for each contest played against a Class B opponent.
- Class A** will no longer receive two-bonus points for playing against a Class AA opponent.
- Class B Only:** In competitions against varsity opponents which are one classification higher, 2 bonus points will be awarded.
- Class B Only:** In competitions against varsity opponents which are two classifications higher, 3 bonus points will be awarded.
- No contests against non-varsity opponents will count toward seed points. However, such games must be counted as one of the allowable games that have been established for each team.
- A team's seed point average will be determined by dividing the total number of seed points earned by the total number of contests played against varsity opponents, regardless of the opponent's classification.

Note:

Seed point averages will be calculated to include all **regular season contests** in accordance with the timetable listed below:

For contests against out-of-state opponents, seed points will include all contests (regular or postseason) through the South Dakota cutoff date listed below.

Class	Region/SoDak 16 seed points calculated through:	State seed points calculated through:
B-A Girls	Friday, Week #33	Monday, Week #35
B-A Boys	Friday, Week #34	Tuesday, Week #35
AA Girls	Monday, Week #35	Monday, Week #35
AA Boys	Tuesday, Week #35	Tuesday, Week #35

ITEMS TO NOTE:

- In Class "B", Class "A", and Class "AA": Each team must play a minimum of fourteen (14) games in order to be seeded. Teams failing to play the minimum will receive the lowest seed for the sub-state pairings.
NOTE: If a team had at least fourteen games on their original schedule and the number of games played drops below fourteen due to a weather cancellation or other extenuating circumstances, the fourteen game minimum will be waived and the team will be seeded accordingly.
If more than one team in the same region plays fewer than 14 games, then the pairings will be as follows:
 - The team that played the fewer games would receive the lowest seed of the region.
 - If they played the same number of games, the best win-loss record will receive the second to last seed, with the other team receiving the last seed for the region.
- The tie-breaking procedure applicable to Class "AA", "A" and "B" is listed below (letter F)
- It is recommended that schools update their out-of-state opponent(s) record on or around the 1st and 15th of each month throughout the season.
- Classification of out-of-state schools will be based on actual enrollment, grades 9-11.
- Other Pertinent Information:
 - SoDak 16 contest champions in each class will advance to their classification of the state tournament.
 - Wins in the regional tournaments/SoDak 16 will have no bearing on seeding at the State Tournament.
 - Class AA will seed 1-16 for the SoDak 16 contest and not re-seed at any point after that. Class A and B will seed 1-16 for the SoDak 16 contests and re-seed prior to the State Tournament.
 - A forfeit is a win for the team receiving the forfeiture and is considered a loss for the team that does the forfeiting.

E. Seeding Process all classes for the State Tournament

Based on the eight teams that have qualified in each class through the sub-state contests, the following process will be used to seed the State Basketball Tournament.

- The highest **regular season** seed point average is the #1 seed and so on and so forth.
- Seed the State Tournaments in each class as follows: Seed teams 1 through 8 after all teams have qualified for the state tournament based on regular season seed point average.
- Wins in regional tournaments/SoDak 16 contests will have no bearing on state tournament seeding.

Note: Class AA will not reseed after the SoDak 16 contests. Teams will advance in the bracket based on a continuation from the SoDak 16 bracket.

4. Seed matchups will be as follows:
Seed 1 vs. Seed 8 Seed 2 vs. Seed 7
Seed 4 vs. Seed 5 Seed 3 vs. Seed 6
For the order in which games will be played, refer to the tournament schedule listed at the beginning of the basketball section.

F. Tie-Breaking Procedure Applicable to Class “AA”, “A” and “B”

If teams should tie for a qualifying place because of identical seed point averages, the tie will be broken by applying the following criteria in the order listed. In the event of a multiple-team tie-break situation, teams shall be evaluated together until one is separated by the criteria in order. After one team is removed, the process shall start over with the remaining teams.

1. Head to head competition will be used to break the tie. All teams involved in the tie must have played each other in order for head-to-head competition to be considered.
2. Victories (not losses) against common opponents will be used to break the tie. Multiple victories or losses will not be considered; two wins versus one win is not a factor when applying criteria.

NOTE: Situation 1: Teams A and B are tied. Team A plays Team C twice. The teams split. Team B plays Team C once and Team B wins. Team A and B remain tied. The loss is not considered. **Situation 2:** Teams A and B are tied. Team A plays Team C twice and Team A wins both games. Team B plays Team C twice. The teams split. Teams A and B remain tied. Two wins vs. one win is not considered and the loss against the common opponent is not considered either. **Multiple victories or losses are not considered when checking results against a common opponent.**

3. The best overall regular season win/loss record based on percentage. (Games that are played against a team that is considered to be a non-point producing game, will not be included when determining overall percentage)
4. If the tie cannot be broken, a drawing shall be held to determine the seeding position of the two schools involved.

NOTE: Margin of victory shall never be used as criteria for breaking a tie.

G. Committees—All Classes

1. A committee shall be formed with a meeting to be held prior to the region basketball tournaments for organizational purposes that include, but are not necessarily limited to, the following:
 - a. Elect a chairperson.
 - b. Set region tournament dates.
 - c. Determine site for the region tournament.
 - d. Alternate site, if circumstances warrant.
 - e. Selection of officials.
 - f. Assign student and adult seating.
 - g. Decide how much to pay the officials.
 - h. Decide the number of police/security personnel that will be needed at the venue.
 - i. Determine matters related to the printing and selling of a tournament program.
 - j. Determine practice policy.
 - k. Keep financial records documenting all gate receipts and expenditures.
 - l. Decide to what extent committee members will be reimbursed for services rendered.
 - m. Within two weeks following the region tournament, a report must be filed with the SDHSAA.

2. A school shall designate an administrative staff member, superintendent, principal, athletic/activities director, who is not coaching basketball to represent the school on the committee. The representatives shall then inform the school personnel directly involved with the sport of the decisions made at the committee meeting.

A committee chairperson, superintendent, principal, athletic/activities director, is to be elected and each committee shall function following generally accepted Rules of Order. The region committee chairperson must be currently employed as an administrative staff member from a region member school. Minutes shall be kept of each meeting with a distribution made to each school represented on a timely basis. All schools participating in the tournament shall be notified as to time and place of any meetings.

3. Appointment of a new chairman, dates and site(s) for the following year. The current region chairman for each sport must submit to the SDHSAA the name of the individual that will be the chairman for the following year. This notification, along with an indication of the date(s) and site(s) should be made **prior to May 1st**. If a committee chair can not be named for the following year, the committee must designate a school and administrative position that will assume the chairmanship duties. Failure to name either an individual or a school, including the designated administrative position, for the chair will result in naming the current chairman as the chairman for the following year. If the above information is not supplied to the **SDHSAA by May 15, a \$50.00 fine** will be assessed against the region not in compliance. Fines will be assessed for the ensuing school year. The new region committee is responsible for payment.

4. Input of Coaches - All committees are required to give coaches an opportunity to have input to the committee in their respective classes.

H. Management of Sub-State Tournaments

The committees shall make all arrangements for the tournament within the regulations of the SDHSAA. Its members should be present at the tournaments.

Any region committee violating or allowing to be violated, any tournament regulation, forfeits the right of its region representation at the region tournament. However, the Board of Directors may accept in lieu thereof a fine to be set by the Board. This fine to be considered an item of region tournament expense. Any such fines paid shall go into the general fund of the State Association.

1. Ticket Prices for Region Tournaments:

All region committees will charge the following ticket prices:

Class A and Class B	Class AA
Adults: \$6.00	Adults: \$7.00
Students: \$4.00	Students: \$5.00

These ticket prices are in effect for both a single game and/or a doubleheader. **Failure to charge the correct prices will result in the region making up the financial shortage.**

2. Officials. An official must hold a "certified" classification and must have fulfilled all requirements as established by the SDHSAA. To be certified an official must:

- View on-line rules meeting
- View on-line mechanics meeting,
- Attend two region meetings,
- Pass the on-line open book test,
- Attend a jamboree--1 of every 3 years, (must have attended first, initial, jamboree)
- Pass the annual mechanics test

If a region official does not meet these requirements, the official is to be removed from his/her contract. The coordinator in the region should also be contacted. If the region chair would like assistance in finding a replacement, the coordinator may assist in finding a replacement official. Officials must work twelve (12) varsity contracts (no gender specified) to be eligible to work sub-state or state tournament.

- Only certified officials shall be eligible to officiate sub-state and state athletic meets and tournaments. Out of state certified officials, fully licensed with the SDHSAA will be sub-state and state eligible on their second year of registration provided they are fully licensed and have met all of the South Dakota requirements. Certified officials must have attended their first, initial, jamboree to be eligible to work sub-state events. Students from out-of-state attending a South Dakota college or university are eligible to officiate sub-state and state athletic meets and tournaments, provided they are a certified official registered with the SDHSAA. Officials registered with sister state associations, who have paid the reciprocity fee to the SDHSAA, are not eligible for sub-state and state athletic meets and tournaments.

3. Post Season Officiating Guidelines – All Classes

All boys' and girls' region tournament contests and SoDak 16 contests will be officiated by a three-person crew.

4. Making Entries – Coach Responsibility

Note: Coaches are to check the SDHSAA website for information on completing forms on the SDHSAA website.

5. Team Roster and School Information for Post Season Play

- Coaches are required to enter their team roster on Bound. **A \$50.00 fine will be assessed to any school not meeting the following deadlines for entering their rosters:**

	Beginning Season	Final Roster date
Girls Rosters – All Classes	December 4	February 17
Boys Rosters – All Classes	December 11	February 24

- The roster may be edited as the season progresses. This will enable all schools to access the roster for program purposes during the season. Final roster must be updated no later than one week prior to post-season play except through the SDHSAA. For any changes made a \$50 fine per change/addition will be assessed. Additional information may be required by the committees.
- A coach may include as many players on the list or roster as he/she wishes. **However, only 15 players may dress for any tournament game.** The actual players making up the 15 may change from game to game, day to day, etc.
- All information on this form (school info, coaches, cheerleaders, student managers, etc) will be used at the region and state levels as well. **Each school is responsible for updates to this form.**
- It will not be necessary for a coach to verify to the chairman each day the fifteen (15) players who will be playing in the game, unless it is necessary to draw upon a player whose name was not on the original entry form.

6. Schedule/Seeding Form.

- Coaches are required to enter their team schedule on Bound. **A \$50.00 fine will be assessed to any school not meeting the following deadlines for entering their schedule:**

Girls Schedules Due	October 1
Boys Schedules Due	October 1

- b. Coaches are also required to update the schedules with scores of games played as the season progresses. This will replace the seeding form required in previous years. This internet form will be used for seeding purposes at the region and state tournaments and must be completed within 24 hours following the completion of the last regular season game, prior to the start of region play. **A \$100.00 late fee will be assessed any school that fails to meet the deadline.** If the school does not complete the form by the region deadline, the team will not be allowed to participate in the region tournament. Region chairs are required to notify the SDHSAA if any school fails to meet the region deadline.
 - c. **State** - The state tournament qualifiers must check the SDHSAA website for all state tournament information.
7. **Making Entries – Region Chair Responsibility**
 - a. Chairmen should obtain all pertinent region tournament information, guidelines, and policies from the SDHSAA website.
 - b. Region chair people are to obtain school information and team rosters from the SDHSAA website. Region chair people must set a deadline for coaches to have updated information on the SDHSAA website. If the correct information is not available from the website by the deadline, chairperson must notify the SDHSAA for issuance of fines.
 - c. **Region chair people** must complete brackets with sites, dates and times on the SDHSAA website prior to region play. **The SDHSAA will complete the first round pairing in each sub-state bracket after the cutoff date.** If any school has not completed the schedule including the scores from each game by the deadline, the region chairman must notify the SDHSAA for issuance of fines. **It is the responsibility of the region chairperson to enter the scores on the bracket immediately following completion of each game during region play. Chair people will be fined \$50.00 (each occurrence) for not completing the online brackets with sites, dates and times prior to region competition. Scores should be posted by 9:00 a.m. local time following the completion of any Region competition.**
 - d. **SoDak 16 Round responsibilities:** The SDHSAA will complete the SoDak 16 bracket with locations and times for each contest. It will be the responsibility of the host school or either participating school to update the bracket.
8. **Withdrawal from Region Meet**
Should a school find it necessary to withdraw from a qualifying meet, such school shall notify the committee chairman of its withdrawal by a predetermined date established by the committee. Failure to supply such a notice makes the school responsible for its share of the expenses of the meet. If a school finds itself unable to give notice of withdrawal before the deadline because of weather conditions, the illness of contestants, or some other act of God, release from this responsibility may be obtained by filing a report of the circumstances with the Executive Director of the Association.
9. **Player-Bench Occupants and Bench Assignments**
During a contest, the player bench may be occupied by the eligible substitutes, coach, assistant coach, bona fide team managers, bona fide team statisticians, bona fide team physician and any disqualified players. **The committee or tournament director has the authority to make bench assignments for each game.**
10. **Assignment of Tournament Scorer, Timer, Shot Clock Operator, and Identifying Apparel for Scorer**
Directors are aware of the importance of competent officials and are hereby requested to appoint competent and experienced adults as scorer, timer, and shot clock operator. It is essential that these officials thoroughly understand their responsibilities. **The official scorer is required to wear a black and white, vertically striped garment.** The official scorer's location must be clearly marked by placing an X on the floor directly in front of official scorer. You can assist in making duties of the officials easier, more pleasant, and more efficient by providing adequate table space for them so that they are not crowded by patrons, team representatives, photographers, reporters, etc. Please provide such facilities that they may give their undivided attention to prescribed duties at all times.
11. **Sportsmanship and Conduct in Tournaments**
 - a. Each athletic/activities director, superintendent, principal and coach whose school participates in a tournament is charged with the important role of teaching the highest principles and standards of general behavior. The school administrator should never overlook any opportunity to remind and emphasize tactfully the need and value of proper respect for their opponents with regard to their organized cheering activities, the decision of game officials and the importance of desirable and proper conduct both at home and away.
We are sure that you concur with the Board of Directors in its belief that considerable effort should be exerted by tournament directors to promote the highest principles of sportsmanship in tournament games. You are urged to give the officials your utmost cooperation in helping them to keep any unruly and unsportsmanlike conduct entirely absent from the tournament. If there should be any patrons unwilling to accept the principles of good sportsmanship or there are some who desire to view the game while under the influence of intoxicating beverages, you should see that those individuals are evicted from the gymnasium.

- b. The SDHSAA Constitution and Bylaws state:

School Officials at Contest. The home school shall always have one or more faculty members present at an inter-school contest. The home school officials shall be responsible for the treatment of visitors, including officials for the contest, while in the community for the event. Officials of the visiting school shall supervise the conduct of their students/fans at the contest.

Delegated Management of Tournaments and Meets. The Board of Directors shall delegate the immediate management of region tournaments and meets to committees of school officials from the schools concerned with each; and shall give such committees power to handle all details connected with each; provided the tournament or meet in each case shall be operated in accordance with these Bylaws and rules.

Participating School Responsibility. Member schools shall use all reasonable precaution to insure proper conduct on the part of all their respective students' attending tournaments and shall assume definite responsibility toward the conduct of such students both at large and individually.

Administrators. Administrators from each participating school shall be in attendance at all tournament games that involves their team and render assistance to the tournament committee in controlling unsportsmanlike conduct.

NOTE: SEE SDHSAA TOURNAMENT TEAM AND SPECTATOR CONDUCT RULES IN THE GENERAL SPORT INFORMATION SECTION.

12. **White and Dark Jerseys**

In all first round tournament games, the higher seeded team shall be the **HOME TEAM** and the lower seeded team the **VISITING TEAM**. Jersey color will be determined by the Region committee.

13. **Basket Assignments**

The Committee shall designate the basket opposite the team bench for the first half of each tournament game. That will be the basket used for pregame warm-ups. The teams shall change baskets at the beginning of the second half.

14. **Damage to Goal and/or Backboards**

Neither the host school nor the SDHSAA will be financially liable for broken backboards or rims in regional or state basketball tournaments resulting from a legal dunk, an illegal dunk, while removing the net, or any other circumstance not specified in this statement. Financial responsibility for the backboards or rims broken at any level of the SDHSAA tournament program must be assumed by the school whose student caused the damage.

15. **Priorities at Officials Table**

A space should be provided at the officials table for the following individuals in the following order:

- The official timer, to include the 35 second shot clock operator.
- The official scorer, who shall wear a black and white, vertically striped shirt.
- The person who operates the alternating possession arrow.
- An assistant timer and scorer, if used.
- Public Address Announcer
- The scorer from each of the two participating teams at a place as near the official scorer as possible.

16. **Banners, Signs, Noise Makers, Laser Pointers, etc.**

See Region and State Tournament Regulations in the General Sports Section of the Athletic Handbook.

17. **Police Protection**

Police protection should be available at the tournament at all times. Officials should be protected from abuse from coaches, players, and fans.

18. **Notification of Winners**

- a. **From Region to SDHSAA.** Results will be obtained off the SDHSAA website. Chair people or winning teams are reminded to enter the scores on the SDHSAA website tournament bracket immediately following completion of the region game(s) and notify the media of all tournament scores.
- b. **SoDak 16.** The SDHSAA will make pairings for the SoDak 16 in accordance to the seed points of the final 16 teams. Site assignments and times will be placed in the brackets by the SDHSAA. The schools involved will be notified via email.

19. **Information for State Qualifiers to the State Tournament**

All forms, explanations, guidelines, policies etc. for the next tournament will be located under the Basketball section of the SDHSAA website.

20. **Report to SDHSAA Office**

It is recommended that no later than two weeks after the close of the tournament, the committee chairman complete the financial report to the SDHSAA. The report form can be found on the SDHSAA website. If the deadline cannot be met, please contact the Association office.

21. **Percentage of Receipts to SDHSAA**

50% of the gross receipts shall be forwarded to the SDHSAA headquarters for deposit in the general treasury of the Association for Region and SoDak 16 games.

22. SoDak 16 Receipt procedure:

Host schools/sites will be determined by the SDHSAA by an application procedure. Host schools/sites are responsible for all receipting processes which shall be reported online to the SDHSAA by a Financial Report using the following process:

- (1) Host schools/sites will receive a management fee for hosting each "SoDak 16" contest. From this management fee, the host school is responsible for providing the following game-day staff and materials: Ticket takers, official scorer, timer, shot clock operator, security, game scorebook, game programs and other necessary materials
- (2) Officials shall be paid a rate of \$95.00 per game, plus mileage as prescribed by the State Rate and the SDHSAA Office. Host Schools should pay this amount from the gate receipts.

23. Filing Protests

All protests must be in writing on any questions of eligibility or qualification for entry in the tournament. In case of a protest the committee shall notify the Executive Director of the SDHSAA by phone which is to be followed in writing via first class mail.

Region. Protests must be filed immediately with the chairman of the region committee at least four days before the regional tournament. The chairman shall at once notify the school or schools involved and all defense and counter defense material must be in the hands of the committee at least four days before the tournament. An appeal from the decision of the region committee shall go directly to the Board of Directors. A copy must also be mailed the superintendent of each school involved.

Neither the committees nor the Board of Directors will give any consideration to protests of officials' decisions. Official's decisions in any contest are by their nature necessarily regarded as final and shall not be considered as the basis for protest.

24. Appeal and Grievance Procedure for Region Committees

- a. If at all possible, the committee shall solve its own problems and make its own decisions.
- b. Protests based upon a challenge to the interpretation given to a contest regulation or administrative ruling thereon must be submitted in writing within 24 hours after the contest, to the chairman of the region committees. The committee shall render its decision promptly to the Executive Director of the Association, and shall notify the protester, by telephone, to be followed by a written notice of its decision sent by first class mail to the protester. An appeal from the decision of the regional committee shall go directly to the Board of Directors. The decision of the Board of Directors shall be final. The appeal must state the decision of the region committee and the basis for the request to overrule that decision.
- c. Any protest lodged prior to a region tournament or meet pertaining to the athletic eligibility status of a student, contest regulation or administrative ruling must be submitted to the region committee at least ten days prior to the event. The region committee shall render its decision promptly. An appeal from the decision of the region committee shall go directly to the Board of Directors. The decision of the Board of Directors will be final.
- d. In cases where the protest is lodged less than ten days prior to a region tourney or meet, any appeal of a region committee decision shall go directly to the Executive Director. The decision of the Executive Director shall be final.

25. Trophies and Medals.

The SDHSAA will order all SoDak 16 medals, trophies, plaques and said medals, trophies, and plaques will be shipped to the appropriate location prior to the tournament date.

PLAQUES:	
B State Qualifier	1 State Qualifier
A State Qualifier	1 State Qualifier
AA State Qualifier	1 State Qualifier

MEDALS:	
B State Qualifier	20 to state qualifiers
A State Qualifier	20 to state qualifiers
AA State Qualifier	20 to state qualifiers

NOTE: The name of the region chairperson should be filed with the SDHSAA office prior to May 15 to avoid a \$50.00 fine. The fine will be assessed against the region not in compliance and will be assessed for the ensuing school year.

An Extra Medal order form and an Extra Plaque order form can be found in Bound. These forms should be used by schools wishing to order additional medals, plaques, or trophies.

I. Rules Governing Region Pairings

1. **Regional Pairings.** All sub-state pairings will be entered into each bracket by the SDHSAA after the cutoff date. Chair people no longer need to enter first round pairings. Please refer to the Class "B", "A", and "AA" sub-state format printed in this section that describes the pairing system for regional tournaments.
2. **Prior to the start of tournament play, the chairperson must enter the sites and dates on the region bracket located on the SDHSAA website. As the tournament progresses the chairperson, or participating teams, are responsible for completing scores on the brackets.**
3. No school shall transfer its place in the seeding to another.
4. The pairings shall be according to the procedure that is set forth in an earlier section of this handbook.

5. When the number of competitors is not 4 or 8, there shall be byes in the first round.
6. If a team is absent when called upon to play or shall refuse to play, the opposing team shall win in that round, unless said team has been formally excused for a definite period by the referee.

STATE TOURNAMENTS

REGULATIONS GOVERNING STATE TOURNAMENTS

A. Conduct of Spectators, Coaches and Players

1. There must be sufficient planning, not only by the tournament manager but also by all participating schools which have qualified for the tournament, relative to appropriate crowd control during the duration of the event.
2. All participating schools will be expected to emphasize the necessity for proper crowd behavior. Administrators from member schools are expected to position themselves near their student cheering section whenever their team is playing.
3. All fans must wear shirts. This includes both students and adults.
4. Coaches will be expected at all times to display the type of conduct which contributes to good sportsmanship and which does not incite the spectators in attendance.
5. Coaches will be expected to impress upon their athletes the importance of displaying good sportsmanship at all times including players on the court, substitutes sitting on the bench, or following the conclusion of a game.
6. Administrators will be expected to impress upon their coaches the importance of displaying good sportsmanship at all times.
7. All fans will be expected to remain off the playing floor until after the awarding of medals and trophies. Failure to remain off the playing floor will result in the offending team not being recognized by the public address announcer. Medals and trophy will be awarded to school personnel following the awards ceremony. Fans will be allowed on to the playing floor following the presentation of all awards.
8. The SDHSAA reminds all coaches of their professional responsibility to conduct themselves in accordance with the rules and regulations of the sport and maintain proper appearance befitting the importance of the game. It is a matter of cooperation of people as a unit showing common courtesy, patience, pride, and respect. **Coaches are asked to dress appropriately (comfortable, but not sloppy; NO hats, t-shirts, denim jeans, or sweat pants). Coaches are in the spotlight, not a fan in the stands. BOD's action: April 2008.**

B. **Provide Program Information.** All teams that qualify for the SoDak 16 (Class "B", "A", "AA") need to send their state tournament program information to program printers listed on the website. The details as to where to send this information is posted on the SDHSAA basketball website. Please comply immediately with this request.

C. **Format of the Tournaments.** Eight teams will qualify for the Class "B", "A" and "AA" State Tournaments. All tournaments will be single elimination and a complete championship and consolation bracket will be played in both tournaments. By the close of the tournaments the entries will be ranked from first through eighth. Each team will play three games.

D. **Team Lodging.** Team lodging will be secured by the SDHSAA. Qualifying teams will need to contact the motel as to the number of rooms needed as well as rooming list and length of stay.

E. **Team Expenses.** Each school shall pay the entire expense of the contestants at the state meet per their local school policy.

F. **Awards.** All awards will be presented after each contest on the final day of the tournament. Details will be provided at the coaches meeting prior to the tournament. All team members shall be required to appear for the awarding of their medals/trophies as per instructions. Failure to accept any awards will result in that team forfeiting their awards.

In each tournament the SDHSAA will award four team trophies and four plaques.

- Trophies: championship team
runner-up team
third place team
consolation championship team
- The other four teams will receive plaques to show participation in the tournament.
- Twenty individual medals will be given to each team.

The maximum number of student names to be read at the state basketball awards ceremony is at the discretion of the participating schools.

Awards protocol: In all state basketball tournaments, first place medals will be draped by a member of the SDHSAA Board of Directors, SDHSAA staff member, or a corporate partner representative.

G. **Practice Sessions.** Teams will be scheduled for a one hour practice session on Wednesday of each state tournament. Each qualifying team has the floor for one hour. A practice session for each team will be scheduled after all eight qualifying schools have been determined. The SDHSAA staff will announce the order and timeframe for eight practice sessions.

H. High School Student Press Pass Request.

The High School Student Press Pass Request form is on Bound. All school requests for student press passes should be made on the "Request for Student Press Passes" **online form on Bound**. Note: press passes will only be issued to a student whose name appears on the online journalism roster. The deadline to submit this online form is the 1:00 p.m. (CT) on the MONDAY prior to each state tournament.

I. Adult Floor Pass Request.

The Adult Floor Pass Request form is on Bound. All requests for adult floor passes should be made on the “Request for Adult Floor Pass” **online form on Bound**. The request should name the adult needing the floor pass and their affiliation with the school. All names should be approved by the school’s principal, athletic director or superintendent prior to submission. The deadline to submit this online form is the 1:00 p.m. (CT) on the MONDAY prior to each state tournament.

J. Tournament Trainer/Doctor. A trainer/doctor will be present at all games of each tournament. The trainer/doctor will be available for each team’s use.

K. Brand of Ball.

1. The Baden Perfection Elite will be used for all region and state tournament games.
2. The boys’ tournaments will use the Baden Perfection Elite BX7E and the girls’ tournaments will use the Baden Perfection Elite BX6E.
3. Information on the National Federation Authenticating Marks and SDHSAA Official Tournament Balls can be found in the General Section of the Athletic Handbook.

L. Instant Replay. SDHSAA has adopted instant replay and the use of a replay monitor during state championship series contests to determine two things:

- 1) if a scored goal at the expiration of the time in the fourth quarter or any overtime period (0.00 on the game clock), should be counted,
- 2) and if so, to determine if it is a two-point or a three-point goal.

If a red/LED light is used, the light is the official expiration of playing time. (Rule 2-12-7)

M. Officials for State Tournaments.

In each class (“AA”-“A”-“B”), twelve (12) officials will be used and each official will work one game per day.

By Board of Directors action on April 17-18, 2007, officials must meet all requirements listed below to be eligible to work a state tournament.

1. An official must be licensed with the SDHSAA and have held a “certified” classification status for a minimum of three years (eligible on the 3rd year of certification), and have fulfilled all requirements as established by the SDHSAA. The requirements are as follows.
 - a. View the on-line rules meeting,
 - b. View the on-line mechanics meeting,
 - c. Attend two region meetings,
 - d. Pass the on-line open book test,
 - e. Attend a jamboree---1 every 3 years,
 - f. Officials must work twelve (12) varsity contests (non-gender specific) to be eligible to work any post-season tournaments.
2. An official may only work one state basketball tournament, either a girls’ tournament or a boys’ tournament.
3. Officials will indicate which tournament(s) they would be able to work. Officials will indicate preferences of which state tournament they would be able to work. Choices to include a boy’s tournament only, a girl’s tournament only or either tournament. The selection committee will then determine which tournament the selected officials will be working.
4. The SDHSAA will send notification via email, to all head boys’ and girls’ basketball coaches, that a list of all state tournament eligible officials is available on the SDHSAA website. The coaches are to consider this list as their “recommendation list.” Using this list, each coach is to “recommend” up to twelve officials and submit them back to the SDHSAA. These recommendations will be tabulated, however, every official recommended will be considered as a candidate to be selected to officiate one of the state basketball tournaments.
5. A committee will be selected by the SDHSAA to make the actual tournament selections. These people will represent all areas of the state as well as all class levels.
6. In addition to the above guidelines, considerations will be given to:
 - a. New officials. (An official who has never worked a state tournament or an official who has not worked a state tournament in the last three years.)
 - b. Representation from all areas of the state.
 - c. Official observation/evaluation forms.
7. Five-year rule---No official will be allowed to work more than five (5) consecutive years in a state basketball tournament. Consecutive state tournament years are counted regardless of the gender of the tournament. (Ex: An official may work consecutively three boys’ tournaments and two girls’ tournaments, this would constitute five consecutive years.)
8. Officials must be present all three days of state tournaments and be available to work any session as assigned by the SDHSAA. If this cannot be done, the official shall decline the opportunity to work.
9. An official with an out-of-state address/residency is eligible for state tournament assignments provided their registration is with the SDHSAA. Officials registered with sister state associations, who paid the reciprocity fee to South Dakota, are not eligible for SDHSAA state tournaments.
10. Coaches may waive their right to recommend by submitting the recommendation list and leaving it blank.

11. The Board of Directors reserves the right to reject the name of any official for cause.

N. Use of Alternate Officials

Each of the 12 officials will be assigned to work one extra game of the state tournament as an alternate official as assigned by the SDHSAA.

O. No Banners - No Noisemakers

See Region, SoDak 16 and State Tournament Regulations in the General Sports Section of the Athletic Handbook.

P. Students Standing During Ball Games

It is the policy of the SDHSAA that all aspects of the state basketball tournaments be conducted in a manner whereby consideration is given to all fans, students and adults alike. Depending on the venue and the area designated for student seating, students may be asked to remain seated if standing blocks the view of adult fans.

Q. Cheerleaders Rules

1. Cheerleaders are limited to a maximum of eight (8) cheerleaders, plus a mascot, per level for any contest.
2. In some instances cheerleaders remain too close to the playing floor during play. Cheerleaders, for the protection of all, shall take a position that will not interfere with the game as played.
3. Only varsity basketball cheerleaders will be permitted on the playing floor at the state tournaments. This means that "B" team cheerleaders and adult fans will not be allowed to assist in leading cheers at any state tournament game.
4. Spirit or yell leaders will be allowed provided they are so designated by their school and appear in a school approved uniform. (See uniform guidelines Athletic Handbook under Sideline Cheer.)

R. Lodging for Cheerleaders. Lodging for cheer teams will be secured by the SDHSAA in the block of "qualifying team rooms" (12 rooms where possible) for the tournament. This block of rooms is meant for basketball players, managers, coaches. Remaining rooms of the block are intended for cheerleaders, cheer advisory, athletic directors and administrators.

S. The SDHSAA Videotaping policy is printed in the General Section of the Athletic Handbook.

T. Miscellaneous Information

1. The management will designate participating teams' sections of the bleachers.
2. Adult fans and adult cheerleaders are not permitted in the student cheering sections.
3. Official bands have been designated and members of these bands are not to play any instruments, including drums, at any time other than when the band is playing.

NOTE: All students and chaperones should be notified of the above regulations while attending the State Basketball Tournaments.

U. Selection Procedure for Bands to Play at the State Basketball Tournaments

A band can be chosen to play at one of the six state basketball tournaments even if their basketball team qualifies for a state tournament. The following criteria will be used in the selection of bands for one of the state basketball tournaments:

1. A different band will be selected to play for each day of a given tournament. An exception can be made when there is a lack of bands or an act of God prevents a band to travel to the tournament. The selected band is designated as the "Tournament Band."
2. No one band will be selected to play at both the girls' and boys' state basketball tournaments. An exception to this criterion would be when there is a lack of bands at a tournament and a school volunteers its band to play at both the boys' and girls' tournaments.
3. Bands will be selected by lot using the following specific guidelines:
 - a. Bands that have not played at a state tournament during the preceding five years will be given preference over those that have.
 - b. Bands from same class given preference. Bands from Class "AA" are to be used at the Class "AA" tournaments if available. Bands from Class "A" schools are to be used at the Class "A" tournaments and bands from Class "B" schools are to play at the Class "B" tournaments. An exception may be made to the above due to a last minute cancellation or a lack of band in the class applying to play.
4. Each band will be reimbursed the greater of \$150.00 or payment for round-trip mileage for one bus to the state event..
5. A plaque will be presented to each band that serves as "Tournament Band."
6. Tournament Band Applications- Please complete the appropriate form which can be found on Bound.

Deadline for submitting applications is **January 15**.

V. Tournament Half-Time Entertainment Applications. High school groups may apply to appear at any of the six state basketball tournaments. Drill teams or any other performing groups will be considered for one of the half-time spots. The performance time for any group is five minutes. The form for this purpose can be found on Bound.

W. Boys' & Girls' Basketball Seeding Procedure

The state basketball tournaments will be seeded. The method for seeding is outlined in the Regional Basketball Regulations and at the end of this section of the Handbook.

X. Equipment and Facilities

1. Removal of the nets following the championship game will be under the direction and supervision of the tournament.
2. The breaking of a backboard will become the financial liability of the school whose student(s) caused the damage.
1. Vandalism to locker room facilities, motel rooms, etc. shall be the responsibility of the member school whose player/team was responsible for the damage.

TICKET AND PASS INFORMATION FOR STATE TOURNAMENTS

I. Student Tickets at State Tournaments

- A. Proper student identification must be shown.
- B. Tickets are for high school, junior high, middle school and elementary students. (Grades 1-12)
- C. Kindergarten and younger are admitted free.
- D. There will be no refunds.

II. State “B”-“A”-“AA” Girls’ Basketball Tournament

A. Venue-B: Huron Arena - Huron - March 13-14-15, 2025

Venue-A: Donald E. Young Center - Spearfish – March 13-14-15, 2025

B. Ticket prices – General Admission

Adult season:	\$50.00	Student season:	\$30.00
Adult single session:	\$15.00	Student single session:	\$10.00

Plus facility fees where applicable.

Proper student identification must be shown to purchase student tickets. These tickets are for high school and elementary school students only.

Venue-AA: Summit Arena at the Monument – Rapid City - March 7-8-9, 2024

.Ticket prices – General Admission

Adult Single Session:	\$15.00 + \$ 2.00 facility fee = \$17.00
Adult Season Pass	\$50.00 + \$12.00 facility fee = \$62.00
Student Single Session	\$10.00 + \$ 2.00 facility fee = \$12.00
Student Season Pass	\$30.00 + \$12.00 facility fee = \$42.00

Additional fees apply to all online ticket orders (where applicable)

C. Complimentary Tickets/Passes for Competing Schools

1. Schools qualifying for the tournament will be provided the following complimentary passes which will be handed out at the coaches meeting at the tournament site:
 - a. 20 contestant passes will be issued for players, student managers, statisticians, etc.
 - b. 6 adult passes to be used for coaches and adult personnel assisting with bench duties (to include trainer)
 - c. One bus driver pass.
 - d. A maximum of eight passes will be issued to varsity cheerleaders as listed on the Team Roster and School Information Form on Bound. Cheer coaches will receive a maximum of two passes as listed on the same form.

NOTE: If the above number of passes is not adequate, additional tickets must be purchased by the school at the tournament venue.

2. The SDHSAA provides complimentary passes to the following:
 - a. Qualifying schools – 8 per school
 - b. Board of Directors – 6 per board member
 - c. Executive staff – 6 per staff member
 - d. Support staff - 6 each if attending
 - e. Referees - 2 each
 - f. Governor – 2 if attending
 - g. Secretary of Education - 2 if attending
 - h. Association Attorney - 2 if attending
 - i. Distinguished Service Award Recipients - 2 each
 - j. Congressional Delegation as requested.

NOTE: The SD Basketball Coaches Association receives three (3) passes per tournament. Peace Officers Association receives three (3) passes per tournament.

3. The SDHSAA reserves the right to issue additional passes and/or tickets at the discretion of the executive staff.

III. State “B” Boys’ Basketball Tournament

A. Venue - Barnett Center (NSU), Aberdeen – March 20-21-22, 2025

B. Ticket prices – All Seats are General Admission

Adult season:	\$50.00	Student season:	\$30.00
Adult single session:	\$15.00	Student single session:	\$10.00

Plus facility fees where applicable.

Proper student identification must be shown to purchase student tickets. These tickets are for high school and elementary school students only.

C. Complimentary Tickets/Passes for Competing Schools

1. Schools qualifying for the tournament will be provided the following complimentary passes which will be handed out at the coaches meeting at the tournament site:
 - a. 20 contestant passes will be issued for players, student managers, statisticians, etc.
 - b. 6 adult passes to be used for coaches and adult personnel assisting with bench duties (to include trainer)
 - c. One bus driver pass.

- d. A maximum of eight passes will be issued to varsity cheerleaders as listed on the Team Roster and School Information Form on Bound. Cheer coaches will receive a maximum of two passes as listed on the same form.

NOTE: If the above number of passes is not adequate, additional tickets must be purchased by the school at the tournament venue.

2. The SDHSAA provides complimentary passes to the following:

- a. Qualifying schools – 8 per school
- b. Board of Directors – 6 per board member
- c. Executive staff – 6 per staff member
- d. Support staff - 6 each if attending
- e. Referees - 2 each
- f. Governor – 2 if attending
- g. Secretary of Education - 2 if attending
- h. Association Attorney - 2 if attending
- i. Distinguished Service Award Recipients - 2 each
- j. Congressional Delegation as requested.

NOTE: The SD Basketball Coaches Association receives three (3) passes per tournament. Peace Officers Association receives three (3) passes per tournament.

3. The SDHSAA reserves the right to issue additional passes and/or tickets at the discretion of the executive staff.

IV. State “A” Boys’ Basketball Tournament

A. Venue – Denny Sanford Premier Center – Sioux Falls– March 20-21-22, 2025

B. Ticket prices – All Seats are General Admission

Adult Single Session:	\$15.00 + \$1.00 facility fee = \$16.00
Adult Season Pass	\$50.00 + \$6.00 facility fee = \$56.00
Student Single Session	\$10.00 + \$1.00 facility fee = \$11.00
Student Season Pass	\$30.00 + \$6.00 facility fee = \$36.00
Additional fees apply to all online ticket orders (where applicable)	

Plus facility fee where applicable.

Proper student identification must be shown to purchase student tickets. These tickets are for high school and elementary school students only.

C. Complimentary Passes/Tickets for Competing Schools

1. Schools qualifying for the tournament will be provided the following complimentary passes which will be handed out at the coaches meeting at the tournament site:
 - a. 20 contestant passes will be issued for players, student managers, statisticians, etc.
 - b. 6 adult passes to be used for coaches and adult personnel assisting with bench duties (to include trainer)
 - c. One bus driver pass.
 - d. A maximum of eight passes will be issued to varsity cheerleaders as listed on the Team Roster and School Information Form on Bound. Cheer coaches will receive a maximum of two passes as listed on the same form.

NOTE: If the above number of passes is not adequate, additional tickets must be purchased by the school at the tournament venue.

2. The SDHSAA provides complimentary passes to the following:

- a. Qualifying schools – 8 per school
- b. Board of Directors – 6 per board member
- c. Executive staff – 6 per staff member
- d. Support staff - 6 each if attending
- e. Referees - 2 each
- f. Governor – 2 if attending
- g. Secretary of Education - 2 if attending
- h. Association Attorney - 2 if attending
- i. Distinguished Service Award Recipients - 2 each
- j. Congressional Delegation- as requested

NOTE: The SD Basketball Coaches Association receives three (3) passes per tournament. The SD Peace Officers Association receives three (3) passes per tournament.

3. The SDHSAA reserves the right to issue additional passes and/or tickets at the discretion of the executive staff.

V. State “AA” Boys’ Basketball Tournament

A. Venue — Summit Arena at the Monument, Rapid City– March 20-21-22, 2025

B. Ticket prices – All Seats are General Admission

Adult Single Session:	\$15.00 + \$ 2.00 facility fee = \$17.00
Adult Season Pass	\$50.00 + \$12.00 facility fee = \$62.00
Student Single Session	\$10.00 + \$ 2.00 facility fee = \$12.00

Student Season Pass \$30.00 + \$12.00 facility fee = \$42.00

Additional fees apply to all online ticket orders (where applicable)

Plus facility fee where applicable.

Proper student identification must be shown to purchase student tickets. These tickets are for high school and elementary school students only.

C. Complimentary Passes/Tickets for Competing Schools

1. Schools qualifying for the tournament will be provided the following complimentary passes which will be handed out at the coaches meeting at the tournament site:
 - a. 20 contestant passes will be issued for players, student managers, statisticians, etc.
 - b. 6 adult passes to be used for coaches and adult personnel assisting with bench duties (to include trainer)
 - c. One bus driver pass.
 - d. A maximum of eight passes will be issued to varsity cheerleaders as listed on the Team Roster and School Information Form on Bound. Cheer coaches will receive a maximum of two passes as listed on same form.

NOTE: If the above number of passes is not adequate, additional tickets must be purchased by the school at the tournament venue.

2. The SDHSAA provides complimentary tickets to the following:
 - a. Qualifying schools – 8 per school
 - b. Board of Directors – 6 per board member
 - c. Executive staff – 6 per staff member
 - d. Support staff - 6 each if attending
 - e. Referees - 2 each
 - f. Governor – 2 if attending
 - g. Secretary of Education - 2 if attending
 - h. Association Attorney - 2 if attending
 - i. Distinguished Service Award Recipients - 2 each
 - j. Congressional Delegation- as requested

NOTE: The SD Basketball Coaches Association receives three (3) passes per tournament. Peace Officers Association receives three (3) passes per tournament.

3. The SDHSAA reserves the right to issue additional passes and/or tickets at the discretion of the executive staff.

ACADEMIC ACHIEVEMENT TEAM AWARD

In an attempt to recognize the academic excellence of the athletic teams and fine arts groups in each school, the SDHSAA created the “Academic Achievement Team Award”. The “Academic Achievement Team Award” is designed to recognize “varsity” level “teams” that achieve a combined GPA of 3.0 or higher.

For additional information about the “Academic Achievement Team Award”, refer to the “Academic Achievement Team Award” section of either the ATHLETIC or FINE ARTS HANDBOOK.

Duties of Shot-Clock Operator

The shot clock is used for the entire game, including overtime periods.

The shot-clock operator shall control a separate timing device with a horn that shall have a sound distinct and different from that of the game clock. An alternate timing device shall be available when a visible shot clock malfunctions.

The shot-clock operator shall:

- A. Start the game clock and shot clock simultaneously when a player inbounds legally **touches** or is touched by the ball on a throw-in or when a team initially gains possession of the ball from a jump ball, a rebound or a loose ball.
- B. Stop the timing device and reset it:
 - 1. When team control is again established after the team loses possession of the ball. [Note: The mere touching of the ball by an opponent does not start a new period if the same team remains in control of the ball.]
 - 2. When a foul occurs
 - 3. When a held ball occurs (except for C-4 below)
 - 4. When a try for the goal strikes the basket ring
 - 5. When a violation occurs
 - 6. When the defense intentionally kicks the ball and 14 seconds or less remain on the shot clock (Note: Reset to 15 seconds)
 - 7. When there is an inadvertent whistle and there was no player or team control at the time of the whistle
- C. Stop the timing device and continue time without a reset when play begins under the following circumstances:
 - 1. The ball is deflected out of bounds by a defensive player
 - 2. A player is injured or loses a contact lens
 - 3. A charged timeout has concluded; and
 - 4. During team control a defensive player causes a held ball and the possession arrow favors the offensive team
 - 5. When an intentionally kicked ball occurs and more than 15 seconds remain on the shot clock

The offensive team upon regaining possession of the ball for the throw-in shall have the unexpired time to attempt a shot. After leaving the player's hand, that attempt must strike the basket ring or enter the basket.
- D. Sound the horn at the expiration of the shot-clock period. This does not stop play unless recognized by an official's whistle. If the shot clock indicates 00 but the horn has not sounded, time has not expired. The timing device shall be turned off when the game clock shows less time than a shot-clock period.
- E. Allow the timing device to continue:
 - 1. When touched by a defender during a loose-ball situation if the offense retains possession
 - 2. When a field goal try is attempted at the wrong basket
 - 3. When a blocked shot remains in bounds and is recovered by the team that shot
- F. An alternate device shall be available when a visible shot clock malfunctions.
 - 1. Stopwatch – A digital stopwatch must be provided for the official timer and placed so that it can be seen by the timer and shot clock operator. This device must be a standalone stopwatch and not any other type of device (e.g. mobile phone, wristwatch, computer, etc.) that has a stopwatch function.
 - 2. In the event one or both of the two shot clocks cease to operate (malfunction during play), the shot clock operator shall keep track of time and sound the horn when and if a violation occurs. In addition, the shot clock operator or public address announcer shall use the public address system to “count down” the shot clock, announcing when 10, 5, 4, 3, 2, 1 seconds remain.

If there is question as to whether a score was made within the shot-clock period or whether a try for goal strikes the basket ring, the final decision shall be made by the game officials.

SEEDING FORMULA AND GUIDELINES

Seeding Formula: (Class AA, A and B)

Seed points will be awarded based upon opponent's win percentage as shown in the chart below.

Win percentage = number of varsity wins divided by the number of varsity contests played.

Opponent's Winning Percentage	Points for Win	Points for Loss
.750 and above	50	39
.500 - .749	47	36
.250 - .499	44	33
.249 and below	41	30

- No points are deducted for playing teams which are classified below your classification. **Exception:** Class AA will deduct 2 points for each contest played against a Class A opponent, and deduct 3 points for each contest played against a Class B opponent.
- Class A will no longer be awarded bonus points for playing against Class AA opponents.
- Class B Only:** In competitions against varsity opponents which are one classification higher, 2 bonus points will be awarded.
- Class B Only:** In competitions against varsity opponents which are two classifications higher, 3 bonus points will be awarded.
- No contests against non-varsity opponents will count toward seed points.
- A team's seed point average will be determined by dividing the total number of seed points earned by the total number of contests played against varsity opponents, regardless of the opponent's classification.

Note: Seed point averages will be calculated to include all regular season contests in accordance with the timetable listed below.

For contests against out-of-state opponents, seed points will include all contests (regular or postseason) through the South Dakota cutoff date listed below.

Class	Region/SoDak 16 seed points calculated through:	State seed points calculated through:
B-A Girls	Friday, Week #33	Monday, Week #35
B-A Boys	Friday, Week #34	Tuesday, Week #35
AA Girls	Monday, Week #35	Monday, Week #35
AA Boys	Tuesday, Week #35	Tuesday, Week #35

ITEMS TO NOTE:

- In Class "B" and Class "A", each team must play a minimum of fourteen games as per the criteria established in the formula above in order to be seeded. Teams failing to play the minimum will be paired against the #1 seed.
NOTE: If a team had at least fourteen games on their original schedule and the number of games played drops below fourteen due to a weather cancellation or other extenuating circumstances, the fourteen game minimum will be waived and the team will be seeded accordingly.
If more than one team in the same region plays fewer than 14 games, then the pairings will be as follows:
 - The team that played the fewer games would be paired against the #1 seed.
 - If they played the same number of games, the best won-loss record would be paired against the #2 seed and the other paired against the #1 seed.
- Member schools receive no credit for playing a non-member school. However, games played must count as one of the 20 games permitted.

Tie-Breaking Procedure Applicable to Class "AA", "A" and "B"

If teams should tie for a qualifying place because of identical seed point averages, the tie will be broken by applying the following criteria in the order listed. In the event of ties involving more than two teams, teams shall be evaluated together until one is separated by the criteria in order. After one team is removed, the process shall start over with the remaining teams.

- Head-to-head competition will be used to break the tie. **NOTE: All teams involved in the tie must have played each other in order for head-to-head competition to be considered.**
- Victories (not losses) against common opponents will be used to break the tie. Multiple victories or losses will not be considered; two wins versus one win is not a factor when applying criteria.
NOTE: Situation 1: Teams A and B are tied. Team A plays Team C twice. The teams split. Team B plays Team C once and Team B wins. Team A and B remain tied. The loss is not considered. **Situation 2:** Teams A and B are tied. Team A plays Team C twice and Team A wins both games. Team B plays Team C twice. The teams split. Teams A and B remain tied. Two wins vs. one win is not considered and the loss against the common opponent is not considered either. **Multiple victories or losses are not considered when checking results against a common opponent.**
- The best overall regular season win/loss record based on percentage. (Games that are played against a team that is considered to be a non-point producing game, will not be included when determining overall percentage)
- If the tie cannot be broken, a drawing shall be held to determine the seeding position of the two schools involved.

NOTE: Margin of victory shall never be used as criteria for breaking a tie.