

Three Rivers League – Summary of Practices on certain topics:

Playing time regulations:

- For the 5th grade teams only, all players on a team are required to play a minimum of two quarters in each game, subject to injury or fouling out early. If a team has more than 10 players on its roster, since it is not possible to have all players play the minimum of two quarters, players should all receive approximately equal playing time.
- For 6th-8th grade teams, the TRL does not have a blanket policy on playing time, but rather each member school district is allowed to establish its own playing time policy, which should be communicated in advance, if requested by the opposing coach.

Roster related practices:

- Teams are not currently required to submit fixed rosters and therefore, the TRL has no way of formally checking compliance with the policies outlined below. This league is set up on the “honor” system in this case and coaches/ school groups are expected to comply with the spirit of these policies.
- Play up/play down policies – Players (once they are rostered on a team at the beginning of the season):
 - Players are not allowed to play down, for any reason, either in age grouping or division level within an age group. If a team cannot field enough eligible players to play, they must forfeit or re-schedule the game.
 - Players are allowed to play up under the following circumstances and this only applies to situations of injury or illness which leaves a rostered team with 6 or less players suited down for a game:
 - Within their age group, at a higher division level than what they are rostered.
 - In an age group above, but only at the division level to which they are rostered. For example, 5AAA players are not allowed to substitute on 6AA or 6A teams, only 6AAA teams.
- Play up/down policies – Teams:
 - Teams are not allowed to play below their age/grade level under any circumstance.
 - Teams asking to play up to the next age/grade level, must apply to the TRL in advance of the season scheduling meeting and the TRL decision will be honored.

Season Ending Jamboree related practices:

- Games played after the deadline provided at the beginning of the season will:
 - Not be counted in the standings for determining either jamboree seeding or league champion. This will lead to an unbalanced number of games and in this case winning percentage will be the primary determinant. However, head to head games may also be considered, given the imbalance.
- Season ending league champion/jamboree seeding process:

- The intent of the League Champion determination is to recognize the team who performed the best over the course of the season, in each age group division. In the event of ties, tiebreakers for determining regular season league champions will be handled as follows:
 - In division records form the basis for determining standings, not overall records.
 - If a tie occurs in division, head to head games will be reviewed first with the winner of that being declared the higher seed.
 - If the teams played head to head more than once and the outcome was split evenly, then total point differential will be used.
 - If the teams are still tied, they will be declared co-champions.
- The intent of the Jamboree is to offer team's one last opportunity to play games against as equal competition as the TRL can provide, in a format that offers a chance to win a tournament. Therefore, seeding may be done across divisions, in attempt to make the jamboree as equally competitive as possible. In doing so, some judgment may be exercised on the part of the TRL in an attempt to accomplish that goal. Seeding will be determined using a combination of in-division results, overall results, games against like competition where possible and in some cases, tiebreaker methods as described above.