



**1B and 2B**

**STATE BASKETBALL CHAMPIONSHIPS**

February 28-March 2, 2024

**SPOKANE**  **ARENA**

The Spokane Arena logo features a square icon with a stylized white and blue wave or mountain shape inside.

**TOURNAMENT INFORMATION**

and

**WIAA REGULATIONS**

**STATE 1B and 2B**  
**BOYS AND GIRLS BASKETBALL TOURNAMENT**  
February 28-March 2, 2024  
Spokane Veterans Memorial Arena

**TOURNAMENT MANAGERS:**

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**TOURNAMENT OFFICE:**

**TUESDAY, February 27, 2024 (Team Registration)**  
**NOON (12:00) TO 4:30 P.M.**

**Phone number: 509-641-0061**

Integra Telecom Meeting Room  
Enter through NW/VIP entrance

**8:00 a.m. – End of last game: WEDNESDAY, February 28**  
**– SATURDAY, MARCH 2, 2024**

Tournament Office: Lower Level, Spokane Arena

## REGISTRATION

Team Rosters and Photos need to be entered through the WPA Roster Center and School Pass Gate needs to be entered into Final Forms by **Monday, February 26, 2024 at 12:00 p.m.** For more information click [HERE](#).

- Teams need to pick up their Team Packets in the Pass Gate Office at the Spokane Arena (enter through the VIP/NW entrance) between **NOON AND 4:30 P.M On Tuesday, February 27.**
- **IF YOU ARE UNABLE TO PICK UP YOUR TEAM PACKET ON TUESDAY,** they may be picked up **WEDNESDAY, FEBRUARY 28 OR THURSDAY, MARCH 1** beginning at 8:00 A.M. IN THE TOURNAMENT OFFICE (lower level of the Arena).

## TOURNAMENT PASSES AND PASS GATE

All team members including coaches, managers, statisticians, medical personnel, school superintendents, school board members, school supervisors, school press, school photographer and school video tape operator **WILL NOT BE ADMITTED UNLESS THEIR NAME APPEARS ON THE ABOVE MENTIONED PASS LIST, ID will be required.**

## SPECIFICS OF ADMISSION

### **SOUTHEAST CORNER OF ARENA (corner of Mallon & Howard)**

**TEAMS:** 12 players, 8 designated school personnel (coaches, manager, scorekeeper), 1 medical personnel if registered with WIAA. All participants will receive a hand stamp that will generate an image under a black light. Coaches and players must show their stamp to enter the locker room area for their games.

**CHEERLEADERS:** Must be in uniform. Coach/Advisors are asked to enter the Arena through the SE Entrance by the Grand Staircase. Cheerleaders and their coaches must get a hand stamp that will allow them access to the floor and warm up area.

**BANDS:** Members will enter by identification of the band director. **NOTE: Bands enter and exit through the southeast entrance of the Arena by the grand staircase.** We have limited space, but there will be space available at the Arena for band instrument storage. This storage area is manned by Arena Personnel. The band bus driver will be admitted through the upper pass gate and will be asked to sign in. Band bus will drop off and pick the band at the SE Entrance of the Arena.

**UPPER PASS GATE:** Located at the Northwest/Les Schwab Entrance of the Arena.

**SUPERVISORS:** Principal and Athletic Director plus one (total of 3). Supervisors on the list will be provided entry and must check in at the Upper Pass Gate. **Photo identification will be required. All supervisors are expected to wear a supervisor badge during the game.** Supervisor badge is to be returned to the Upper Pass Gate at the completion of their game.

**SCHOOL DISTRICT PERSONNEL:** The superintendent and school board members on the list will be provided entry. **Photo identification will be required.**

**SCHOOL PHOTOGRAPHER, SCHOOL PRESS, SCHOOL VIDEO TAPE OPERATOR:** ONLY the school photographer will be allowed access to the playing floor AND ONLY DURING THE GAME his/her school is playing. A "School Photographer" badge will be given at the upper pass gate. Pass Gate personnel will review areas the photographer is allowed in. The photographer will be asked to show ID and that ID will be kept until the badge is returned to the pass gate. **This pass cannot be shared.** The school photographer is to identify themselves with the Floor Manager. School Media does not have floor access.

**PARKING PASSES:** Two parking passes will be given to each team. Team buses/vans drop off all participants in turnout area at the southeast corner of the Arena. Buses/vans will park in Parking Lot C (north of the Arena) after they drop off participants. Buses/vans ARE NOT allowed in the service parking lot. All participants will enter and exit the Arena through the southeast entrance which is at the bottom of the Grand Staircase.

Teams traveling in school vans that may need another parking pass may request an additional parking pass at the Tournament Office. These parking passes are not for supervisors or coaches.

## **TEAM PHOTOGRAPHS**

Team photographs will be taken by Northwest Sports Photography **BEFORE your team's first game on Wednesday or Thursday.** Please ALLOW AT LEAST 20 MINUTES PRIOR TO YOUR WARM UP time to have your team pictures taken. The price information for the pictures will be in your team packet.

Cheerleaders may also have their photo taken at this time.

## **TOURNAMENT PROGRAMS**

Two (2) complimentary programs per team will be in your team packet. Team sponsors will provide 12 complimentary programs for your team.

## **STATISTICS**

Half time and post game box scores will be distributed to coaches. Statistics will be provided for your game only. Statistics will be available for all games shortly after completion.

## **AWARD PRESENTATIONS**

Sportsmanship medallions may be presented following each ballgame, Wednesday through Friday. The presentations will take place immediately after the game is completed. Recipients of the sportsmanship medallion are asked to go to center court to receive their award. School principals and school district superintendents are encouraged to be involved in the presentations. On Saturday trophies for places one through six will be presented.

## **ITEMS CONCERNING BALLGAMES**

**GAME BALL:** Baden game balls (Baden Elite Pro) will be provided. Baden has provided additional official game balls to use for warm-ups. Each team will have six game balls to use for warm-up. Teams may also bring their own practice balls for use during warm-up time.

**DRESSING ROOMS:** Each team will be assigned a dressing room for each game played. A list of locker room assignment and fan cheering section will be in your team packet.

***SECURE YOUR MONEY AND VALUABLES. Neither the Spokane Arena nor State 1B/2B Tournament Management will be responsible for items lost.*** Teams are expected to clean up their locker room (and bench area) after each ball game.

**TIME BETWEEN GAMES:** There will be 15-minute warm-up time for each game, except the first game of the day in which 20 minutes warm-up will be provided. GAMES WILL NEVER START BEFORE THE SCHEDULED TIME. Teams will be held off the court until instructed by floor managers that they can begin their warm-ups. Team introductions will immediately follow warm-up time.

### **GAME RULES:**

- INTRODUCTION: Team huddle must take place at team end, not center circle.
- Games will not start BEFORE the scheduled time.
- **Teams must run directly to and warm-up on their own half court. There should be no running around or through the opponent's half of the court. Teams will be assessed a penalty for not following this rule.**
- Players must leave their JERSEYS ON AT ALL TIMES. A technical will be assessed for unsportsmanlike action.

**HOME TEAM:** The second or bottom team listed on the tournament bracket is designated as the home team. Home team shall wear white uniforms. **Both** white and a dark set of uniforms are required for the tournament. Teams are to use the basket opposite their team bench for the first half pre-game warm-up. Cheer sections will be placed behind their respective team's benches. Home teams are to the right of the announcers table in front of their own cheer section.

**TOWELS:** **TEAM TOWELS WILL NOT BE PROVIDED.**

**RELATIONS WITH GAME OFFICIALS:** Basketball coaches, their assistants and representatives of all participating schools ARE NOT allowed into the officials' dressing rooms at any time. If a coach wishes a rule interpretation after the completion of the game, he/she must first confer with the floor managers.

**SPORTS MEDICINE/ATHLETIC TRAINING SERVICES:** It will be possible for you to have minor injuries treated at the tournament. There will be a functional Sports Medicine Clinic available to you for treatment of injured athletes through Whitworth University Athletic Trainers. Teams must provide their own tape and supplies for regular taping of their athletes.

**BANDS:** Bands are asked to cooperate with tournament officials. There may be times when you will be asked to NOT PLAY. Before the first game each day, bands may be asked to play the National Anthem.

**CHEERLEADERS:** Cheerleaders are encouraged to be energetic and excited about their team(s).

- **BE POSITIVE** and work to keep your fans positive.
- **Stunts are allowed only on the playing floor. Mats must be used for stunts and must be provided by the individual cheer squads. Absolutely NO stunts are allowed on the sidelines.**

## FANS: WIAA TOURNAMENT POLICIES

- The Spokane Arena and WIAA have sole rights to the sale of clothing, food items, etc. in the Arena. Fan and booster groups who may be selling items for a school must do it outside the Arena.
- **NOT ALLOWED IN THE ARENA:** Balloons, silly string and artificial noisemakers of any sort are not allowed in the Arena. Zip ties are to be used to attach banner and signs. Tape of any kind is not allowed.
- Face Painting and attire must be in compliance with facility and school district policies.
- **ONLY** cheerleaders may use megaphones.
- Official school banners and hand held signs that are positive, directed only toward the schools team and do not block the view of the spectators are allowed. Run through signs are not permitted.
- Cheerleaders, participants, coaches or fans **MAY NOT THROW ITEMS INTO THE CROWD.**
- **PARAPHERNALIA:** Fans may be allowed to wear paraphernalia during the WIAA State Tournament games **ONLY IF WORN OR CARRIED IN THE HAND OF THE SPECTATOR** into the Arena. Boxes/cases, or large quantities of paraphernalia carried in any manner, will not be allowed into the Arena. Students will be responsible for properly disposing of such paraphernalia at the end of each contest. If additional personnel are required to clean up any mess resulting from the paraphernalia, the school may be billed for the cleanup.

### EXAMPLES OF INAPPROPRIATE BEHAVIOR THAT WILL NOT BE ALLOWED:

- Turning backs as opponents are introduced
- Holding newspapers up while opponents are introduced
- Disrespecting players by name
- Negative cheers or chants
- Throwing items on the floor

## TROPHY ROUND EXPECTATIONS

- Please show respect for your opponent
- Remain on the court for presentation of both loser's and winner's trophy
- Team pictures will not be taken on the court
- Fans, parents or spectators are not allowed on the floor at any time
- There will be a designated area for celebration for teams and fans off the court, at the bottom of the Grand Staircase.

# PREGAME TIMING SHEET

<b>GAME CLOCK</b>	<b>ACTIVITY</b>
20:00	Countdown clock begins for first game of the day
15:00	Countdown clock begins (following previous game)
10:00	PA Read Block #1 ( <i>PA Script</i> )
5:00	PA Read Block #2 ( <i>PA Script</i> )
0:00	Horn signals teams to benches
0:00	Team Introductions
0:00	Introduce Officials
0:00	National Anthem
0:00	Tip-off

**HEAD COACH'S RESPONSIBILITY** - The head coacs of the participating teams are expected to instruct their players in the following procedures:

**TEAM WARM-UPS** - The teams participating in the first game of each day will begin their warm-up at 20 minutes prior to the scheduled game time. For all other games, warm-ups will begin once the pre-game clock has been reset to 15 minutes.

Teams must go directly to their designated half court for warming up and are restricted to warming up only on their designated half court before the game and at half time. If a team runs around the court or on the opposing team's baseline (whether the opposing team is on the court or not) or through the opposing team's warm-up drills, an indirect technical for unsportsmanlike conduct will be issued to the head coach and the coach will lose the ability to stand and coach during the game.

When the warm-up clock expires, players and coaches will go to their respective benches.

## **TEAM INTRODUCTIONS**

- The five starting players will discard their warm-up suits and/or shooting shirts and stand in front of their bench with their coach and assistant coaches.
- Starting with the visiting team followed by the home team, non-starters from each team are introduced.
- The starters are announced next with the PA Announcer alternating between the visiting team and home team. Starting with the visiting team, as a player's name is read, the player will proceed to center court. A player from the home team will then be announced and proceed to center court to shake hands with the opposing player, then both players will return to their respective free throw lines.
- When all starters have been announced, non-starters from each team will join their respective starters at their free throw lines.
- The head coaches and assistant coaches of each team will be introduced after both team's players have been introduced. Head coaches will meet at center court for a handshake before joining their respective teams and coaches at their free throw lines.
- Gatherings intended to motivate a team after the warm-up period, during or following player introductions and post-game celebrations should be performed in the area directly in front of the team bench and cannot delay the start of the game.

**OFFICIALS INTRODUCTION** - The game officials will be introduced last and will step onto the court two paces in front of the scorers' table.

**NATIONAL ANTHEM** - Players and coaches will line up at their respective free throw lines and wait for the playing of The National Anthem.

**Medical Services and Athletic Training Facilities**

Whitworth University Athletic Trainers will be available throughout the tournament to provide medical services for teams.

1. Taping and first aid. Teams must provide your own taping supplies.
2. Ice and flexi wrap for all acute and chronic injuries.
3. Concussion evaluation and management.
4. Support your team and team athletic trainer.
5. A physician will be on call.
6. The athletic training staff will be documenting all injuries and treatments for the WIAA. Please support them by providing any information they need to gather.
7. The athletic training staff will coordinate emergency medical services and hospital transportation if appropriate.
8. Additional specialty health care services are available in the community.

You are welcome to use the taping area or ask us to tape for you. If you have special needs please check with us in an appropriate time frame so that we may properly assist you. Please have your ATCs and/or medical providers introduce themselves to our medical team prior to your games.

**AUTHORITY OF DESIGNATED TOURNAMENT PHYSICIANS** - The tournament physicians shall have final responsibility for medical decisions at the tournament, consulting with assistant tournament physicians and team physicians or other designated medical authority as appropriate. The tournament physician (and assistant tournament physician or designated medical authority when they are on the scene in the absence of the tournament physician) shall have the following authority in addition to that normally associated with the practice of medicine and surgery:

1. To determine whether an injured participant may continue in the contest. The decision against further participation may not be overturned by a coach, official, parent, another physician, or any other person. If an injured participant has a team physician present, consultation between the tournament manager and team physicians is expected when time permits, prior to the decision.
2. To provide medical coverage/services to tournament participants as requested.
3. To interrupt a contest if, in the opinion of the tournament physician, continuation would pose a significant threat to the safety, health, or life of a competitor, due to an injury to said competitor.
4. To enter the field of competition as necessary to fulfill his/her duties.
5. To supervise the activities of paramedical personnel who may be involved in the conduct of the tournament.
6. To serve as advisor to the tournament director on medical, health, and safety matters related to the tournament.

WIAA/GESA Credit Union  
1B, 2B STATE BASKETBALL  
March 1-4, 2023

**SCHOOL ATHLETIC TRAINER/PHYSICAL FORM**  
**RETURN TO TOURNAMENT MANAGER**

This information confirms the responsible individual(s) in the event of an injury to a participant.  
**EACH TEAM MAY BE ALLOWED ONE (1) TRAINER OR DOCTOR.**

Name of High School \_\_\_\_\_

Name of Head Coach \_\_\_\_\_

Name of Athletic Trainer \_\_\_\_\_

Is Athletic Trainer NATA Certified?  Yes  No

Name of Student Medical Support \_\_\_\_\_

Name of Team Physician \_\_\_\_\_

Will this physician be on your bench?  Yes  No

In the event than an athlete needs, medical attention on the court/field or in the locker room, the WIAA Tournament Medical Personnel will make the initial assessment and then will turn the athlete over to the designated school trainer/or physician. However; the decision determining whether an injured participant may "return to play" shall be made by the WIAA Tournament Medical Personnel and may not be overturned by a coach, official, parent, another physician or any other person.

If an injured participant has a team physician present, consultation between the tournament manger and team physician is expected when time permits, prior to the decision.

Please list any special needs or concerns regarding your student-athletes which may be helpful or pertinent in any emergency situation (i.e., diabetic, epileptic, etc.)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Principal or Designee Name \_\_\_\_\_ Date \_\_\_\_\_

Principal or Designee Signature \_\_\_\_\_