



NJBL.ORG

ALL STAR TOURNAMENT

TEAM INFORMATION

- RULES OF PLAY:** Tournament will be governed under the NJB All Star rules.
- FORMAT:** Pool play on Saturday and Championship bracket on Sunday
- CONDUCT:** Head coach will be responsible for the actions of the coaching staff, players and spectators. Site directors will have a zero tolerance with behavior.
- EJECTION:** Any adult ejected during the contest will be removed from the gym and not allowed to attend any games for the duration of the tournament. Players ejected from the game- will be suspended for at least the next game.
- PRE-GAME:** Game referees are required to meet with the head coaches to review the playing rules, check the team picture and review the Blue Card policy.
- PROTESTS:** NJB does not recognize or allow protests during the tournament.
- UNIFORMS:** ALL- STARS are not required on the back of the jersey.
- COACHES:** A maximum of three (3) coaches are allowed on the bench. Only the head coach may speak with the game referees
- AWARDS:** Awards will be given to 1st place teams in each pool.
- MEMBERSHIP:** All players and teams must be a current NJB member.

DAILY ADMISSION

<u>ADULT</u>	<u>SENIOR/STUDENT</u>	<u>KIDS (12UNDER)</u>
\$10.00	\$5.00	FREE

Fee is good for the full day at the gym.
Players in uniform and coaching staff are free

TEAM CERTIFICATION

The information below will constitute the process for the 2024 tournaments.

- Copy of a current report card and birth certificate for each player
- Each league will designate a local certifier for all their teams
- All players must be certified before the tournament by local certifier
- Bring your team book with all the report cards and BC's for each player
- Teams must register online and enter their team roster during registration.
- \$15 per team is required. Fee is given to the certifier

The age cut-off is May 1st, 2024 to be eligible for each grade.

Do not send any documents to NJB Headquarters

TEAM PICTURE

- * **The team picture must have ALL players in uniform for certification**
- * **The certifier will sign the back of the team picture for certification..**
- * **Game referees will check team picture during the pre game conference.**
- * **Team picture may be presented by mobile device to game referees.**
- * **NOT having the team picture may result in a forfeiture for the game.**

ALL-STAR TOURNAMENT RULES

National Junior Basketball has adopted the National Federation rule book for All-Star tournament play. The following NJB rules also prevail:

LENGTH OF PERIODS- Games will consist of five (5) eight-minute periods.

Every period will be a running clock, stopping only on the following:

- 1) Time-outs. Head coach or player on the court may request a time-out.
- 2) All shooting fouls. Clock stops when referee indicates a shooting foul.

Clock restarts when the ball is given to the shooter during the first attempt.

CLOCK- The clock will stop during the last two (2) minutes of the game on all dead ball situations if the difference is 9 points or less. The clock will remain a stop clock for the remainder of the game.

OVERTIME PERIODS- All overtime periods will be two (2) minutes in duration.

The first minute will be a running clock, the last minute will be a regulation clock.

TIME-OUTS- Each team will be allowed one (1) time-out in the first half and two (2) time-outs in the second half. The time-outs must be taken in their respective halves or they will be lost (no accumulations). One additional time-out will be granted to each team for each overtime period.

FREE-THROW BONUS RULE- Teams will shoot one-and-one-bonus on the 7th team foul in both halves. No double bonus during the tournament.

MERCY RULE- If team has a 20-point lead at any time during the game, the mercy rule will go into effect. The team will not be allowed to employ a full-court press or a half-court press. Defense will begin play under the 28' attack line or defined by the designated volleyball line. If an attack line is not available, the site director and referees will designate the line. The clock will become a running clock at all times unless the point difference becomes 9 points or less except for time-outs.

COACH SIT RULE- All Coaches shall remain seated on their team bench during the contest.

The head coach may stand to cheer a play or instruct players but must then return to their seat during the next live ball. The Head Coach is responsible for proper conduct from the bench and team spectators. Excellent sportsmanship is required. Only roster coaches will be allowed to sit on the bench during the game.

PLAYER PARTICIPATION- All players that are present and physically able to play, shall play one full continuous period by the end of the 1st half. Free substitution will occur during the second half of each contest.

ALL-STAR TOURNAMENT RULES

Player Advantage Rule:

- One Player- If a team arrives at the game with nine (9) players and the opposing team has ten (10) players, the team with the larger number of players shall select the player to **sit out** during the entire 2nd period.
- Two Players- If a team arrives at the game with eight (8) players and the opposing team has ten (10) players, the team with the larger number of players shall select the three (3) players to **sit out** during the entire 2nd period.
- Three Players- If a team arrives with seven (7) players and the opposing team has ten (10) players, the team with the larger number of players shall select the two (2) players to **sit out** during the entire 2nd period.
- Four Players- If a team has six (6) players and the opposing team has ten (10) players, the team with the larger number of players shall select the player to **sit out** during the entire 2nd period and receive 4 points prior to the start of the game.

NOTE: If a team shows with only 5 players, the opposing team will receive 6 points prior to the start of the game.

DIVISION 3 - Grades 2-4 Competition

DEFENSE- Teams may play any defense during the game.

Attack line- Teams may start their defense at the 28' attack line during the first half. The referees will determine the 28' line during the pre-game.

Half-court press- Teams may half court press during the second half. There is no half-court pressure during the first half.

Full-court press- Teams may full court press during the fifth period and overtime periods.

One warning per half will be given for any illegal press. A technical foul will be assessed after the warning. If unintentional defense occurs the referees will award the ball to the offense at the point of interruption with no official warning given to the defense. This is a judgement call by the referees.

REBOUND SPACES- A maximum of six (6) players - four (4) defensive and two (2) offensive may occupy the rebound lane. The space below the block on both sides shall be occupied.

OFFENSE RULE- The offensive team has five (5) seconds after crossing half court to penetrate the 28' attack line or defined by the designated volleyball line to start their offense during the first half. Referees will warn the team for insufficient offense.

ALL-STAR TOURNAMENT RULES

1st Pass/Back Court- Does not apply in tournament

Free Throws- Each player will shoot at least one free-throw prior to the start of the game. Each successful free-throw will be recorded in the scorebook and count in the team's overall score. Referees will administer the free-throws. Both teams will shoot free-throws at the same time, but at different baskets. A player who has missed will be allowed to shoot an extra free-throw to balance the team attempts.

The free-throw line will be at the 12-foot line.

DIVISION 2 - Grade 5 Competiton

DEFENSE- Teams may play any type of defense during the game.

Half-court press- Teams may half court press during the 1st half.

Full-court press- Teams may full-court press during the 2nd half and overtime periods.

Free-Throw line- Will be at 15 feet.

DIVISION 1 - Grade 7 Competiton

DEFENSE- Teams may play any defense during the game.

Press- Teams may employ a full-court press at any time during the game.

Free-Throw line- Will be at 15 feet.



TIE BREAKER:

When two (2) teams are tied, head to head competition will determine the winner. If more than two (2) teams are tied, a point differential (maximum of 13 points) will be applied. The differentials of all pool games are totaled and the teams are ranked accordingly. The team with the lowest total is eliminated, and will finish in third place. Then the winner from the remaining two (2) teams are determined by Head-to-Head competition.

