

ALL-STAR TOURNAMENT RULES

SECTION 21- ALL-STAR TOURNAMENT

National Junior Basketball has adopted the National Federation Rule Book for All-Star Tournament play. The following NJB rules also prevail:

- 21.1 LENGTH OF PLAYING PERIODS- All Star games will consist of five (5) eight-minute periods for all divisions. 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 touched on a rebound or on the inbound pass after a made basket.
- 21.2 CLOCK- The clock will stop during the last two (2) minutes of the game on all dead ball situations, for all divisions, if the point difference is less than 10 points. The clock will remain a stop clock for the remainder of the game.
- 21.3 OVERTIME PERIODS- All overtime periods will be three (3) minutes in duration. The first two minutes will be a running clock, the last minute will be a regulation clock.
- 21.4 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.
- 21.5 FREE-THROW BONUS RULE- Teams will shoot the one-and-one-bonus on the 7th team foul in both halves. No double bonus during the tournament.
- 21.6 MERCY RULE- If team has a 20-point lead at any time during the game, the mercy rule will go into effect. The scorekeeper should notify the game referees of the 20-point lead. The team will not be allowed to employ a full-court press or a half-court press. It is recommended that top players be removed and the substitutes play. 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 10 points or less, except for time-outs. The clock will become a regular clock if the point difference reaches 10 points or less.
- 21.7 COACH SIT RULE- All Coaches shall remain seated on their team bench during the contest. The Head Coach is responsible for proper conduct from the bench and the team spectators. Excellent sportsmanship is required. Only roster coaches will be allowed to sit on the bench during the games. The head coach may stand to cheer a play or instruct players but must then return to their seat.
- 21.8 PLAYER PARTICIPATION- All players that are present and physically able to play, shall play one full continuous period by the end of the second period. Free substitution will occur during the second half of each contest.

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21.8.1 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 two (2) 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 three (3) players **to play** during the entire 2nd period and receive 4 points prior to the start of the game.
- 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 four (4) players **to play** during the entire 2nd period and receive 8 points prior to the start of the game.

When both teams have less than 10 players, the one, two and three player advantage rule will remain intact.

21.9 DIVISION 3 - Grades 3 and 4 Competition

21.9.1 DEFENSE- Teams may play zone or man-to-man defense at any time during the game. The "One pass in the back court rule" will be enforced during the first four periods for any shot attempt that hits the rim or backboard. Teams may start their defense at the 28' attack line or defined by the designated volleyball line during the first two (2) periods. If the 28' attack line is not available, the court director and referees will designate the line.

21.9.2 PRESS-

Half-court press: There is no half-court pressure during the **first two (2) periods. Teams may half court press during the second half.**

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

Exception: When Mercy Rule is in affect. PENALTY: Only one warning per half will be given to teams for any illegal back-court or front-court press. A technical foul will be assessed after the warning. If unintentional defense occurs in the back court, 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.

21.9.3 ADDITIONAL RULES

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 two (2) periods.** Referees will warn the team for insufficient offense.

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Three Second Violation: An offensive player may not be in the key for 3 seconds or more. The defensive team will be awarded the ball.

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. One referee per team. Both teams will shoot the 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, if necessary. The free-throw line will be at the 10-foot line.

21.10 DIVISION 2 - Grades 5 and 6 Competiton

21.10.1 DEFENSE- Teams must play half-court man-to-man defense for the entire 1st half. Teams may play any type of defense in the second half.

21.10.2 PRESS- Teams may full-court press only during the 2nd half and overtime periods. Exception: When Mercy rule is in effect.

21.10.3 FREE-THROWS- The free-throw line will be at 12 feet.

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

21.11 DIVISION 1 - Grades 7 and 8 Competiton

21.11.1 DEFENSE- Teams must play man-to-man defense for the entire 1st half. Teams may play any type of defense in the second half.

21.11.1 .1 **Man-to-man Defense:** A defensive player shall be within a six (6) foot guarding position when their player has the ball and approaching the attacking 3 point line. Helpside defense is allowed. Helpside defense is defined as a defensive player not guarding the ball, playing midpoint between their assigned player and the player with the ball. A defensive player may double-team a player with the ball, but cannot double-team a player without the ball. A double-team is defined as two or more players defending an opposing player.

PENALTY: Each team will be given one warning per half for illegal defense. Technical fouls will be assessed for additional occurrences in each half.

21.11.2 PRESS- Teams may employ a full-court press at any time during the game. During the 1st half, the team shall play a man-to-man press. Exception: When the Mercy Rule is in effect.

21.11. FREE THROWS - The free-throw line will be regulaton (15 feet).

REBOUND SPACES-A maximum of six (6) players - four (4) defensive and two (2) offensive may occupy the free-throw lane. The space below the block on both sides **shall not** be occupied.