NJBSV ALL STAR INFO

2026 TEAM INFORMATION

RULES OF PLAY: Tournament will be governed under the NJB All Star rules.

ROSTER: Maximum 10 players on a team

FORMAT: Pool play on **2/21 & 2/22** and Championship bracket play on **2/28 & 3/1**

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 or three (3) coaches are allowed on the bench. Only the head coach may address the game referees and score table

AWARDS: Awards will be given to 1st place & 2nd place teams in a bracket.

MEMBERSHIP: All players and teams must be a current NJB member.

NJBSV SECTIONAL TOURNAMENT SPECTATOR DAILY ADMISSION

ADULT	SENIOR/STUDENT	KIDS (6 & UNDER)
$10.00	$5.00	FREE

Fee is good for the full day at All-Star gyms.
Team players and coaching staff (2) are free

2026 NJBSV WINTER LEAGUE
ALL-STAR TOURNAMENT DETAILS
DATES: FEB - MAR | GRADES: 2ND-8TH

ABOUT THE TOURNAMENT:
The Divisional All-Star tournaments are for Winter League Chapter All-Star teams filled with the top Divisional players. Teams play in their sectional tournaments to qualify for National Tournaments held in Southern California. All-Star players are divisional players that played in a minimum of 4+ games during the winter divisional season.

TEAM PICTURE FOR NATIONAL TOURNAMENT
For teams that qualify and attend a National All-Star tournament, we will use the same team picture required for the sectional tournament.:

Requirements for the National Tournament:
- All teams playing in a National tournament need a team picture signed by your local certifier
- The team picture must have ALL players in uniform for certification
- Game referees check team pictures during the pregame conference & Team picture may be presented by mobile device to referees.
- NOT having the team picture may result in a forfeiture for the game.

Once your team qualifies please notify us if your team plans to participate in the National Tournament at svnjb-info@siliconvalleynjb.com

Cost Per Team:	$500 (chapters will be invoiced for their team fees)
Deadline	Teams must submit their rosters and team photos by Wed 2/19 Rosters & photos will be reviewed and a certified roster will be sent back by Friday 2/21
Practices & Uniforms	Each Team's responsible for practice times and jerseys. All-Star is not required to be placed on the jersey any longer
Uniform Policy	https://irp.cdn-website.com/625b0e68/files/uploaded/SVNJB_LEAGUE_UNIFORM_POLICY_-_rev_11-26-24.pdf
Divisional All-Star Rules	https://irp.cdn-website.com/625b0e68/files/uploaded/2024-ALL-STAR-rules_SVNJB_r2.pdf
Tournament Dates:	**SVNJB:** 2/21, 2/22, 2/28, 3/1 **NATIONAL:** See Dates listed Below
Questions?	Email us @ certification@siliconvalleynjb.com

Rosters:	All-Stars are divisional players that played minimum 4+ games during winter season.
Capacity:	All-Star rosters may have 7 to 10 players on a team.
Age Qualification:	Age cut-off for All Star Tournaments is May 1, 2026. Player max age as of 5/1/2026: 4th/10u 6th/12u 8th/14u
Exceptions	Players can play up a grade. Playing down a grade is NOT acceptable unless players age qualifies
Team Certification:	All teams will need to submit their team info and must submit a team photo with all players jersey numbers visible. If a player is missing you can submit an individual photo of that player with their jersey on and number visible. You will need to upload the photos and team information into the form linked below by Wed 2/18
https://www.cognitoforms.com/SVNJB2/SVNJBAllStarTeamRosterSubmission2026	

Divisional All-Stars | Feb - Mar

Dates	Sunday 2/15	Saturday 2/21	Sunday 2/22	Saturday 2/28	Sunday 3/1
SVNJB Divisional All-Stars	HOLIDAY	Sectional All-Stars Rd 1	Sectional All-Stars Rd 2	Sectional All-Stars Rd 3	Sectional All-Stars Finals
National All-Star Tournaments	HOLIDAY	DIV 4 / GRADE 2 ALL-STAR TOURNAMENT Boys 2nd Garden Grove, CA Package Register		N/A	N/A
National All-Net Tournament & Other Invitationals	N/A	N/A	N/A	N/A	N/A

NATIONAL ALL-STAR TOURNAMENTS

Saturday 3/7	Sunday 3/8	Saturday 3/14	Sunday 3/15	Saturday 3/21	Sunday 3/22	Sunday 3/28	Sunday 3/29
N/A	N/A	GRADE 5 ALL-STARS INVITATIONAL TOURNAMENT BOYS GRADES 5: Las Vegas, NV Package Register		GRADE 7 ALL-STARS INVITATIONAL TOURNAMENTS BOYS GRADES 7: Encinitas, CA Package REGISTER		NATIONAL ALL-STARS INVITATIONAL TOURNAMENT BOYS GRADE 3: Orange County,CA Package Register	
MIKASA NATIONAL ALL-STAR TOURNAMENT Boys 6th, 8th Girls 6th, 8th PACKAGE REGISTER		N/A	N/A	N/A	N/A	SCORE NATIONAL ALL-STAR TOURNAMENT: Boys 4th & Girls 4th Orange County, CA PACKAGE REGISTER	
MIKASA NATIONAL ALL-NET TOURNAMENT BOYS 4TH-8TH ALL-NET ORANGE COUNTY, CA Package Register		N/A	N/A	N/A	N/A	N/A	N/A

G R A D E 4 | ALL-STAR TOURNAMENT RULES

National Junior Basketball adopted the National Federation rule book for All-Star play, with the following exceptions:

LENGTH OF PERIODS: Games consist of five (5) eight-minute periods. Every period is running clock, except:
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: Stop clock during last two(2) minutes of game on all dead ball situations if difference is 9 points or less. The clock will remain a stop clock for the remainder of the game.

OVERTIME: All overtime periods are two(2) minutes in duration. First minute running clock, last minute stop clock.

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

FREE THROWS: Two (2) free throws awarded for a common foul beginning with the team's 5th foul in each quarter. Team Fouls Reset after each quarter. (No double bonus.) Free Throw line will be at 12ft.

FREE THROW REBOUND SPACES: A max mum 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.

COACH SIT RULE: All Coaches shall remain seated on team bench during game. 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.

BASKETBALLS: Girls & Boys Grade 4 All-Stars will use 27.5 basketball

ROSTER CAPACITY: All-Star teams may have a maximum of 10 players

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.

Player Advantage Rule:

10 v 9 -If a team has nine (9) players and opposing team has ten (10) players, the team with the more players selects the player to sit out during the entire 2nd period.

10 v 8 -If a team has eight (8) players and opposing team has ten (10) players, the team with more players selects three (3) players to sit out during the entire 2nd period

10 v 7 -If a team has seven (7) players and opposing team has ten (10) players, the team with more players selects the two (2) players to sit out during the entire 2nd period

10 v 6 -If a team has six (6) players and opposing team has ten (10) players, the team with more players selects the player to sit out during the entire 2nd period and receive 4 points at game start.

10 v 5: If a team has only 5 players, opposing team will receive 6 points at game start.

G R A D E 4 | ALL-STAR TOURNAMENT RULES

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 second half. No half-court pressure during the first half

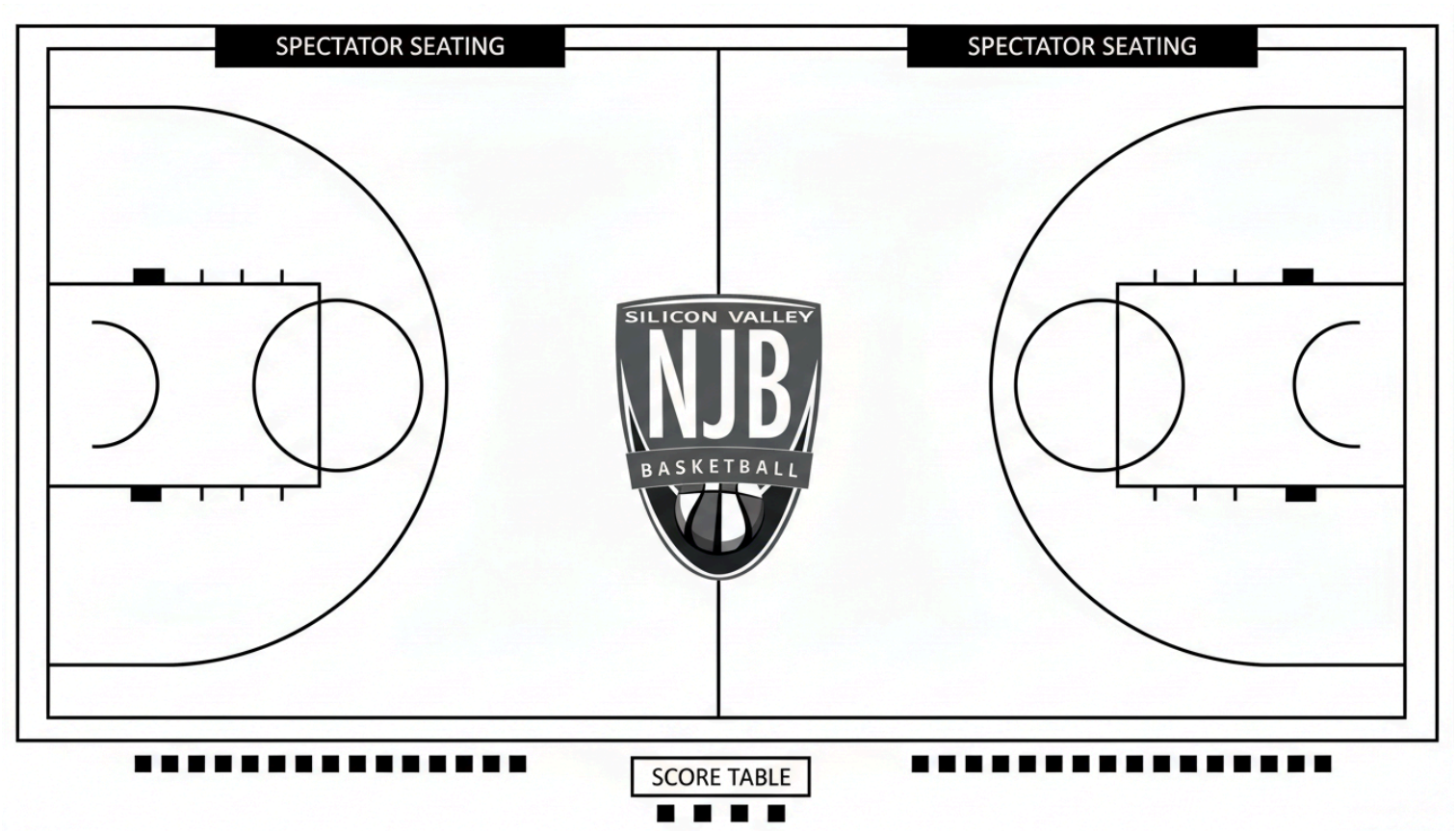
FULL-COURT PRESS: Teams may full court press during the fifth period and overtime periods.

One warning per half will be given for any illegal press. Technical foul will be assessed after the warning If unintentional defense occurs the referee 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.

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

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

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



G R A D E S 6 + 8 | ALL-STAR TOURNAMENT RULES

PLAYING RULES: Tournament will follow the NFHS High School rule book.

ROSTERS SIZE: Maximum 10 players on a team

PERIODS: Games will consist of (4) seven-minute STOP CLOCK games.

HALFTIME: Two (2) minutes

OVERTIMES: (1) minute. STOP CLOCK during overtime.

DEFENSE: **DIVISION 1(Grade 7/8)** - May play any type of defense during game

DIVISION 2 (GRADE 5/6)
May play any defense in game with these exceptions:
FULL COURT PRESS: Teams may full court press in 2nd half & overtime

TIME-OUTS: (3) full time-outs in each game. No carry-over for overtime.
(1) full time-out per overtime.

FREE THROWS: Two (2) free throws awarded for a common foul beginning with the team's fifth foul in each quarter. Resets the fouls at the end of each quarter. (No double bonus.) Free Throw line will be at 15 ft.

MERCY RULE: The rule will apply when a 20 point lead occurs in the second half. The clock will be a running clock until the point difference reaches (9) points or less. No full press is allowed.

EJECTIONS: Any adult ejected will be suspended for the full tournament and will not be allowed in the gymnasium.

SPORTSMANSHIP: The head coach is responsible for the coaching staff, players and all team spectators.The “Blue Card” will be enforced for all games.

PROTEST: The tournament does not recognize any game protests.
All player protests must be registered before the start of the game.

BASKETBALLS: Girls 6th/12U + 8th/14U division will use the 28.5 size basketball
Boys 6th/12U divisions will use the 28.5 size basketball
Boys 8th/14U divisions will use the 29.5 size basketball

PLAYER PARTICIPATION: FREE SUBSTITUTION DURING THE ENTIRE GAME.

WINTER SVNJB ALL-STAR RULES CHEAT SHEET

*Please have this available at gyms for refs and table staff to refer to.

On this page are the summarized rules for Division, All-Net, NLP for Silicon Valley National Junior Basketball

D3 PLAYER ADVANTAGE

10 V 9 (1 PLAYER ADVANTAGE)	10 V 8 (2 PLAYER ADVANTAGE)	10 V 7 (3 PLAYER ADVANTAGE)	6 Player Rule (PLAYER ADVANTAGE)
Coach w/10 players will choose player on the other team to sit during 2nd Qtr. Player selection made prior to 2nd. Player participation will always supersede this rule	Coach w/10 players choose 3 players on other team to sit during 2nd. Players selection made prior to 2nd. Player participation will always supersede this rule.	Coach w/10 players will choose 2 players on other team to sit during 2nd. Players selection made prior to 2nd. Player participation will always supersede this rule.	Coach w/10 players will choose player on the other team to sit during 2nd Qtr. Player selection made prior to 2nd AND RECEIVE 4 POINTS PRIOR TO START OF THE GAME.

Player advantage rules for Division 3 games only. FOR D2 + D1 ALL-STARS, FREE SUBS DURING ENTIRE GAME

5 Player Rule (PLAYER ADVANTAGE)

If team has 5 players @ start, other team gets 6 pts:

BASKETBALL SIZES

DIVISION ALL-STARS - BALL SIZES	ALL-NET/OPEN - BALL SIZES	NEXT LEVEL PREP (NLP) - BALL SIZES
Co-Ed ROOKIES (K-2ND) [D5] = **27.5**	Boys Grades: 4th [A4B], 5th [A5B] = **28.5**	Boys Grades: 9th-12th = **29.5**
Co-Ed Division 4 (2nd) [D4] = **27.5**	Boys Grades: 6th[A6B], 7th[A7B], 8th[A8B] = **29.5**	Girls Grades: 9th-12th = **28.5**
Girls+Boys Div 3 (3rd/4th) [D3] = **27.5**		
Girls+Boys Div 2 (5th/6th) [D2] = **28.5**	Girls Grades: 5th[A5G], 6th[A6G], 7th[A7G], 8th[A8G] = **28.5**	
Division 1 (Grades 7th/8th) [D1G] = **28.5**		
Boys Div 1 (Grades 7th/8th) [D1] = **29.5**		

WINTER NJB GAME FORMAT

	BOYS ALL-STAR DIVISIONS	GIRLS ALL-STAR DIVISIONS	ALL-NET/OPEN + NLP(HS) LEAGUES
TIME (CLOCK)	2ND GRADE / D4 = 5 x 8 minute Quarters (Running Clock, except last 2min of 5th period)	D4 = 5 x 8 minute Quarters (Running Clock, except last 1min of 5th period)	Boys All-Net/Open: A4B, A5B, A6B, A7B, A8B **4 x 8 minute Quarters (Stop Clock)**
	4TH GRADE / D3 = 5 x 8 minute Quarters (Running Clock, except last 2min of 5th period)		Girls All-Net/Open: A5G, A6G, A7G, A8G **4 x 8 minute Quarters (Stop Clock)**
	6TH GRADE / D2 = 4 x 7 minute Quarters (Stop Clock)		Boys NLP (9TH-12TH): L1B + L2B **4 x 8 minute Quarters (Stop Clock)**
	8TH GRADE / D1 = 4 x 7 minute Quarters (Stop Clock)		Girls NLP (9TH-12TH): L1G + L2G 4 x 8 minute Quarters (Stop Clock)

For Running Clock, clock stops on TimeOuts + Shooting Fouls. Stop clock on shooting foul, restart clock when ball given to shooter on 1st attempt

DEFENSE	**D4+D3 (2nd, 3rd/4th) Defense:** Full Court Press allowed in 5th Period/Overtime only. Halfcourt press allowed 2nd half. Teams may play zone or man @ anytime.	**All-Net/Open 4th, 5th, 6th, 7th, 8th Defense + Next Level Prep (NLP 9th-12th) Defense:** Any Defense allowed at anytime during game
	D2 (5th/6th) Defense: Full Court Press allowed in 2nd half/Overtime. Halfcourt Press allowed all game. Teams may play zone or man @ anytime	
	D1 (7th/8th) Defense: Any Defense allowed at anytime during game	
SUBS	**Subtitutions:** - D3 - = Set Subs in 1ST HALF and Open Sub in 2ND HALF - D2 + D1 = FREE SUBTITUTION ALL GAME	**Substitutions:** - High School Rules, Open Substitution all game for NLP and All-Net
TIME OUTS	**Division Timeouts:** 3 x 45 Second Timeouts throughout the game, 1 Timeout in Overtime	**All-Net / NLP Timeouts:** (3) Full timeouts and (2) 30 Second timeouts.
(FT) FREE THROWS	2 Free Throws awarded after team's 5th foul in each quarter, Team Fouls reset after each quarter.	**NFHS/All-Net/Open League Rule:** 2 Free Throws awarded after team's 5th foul in each quarter, Team Fouls reset after each quarter

OTHER NOTABLE RULES & ITEMS

FOR D3+D4, 1ST PASS RULE: One pass in backcourt DOES NOT APPLY in All-Star play

MERCY RULE: If team has 20-pt lead any time during game, the scorekeeper shall notify ref to implement mercy rule. The team with lead can'y full-court or half-court press + must play defense with both feet inside the 3-point area at all times. Clock will run at all times, except for timeouts, until score is within 10 points or less

OVERTIME: 1st OT period is 2 minutes. 1st minute running clock, last minute regulation (stop) clock. Extra OT periods are 1 minute regulation (stop) clock. Teams limited to 1 timeout per overtime period.

TIE BREAKER PROTOCOL:

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.

SPORTSMANSHIP

- FAIR PLAY FOR ALL
- RESPECT FOR OTHERS
- GRACIOUS IN VICTORY AND DEFEAT
- HONOR THE GAME REFEREES
- FOLLOW THE RULES

SPECTATORS CODE OF CONDUCT

- ZERO TOLERANCE FOR UNACCEPTABLE SPORTSMANSHIP
- WILL NOT ARGUE OR HARASS REFEREES
- CHEER AND ENCOURAGE ALL PLAYERS
- WILL BE REMOVED FROM GYM FOR POOR SPORTSMANSHIP

THE GAME IS JUST A GAME