

# 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

	10 V 9 (1 PLAYER ADVANTAGE)	10 V 8 (2 PLAYER ADVANTAGE)	10 V 7 (3 PLAYER ADVANTAGE)	6 Player Rule (PLAYER ADVANTAGE)
D3 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.
<b>Player advantage rules for Division 3 games only. FOR D2 + D1 ALL-STARs, FREE SUBS DURING ENTIRE GAME</b>				<b>5 Player Rule (PLAYER ADVANTAGE)</b>
BASKETBALL SIZES	<b>DIVISION ALL-STARs - BALL SIZES</b>		<b>ALL-NET/OPEN - BALL SIZES</b>	
	Co-Ed ROOKIES (K-2ND) [D5] = <b>27.5</b>		Boys Grades: 4th [A4B], 5th [A5B] = <b>28.5</b>	
	Co-Ed Division 4 (2nd) [D4] = <b>27.5</b>		Boys Grades: 6th[A6B], 7th[A7B], 8th[A8B] = <b>29.5</b>	
	Girls+Boys Div 3 (3rd/4th) [D3] = <b>27.5</b>		Girls Grades: 5th[A5G], 6th[A6G], 7th[A7G], 8th[A8G] = <b>28.5</b>	
	Girls+Boys Div 2 (5th/6th) [D2] = <b>28.5</b>		Girls Grades: 9th-12th = <b>29.5</b>	
	Division 1 (Grades 7th/8th) [D1G] = <b>28.5</b>		Girls Grades: 9th-12th = <b>28.5</b>	
Boys Div 1 (Grades 7th/8th) [D1] = <b>29.5</b>				If team has 5 players @ start, other team gets 6 pts:

## WINTER NJB GAME FORMAT

	BOYS ALL-STAR DIVISIONS	GIRLS ALL-STAR DIVISIONS	ALL-NET/OPEN + NLP(HS) LEAGUES	OTHER NOTABLE RULES & ITEMS
TIME (CLOCK)	2ND GRADE / D4 = 5 x 8 minute Quarters <i>(Running Clock, except last 2min of 5th period)</i>	D4 = 5 x 8 minute Quarters <i>(Running Clock, except last 1min of 5th period)</i>	Boys All-Net/Open: A4B, A5B, A6B, A7B, A8B <b>4 x 8 minute Quarters (Stop Clock)</b>	<p><b>FOR D3+D4, 1ST PASS RULE:</b> One pass in backcourt DOES NOT APPLY in All-Star play</p> <p><b>MERCY RULE:</b> If team has 20-pt lead any time during game, the scorekeeper shall notify ref to implement mercy rule. The team with lead can't 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</p> <p><b>OVERTIME:</b> 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.</p>
	4TH GRADE / D3 = 5 x 8 minute Quarters <i>(Running Clock, except last 2min of 5th period)</i>		Girls All-Net/Open: A5G, A6G, A7G, A8G <b>4 x 8 minute Quarters (Stop Clock)</b>	
	6TH GRADE / D2 = 4 x 7 minute Quarters <i>(Stop Clock)</i>		Boys NLP (9TH-12TH): L1B + L2B <b>4 x 8 minute Quarters (Stop Clock)</b>	
	8TH GRADE / D1 = 4 x 7 minute Quarters <i>(Stop Clock)</i>		Girls NLP (9TH-12TH): L1G + L2G 4 x 8 minute Quarters (Stop Clock)	
<b>For Running Clock, clock stops on TimeOuts + Shooting Fouls. Stop clock on shooting foul, restart clock when ball given to shooter on 1st attempt</b>				
DEFENSE	<b>D4+D3 (2nd, 3rd/4th) Defense:</b> Full Court Press allowed in 5th Period/Overtime only. Halfcourt press allowed 2nd half. Teams may play zone or man @ anytime.		<b>All-Net/Open 4th, 5th, 6th, 7th, 8th Defense + Next Level Prep (NLP 9th-12th) Defense:</b> Any Defense allowed at anytime during game	
	<b>D2 (5th/6th) Defense:</b> Full Court Press allowed in 2nd half/Overtime. Halfcourt Press allowed all game. Teams may play zone or man @ anytime			
	<b>D1 (7th/8th) Defense:</b> Any Defense allowed at anytime during game			
SUBS	<b>Substitutions:</b> - D3 - = Set Subs in 1ST HALF and Open Sub in 2ND HALF - D2 + D1 = FREE SUBSTITUTION ALL GAME		<b>Substitutions:</b> - High School Rules, Open Substitution all game for NLP and All-Net	
	TIME OUTS	<b>Division Timeouts:</b> 3 x 45 Second Timeouts throughout the game, 1 Timeout in Overtime		<b>All-Net / NLP Timeouts:</b> (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.		<b>NFHS/All-Net/Open League Rule:</b> 2 Free Throws awarded after team's 5th foul in each quarter, Team Fouls reset after each quarter