

ALL-STAR TOURNAMENT RULES

Grade 4

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.

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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.

SVNJB Sectional All Star Tournament

PLAYING RULES Grade 6 -8

- PLAYING RULES:** Tournament will follow the High School rule book.
- PERIODS:** Games will consist of (4) seven-minute STOP CLOCK games.
- HALFTIME:** Two (2) minutes
- OVERTIMES:** (1) minute. STOP CLOCK during overtime.
- TIME-OUTS:** (3) full time-outs in each game. No carry-over for overtime.
(1) full time-out per overtime.
- FREE THROWS:** Teams will shoot bonus on the 10th foul. No double bonus.
- 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 division will use the 28.5 size basketball
Boys 4-6 grade divisions will use the 28.5 size basketball
Boys 7-8 grade divisions will use the 29.5 size basketball
- PLAYER PARTICIPATION: FREE SUBSTITUTION DURING THE ENTIRE GAME.**