

# WINTER SVNJB RULE CHEAT SHEET

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

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 + 4th Qtrs. Player selection made prior to 2nd + 4th periods. Player participation will always supersede this rule	Coach w/10 players choose 2 players on other team to sit during 2nd + 4th periods. Players selection made prior to 2nd + 4th periods. Player participation will always supersede this rule.	Coach w/10 players will choose 2 players on other team to sit during 2nd + 4th periods. Players selection made prior to 2nd + 4th periods. Player participation will always supersede this rule.	Different player sits each period. opposing coach choose player to sit 1st period. In this situation only 5 of the 6 players are able to sit 1 period and 1 player is allowed to play the entire game.
Player advantage rules are for Division 2, 3, and 4 games only				5 Player Rule (PLAYER ADVANTAGE)
BASKETBALL SIZES	DIVISION - BALL SIZES	ALL-NET/OPEN - BALL SIZES	NEXT LEVEL PREP (NLP) - BALL SIZES	If team has 5 players @ start, other team gets pts: D2B: 10 Pts total, 5 given @ Tipoff, 5 at half D3B: 8 Pts total, 4 given @ Tipoff, 4 at half D2G+D3G: 4 Pts total, 2 given @ Tipoff, 2 at half
	Co-Ed ROOKIES (K-2ND) [D5] = <b>27.5</b>	Boys Grades: 4th [A4B], 5th [A5B] = <b>28.5</b>	Boys Grades: 9th-12th = <b>29.5</b>	
	Co-Ed Division 4 (2nd) [D4] = <b>27.5</b>	Boys Grades: 6th[A6B], 7th[A7B], 8th[A8B] = <b>29.5</b>	Girls Grades: 9th-12th = <b>28.5</b>	If 6th player arrives, then 6 player rule would apply at that point
	Girls+Boys Div 3 (3rd/4th) [D3] = <b>27.5</b>			
	Girls+Boys Div 2 (5th/6th) [D2] = <b>28.5</b>	Girls Grades: 5th[A5G], 6th[A6G], 7th[A7G], 8th[A8G] = <b>28.5</b>		
	Division 1 (Grades 7th/8th) [D1G] = <b>28.5</b>			
	Boys Div 1 (Grades 7th/8th) [D1] = <b>29.5</b>			

## WINTER NJB GAME FORMAT

BOYS DIVISIONS		GIRLS DIVISIONS	ALL-NET/OPEN + NLP(HS) LEAGUES	OTHER NOTABLE RULES & ITEMS
TIME (CLOCK)	D4 = 5 x 8 minute Quarters (Running Clock, except last 1min 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)	<b>FOR D3+D4, 1ST PASS RULE:</b> Only shots that hit rim or backboard will require a pass to be made in back court. The required pass must be started + completed in the back court before the ball can be advanced to front court. Rule not enforced in 5th or Overtime  <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  <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.
	D3B = 5 x 8 minute Quarters (Running Clock, except last 1min of 5th period)	D3G = 5 x 8 minute Quarters (Running Clock, except last 1min of 5th period)	Girls All-Net/Open: A5G, A6G, A7G, A8G 4 x 8 minute Quarters (Stop Clock)	
	D2B = 5 x 8 minute Quarters (Running Clock, except last 1min of 5th period)	D2G = 5 x 8 minute Quarters (Running Clock, except last 1min of 5th period)	Boys NLP (9TH-12TH): L1B + L2B 4 x 8 minute Quarters (Stop Clock)	
	D1B = 4 x 8 minute Quarters (Running Clock, except last 1min of 4th period)	D1G = 4 x 8 minute Quarters (Running Clock, except last 1min of 4th period)	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	Substitutions: - 5 Quarter Division Games = Set Subs in Quarters 1-4 and Open Sub in 5th - Division 1 Games = Set Subs 1st half and Open Sub 2nd half, all players need to play in 1st half of game minimum		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		All-Net / NLP Timeouts: (3) Full timeouts and (2) 30 Second timeouts.	
(FT) FREE THROWS	*NEW RULE FROM NFHS: 2 Free Throws awarded after team's 5th foul in each quarter, Team Fouls reset after each quarter.  FOR D4 & D3: Each player shoots free throw before game starts. Each made FT will count in scorebook and overall team score. Both teams shoot equal # of FTs		NEW NFHS/All-Net/Open League Rule: 2 Free Throws awarded after team's 5th foul in each quarter, Team Fouls reset after each quarter	